

DEFENSIVE AND COMPETATIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
OVERCOLS	OPENING LEAD STYLE			Category : GREEN
First level: 8(rare6)-18HCP 5+cards or good 4 cards new suit-F1;single raise-bal, jump raise -PRE; 2NT usually over Major overcall=4fit inv+; CUE=3 fit inv+	SUIT	Lead	In Partner's Suit	
	NT	std	std	NCBO : BULGARIA EVENT: All Events PLAYERS: Krasimir Dimitrov - Marincho Marinov M-ID 8725 8711
2nd level: 8-18HCP 5+cards new suit-NF;single raise-bal, jump raise -PRE; 2NTOver Major overcall=4 fit inv+; 2NT over minor overcall=inv; CUE over m=Ask STO;CUE over M=3 fit inv+	SUBSEQ	std	std	
	ODERS	std		
1NT overcall	LEADS			GENERAL APPROACH AND STYLE
15(14)-17HCP bal	Lead	Vs.Suit	Vs. NT	Precision club
	ACE	Ax(+),AKx+	the same	
	KING	AK,AKx+,KD+	the same	
	QUEEN	KD10+,DVx+,Dx	the same + ADJ(x+),AD10(x+)	
JUMR OVERCALLS	JACK	V10+,A(K)V10+,Vx	the same	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1level jump:PRE; 2level jump:PRE	10	10x,H10x,H109+	the same	3NT= GAMBLING AKDxxxx+ in any suit not A or K outside
jump 2NT: 5+5+lowest unbid	9	H9x+,H98x+	the same	
DIRECT OR JUMP CUE BIDS	Hi (x)	Xx,(xXxx, xxxXx)	the same	
(1m) -2m= 5+SP& 5+he	Lo (x)	TxX,(xxxX, xxxXx)	the same	
(1HE)-2HE=5+SP&5+m	SIGNALS IN ORDER OF PRIORITY			
(1SP)-2SP=5+HE&5+m		Partners lead	Decl.Le Discarding	
JUMP CUE= Ask for STO		A = LAV; Q=unblok J		
VS NT	Suit 1 st	other:count-Lo=E	COUNT: Hi/Lo/=EVEN	SPECIAL FORSING PASS SEQUENCES When interference is below forced level - shows good hand
vs weak NT: Dble=points;2CL=Majors; 2DI=6M 8-11HCP; 2M=5+M 8-17HCP; 2NT=55mm;3m=6+m 8-15HCP; 3M=PRE	2nd	the same		
	3rd	the same		
vs strong NT: Dble=5m4M; 2DI=1M; 2HE/SP=5+M&4+m	Suit 1 st	K(Q)-Lo=rev. count other:count-Hi=E	Hi/ Lo=EVEN or Lo=ENC	
REOPEN: 11-14BAL	2nd	the same		
VS.PREEMPTS	3rd	the same		
3CL: Dble=t/o; 4CL=5+5+MM; 4DI=5+DI&5+M				
3DI: Dble=t/o;4DI=5+5+MM	DOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
3HE:Dbl=t/o;4HE=5+sp5+m	TAKE OUT DOUBLES			LEB ; GOOD/BAD
3SP:Dbl=t/o,4nt=5+5+m	Thru 4HE			
VS.ARTIFICIAL STRONG OPENIND	Reopening =8+HCP			
DBL=MM, 1NT=mm				
	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES			PSICHICS
	Support Dbl/Rdbl			RARE
OVER OPPONENTS' TAKEOUT DBL	SOS Rdbl			
After1M-DBL: 1SP=5+SP F1; 1NT/2CL/DI-TRF CL/DI/HE	Lead-direction Dbl			
Trf to 2M=good raise; 2M=wk; 2NT=fit inv+	RESP DBL			

OPENING	TICK IF ARTIFICIAL	MIN.No.OF CARDS	NEG.DBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0		16+	1каро-0-7;1купа/пика;2трефи/кари=5+, 8+т ; 16к=12+т ; 2купи=8-11т бал; 2пики=4441 8+т	1CL-1DI-1HE=19+	
1♦		1		1+DI , 10-15HCP	1HE/SP-nat.F1,1NT-8-11,2CL/DI-GF,2HE/SP-wk; ; 3CL/DI/HE/SP-inv	1DI-1HE/SP-1NT-2CL=ask ;	
1♥		5		10-15HCP 5+HE, could be 4 in 3rd/4th pos.	1SP-nat,1NT-5-11,2CL/DI/HE-GF,2HE-fit 5-10, 2NT-3+fit,inv+;3CL/DI/HE-5(4)+CL/DI/HE,3+fit inv+; 3SP,4m-spl	1HE-1SP-1NT-2CL=ask ;	2NT=4fit,SGL;2SP&3m=5+ C and fit,inv
1♠		5		10-15HCP 5+HE, could be 4 in 3rd/4th pos.	1NT-5-11,2CL/DI/HE-GF,2SP-fit 5-10, 2NT-3+fit,inv+;3CL/DI/HE-5(4)+CL/DI/HE,3+fit inv+; 3SP-blok;4m/HE-spl		2NT=4fit,SGL;3X=5+X and fit inv
1NT				14-16 HCP bal,may have 5M,6m,5422	2CL-STAY;2DI/HE-TRF;2SP-TRF;2NT-TRF; 3CL-55mm wk; 3DI=55mm GF; 3HE-31(54); 3SP-13(54); 3NT-toplay; 4CL-ASK;4DI/HE-TRF	1NT-2CL-?: 2DI=no4M(Smolen rebids); 2M=4(5)M; 1NT-2DI-2HE-2SP=5+HE,4SP inv; 1NT-2HE-2SP-3HE=5SP,4+HE inv	
2♣	yes			5+трефи 10-15т	2DI-waiting, 2HE/SP,3/DI - HF5+, 2NT - TRF 3CL-wk or SRT		
2♦	yes			6+M	2NT - ask: 3CL=maks 6M, 3DI=6HE min, 3HE=6SP min,		
2♥	yes	5		5+купи 4+минор 6-10HCP	2NT - ask: 3m=4+m		
2♠	yes	5		5+пики 4+минор4-10HCP	2NT - ask: 3m=4+m min		
2NT				21-22 HCP BAL	3CL-pupet; 3DI/HE/SP,4CL/DI/HE-TRF; 3NT-to play; 4NT-QUANT		
3♣		6		Random PRE	3X-NF;3NT,4M=to play; 4CL-ask	HIGH LEVEL BIDDING: 1. CUE-style: 1st&2nd comtrols mixed; 2.SPL; 3.AUTOSPL; 4. (RKCB 5key cards 3041,5NT=even w/ void, 6x=void w/odd); 4. (PKCB w/ void 3041); 5.5NT=GST;6. PASS=Forsing; 7. LIGHTNER DBL= requires a non-standard lead; 8. DEPO, REPO 9.3CL/DI/HE/SP-4CL=ask (0;1;1+Q;2;2+Q)	
3♦		6		Random PRE	3X-NF;3NT,4M=to play; 4CL-ask		
3♥		6		Random PRE	3X-NF;3NT,4M=to play; 4CL-ask		
3♠		6		Random PRE	3NT/4HE-to play,4CL-ask		
3NT	yes			AKQ7+			
4X		7		Random PRE			