

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-st level=5+(4) cards, 7-15 HCP; 1/1 resp=F1; 1NT=9-12 HCP, NF; Cue=F1; simple raise=up to 9 HCP; 2/1 resp=NF; JS=6+, inv; jump raise=PRE; 2JS=SPL
2NT over 1M=limit raise+
2-nd level=5+ cards, 10-15 HCP; Cue=F1; 2/2=NF; 3/2=F1
Reopening: 5+, 6-14 HCP; JS=6+, 11-14 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live=15-18 HCP, system on
Reopening=11-14 HCP, system on, no STO promised
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, 5+cards 2nd level, 6+ cards upwards
Resp:2-3/2=NAT NF; 3/3=NAT FG; values+fit by PH; 2N=shape/size ASK
In NT=55+ lowest unbid, any strength
Reopening: 6+ , 11-14 HCP; 2N=18-20 HCP bal/sbal
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels(MM/OMm): 55+ over 3+cards(any strength), NAT otherwise
Responses:2N=inv+, 3x=P/C Jump Cue: ASK for STO with SOL suit
(1m)-P-(1M):2m=55+ other suits; 2M=6+, NAT
Reopening Cue=18+ HCP unbalanced/21+ HCP balanced
VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs. strong NT:2♣=44+ MM; 2♦=5+ M; 2♥/♠=5+M w/ 4+m; 2N=55+ mm;
Dbl=5+m 4M or 5+M strong Vs. weak NT:2♣=44+ MM; 2♦=5+ ♦, constr;
2♥/♠=5+ M, constr; 3♣=6+♠, constr; 2NT/3♦/♥= strong 2-suiter; Dbl=13+ HCP
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles, leaping 2-suiters(4♣♦), 3rd lvl Cue=55+ MM over 2m/mm over 2M
4th lvl Cue=55+ MM over m PRE/55+ mm over M PRE, FG
2/3N=NAT, 4N=2-suiter
JS=constructive, 6+ cards
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣: Dbl=44+MM; 1N=44+ mm; 2N=55+mm
(1♣)-P-(1♦)-Dbl=♦ OR 44+ MM; 1N=44+ mm
Vs. 2♣/♦: Dbl=♣/♦; 2NT=any 2-suiter
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: Rdbl=any 5-7 HCP, bid=NAT, FG
After 1♦: Rdbl=10+ HCP;1/1=4+,F1;2/1=NF;2N=54+ mm; JS=6+, inv
After 1M: Rdbl=10+ HCP;1N/2x=TRF;system on from 2♥/♠ up

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th best	2nd/4th best	
NT	2nd/4th best	2nd/4th best	
Subseq	same	same	
Other:1)low from xx 2)direct S/P 3)sometimes ATT thru declarer in NT contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x), AK, AK(x)	AKx(x), Ax(x), AKJ10(x)	
King	AK(x), Kx, KQ(x)	KQ(x), KQ10(x), AKJ(x), KQJ(x)	
Queen	Qx, QJ(x)	QJ(x), KQ109(x),AQJ(x)	
Jack	Jx, J10(x), KJ10(x)	Jx, J10(x), KJ10(x), AJ10(x)	
10	10x, 109(x), H10x, H109(x)	10x, 109(x), H10x, H109(x)	
9	9x, H9x	9x, H9x, H98(x)	
Hi-x	xSx, xxxS(x)	xSx, xxxS(x)	
Lo-x	xS, xxxS	xS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=odd	same	same
	2 S/P	same	same
	3 Hi=disc		
NT	1 Hi=odd	Hi=odd	Hi=odd
	2 Hi=disc	S/P	S/P
	3 S/P		
Other:1)U/D Smith echo vs. NT by both players 2)S/P or count in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
1)Light 1st level, sound upwards, mostly major-orientated			
Responses:limit bids, Cue=F1			
2)Most low-level Dbls are T/O			
3)Reopening=T/O 8-14 HCP or 15+ HCP any			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support Dbl/RDbl, Lightner Dbl, Responsive Dbl, Snapdragon Dbl, Action Dbl,			
Cooperative Dbl, Competitive Dbl, Inv Dbl, SOS Rdbl, 1-st control RDbl			
(1N weak)-P-(2x ART)-Dbl=points			
Over opps 1st level RDbl Pass is free, JS is PRE; 2nd+ level Pass is PEN			

WBF Convention Card
♠♥♦♣
Category: <u>BLUE</u>
NCBO: <u>BULGARIA</u> EVENT: <u>ALL</u>
PLAYERS: <u>VIKTOR ARONOV</u>
<u>JULIAN STEFANOV</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♣=17+ HCP bal/15+ HCP unbal, mostly NAT responses
1♦=0+♦, 10-15 HCP
5-card M, 10-15 HCP
1NT=14(13)-16 HCP, can be quasi-balanced (SGL honour,5th M, 6th m, 5422)
2/1=FG, in competitive bidding=NF
Light openings and overcalls
Generally aggressive style, random PRE
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣=17+ HCP bal/15+ HCP unbal
1♦=0+♦,10-15 HCP
2♣=6+♣/5+♣4M,10-15 HCP
2♦=MULTI, 6(5) M, 3-10 HCP; 44+ MM, 12- HCP 3rd/4th seat
2♥=44+ MM, 3-10 HCP; 6(5)♥, 12- HCP 3rd/4th seat
2♠=5♠ 4+m, 3-10 HCP; 6(5)♠, 12- HCP 3rd/4th seat
3x=random PRE, 6+ cards, 3-10 HCP
3N=weak PRE in a minor; to play 3rd/4th seat
4♣/♦=6+ ♣/♦ 5M, 7-13 HCP
4♥/♠=PRE in ♥/♠, 7+ cards, vul dependent, usually WK but random 3rd seat
4N=65+ minors, PRE
SPECIAL FORCING PASS SEQUENCES
In FG and strong sequences: 4- lvl=good hand, 5+ lvl=1st/2nd control
1♣-(4x+)-pass is F to DBL
Pass and pull is strong
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB, 2N usually not NAT in competitive bidding
PSYCHICS: Rare, usually in bids w/o points

