


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card		
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>					
1 Level = light,(6-15)HCP,5+(4) cards		<b>Lead</b>	<b>In Partner's Suit</b>			
2 Level = VUL - intermediate (10-17 HCP); NOT VUL - intermediate/light (9-16 HCP)	<b>Suit</b>	4th	same	<b>Category:</b>		<b>BLUE</b>
Responses : New suit = NF; Jump shift = F1	<b>NT</b>	4th	same	<b>Country:</b>		Bulgaria
Jump raise = WK	<b>Subseq</b>	4th	same	<b>Event:</b>		All Events
Reopening: = light (7-14 HCP)				<b>Players:</b>		Angel Vanchev Zahari Zahariev
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
Direct seat = (15-18)HCP, System on	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>		
Balancing seat : 1NT = (10-14)HCP, Jump to 2NT = (18-20)HCP, System on	<b>Ace</b>	AK, Ax(+)	AKx, AKJx(+)	Precision club, 1cl = 16+ HCP or any good hand w/ min 14+ HCP, Fopening;		
Could be semi-balanced	<b>King</b>	AKx(+), KQx(+), AKJx(+)	same	1di = 0+ cards,(10-15)HCP; 1M = 5+ cards,(10-15)HCP; 1M - 1NT= F1; 2/1 FG		
Sandwich NT = NAT	<b>Queen</b>	QJx(+), KQTx(+)	same + AQJx(+),AQTxx	1NT=14-16 1/2 seat; 15-17 3/4seat, could be semi-balanced (5M,6m,SGL H); 4		
	<b>Jack</b>	J10x(+), AJTx(+), KJTx(+),Jx	same	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP; 2di=Weak M 1/2 seat; Weak MM		
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	<b>T</b>	T9x(+), Tx, HT9x(+)	same + AQT9(+)	Generally: normal to aggressive style; random PRE; light Openings, O/C, T/O D		
VUL = WK (5-10) HCP	<b>'9</b>	H98x(+), 98x(+), 9x	same	<b>1NT Openings:</b>	1NT = (14-16) (15-17) HCP, could be semi-balanced (5M,6m,SGL H)	
NV = WK (3-9 HCP)	<b>Hi-x</b>	Sx, xSx(+)	same	<b>2NT Openings:</b>	2NT = PRE cl or (13-16) 2-suiter w/o clubs (good suits)	
2NT = (5-5)+ ms, ANY STR	<b>Lo-x</b>	HxS, HxxS(+)	same	<b>2 OVER 1 Response</b>	FG; COMP 2/1=NF if not TRF or CUE	
Balancing seat = decent (11-14 HCP)	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>		
1m - 2m = both Ms (if 3+m) or NAT (if m < 3cards)	<b>Suit:1st</b>	HI = ODD	HI = ODD	HI = ODD	1cl = STRONG	
1M - 2M = Michaels	<b>2nd</b>	HI = HI Suit	HI = HI Suit	HI = HI Suit	1di = 0+ cards, (10-15)HCP no 5M	
1m - 3m = 7+ SOL suit, asking for stopper(if 3+m) or PREEMPT(if m < 3cards)	<b>3rd</b>				2cl = 5+cards w/ 4M or 6+cards, (10-15) HCP	
1M - 3M = 7+ SOL suit, asking for stopper	<b>NT: 1st</b>	HI = ODD	REV Smith	REV Smith	2di = 6+(5)M, (3-9) HCP (1/2 seat); MM 54++ weak 3/4 seat	
<b>VS. NT(vs. Strong/Weak; Reopening:PH)</b>	<b>2nd</b>	HI = HI Suit	HI = ODD	HI = ODD	2M = 5+ M w/ 4+m, (3-9) HCP 1/2 seat; NAT NF 3/4 seat	
vs ANY 1NT: DBL=points (min opps range +1); 2cl=MM	<b>3rd</b>		HI = HI Suit	HI = HI Suit	2NT = PRE cl or (13-16) 2-suiter w/o clubs (good suits)	
2di = 1M (following as after 2di oppening); 2M = M+m (...as after 2M oppening)					3cl = PRE di or (13-16) 2-suiter with clubs (good suits)	
(1NT) - pass - (pass) - DBL = opening hand w/ min 33MM					3di/he = TRF PRE	
					3sp = Gambling = 7cards SOL m, w/o outside stopper(A or K)	
					3NT = Namyats (1M, -9 tricks)	
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
T/O DBL thru 4sp	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>					
LEB 2NT RESP	Thru 4 sp					
4M - 4NT = (5-5)+	Light style					
3m - 4m = (5-5)+ Sp & other suit; 3m - 4om = (5-5)+ He & other minor						
2M - 4m = 5m & 5OM; 2M - 3M = Michaels						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLE</b>			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
vs.1cl(str) >DBL=MM; 1NT=55+ (not MM); 1/2x = 3-4 cards w/ 5+ side suit	SUPP DBL thru 2he					
>3x = NAT	RESP DBL thru 4di					
	COMP DBL					
	MAX O/C DBL					
vs.2cl,di(str) - DBL= cl,di	SOS RDBL					
<b>OVER OPPONET'S TAKE OUT DOUBLE</b>	Lightner			<b>Psychics:</b> Rare		
New suit = NF; 1di - DBL = 1M = 4+cards F1	PEN DBL = O/C in FG; after RDBL; after opening 2di,he,sp,PRE,WJC					
1M - DBL > TRF, Jump shift = SYS ON						
> RDBL= implies no fit 10+ HCP and following DBL = PEN						

Opening	Artificial	Min. cards	Neg DBL	Description	Responses	Subsequent Auction	Passed Hand Bidding
1cl	YES	0		STR, 16+ HCP	1di = (0-7)HCP; 1M,2m = 5+cards,8+ HCP, FG 1NT = BAL 11-12 or 15+; 2he = (4441) FG; 2sp/NT=8-10/13-14	1cl-1di-1he=F (hearts, BAL or 2-suiter); 1cl-1di-1NT=FG; 1cl-1di-1sp/2m=NAT NF 1cl-1M/2m = NAT bidding; 1cl-1NT/2sp/2NT - Relay STAY	
					3di = (55)+Ms,(5-7)HCP; 3cl = (55)+ mm, (5-7)HCP 3M = NAT 6+ cards, 5-8 HCP good suit	1cl-1NT-2NT=5+cl; 1cl-1di (-1he-1sp)-2NT=20-22 (23-24)HCP,5M or 6m are possible,PUP STAY 1cl - O/C (1x=NAT)- DBL(RDBL)=(5-7)HCP; Suit or NT = FG; jump = 6-8 HCP, 6+ cards	
1di	YES	0	4he	(10-15)HCP, no 5M (11-13)HCP, BAL	1M = 4+cards,F1; 1NT = (7-11)HCP, could be UNBAL 2he = 5+sp&4+he,(3-9)HCP; 2sp=BAL INV or 1m WK(2-9 HCP)	2-way Check-Back; 1di-1M-2OM=any SPL,2NT=(R); 1di-1M-2NT=6+di good hand w/o 3cards in M; 1di-1M-3cl=(55)+m, (14-15)HCP;	
					2NT=mm,WK (3-9 HCP); 3m = 6+m,INV 2m = 4+cards,FG; 3M = 6+cards,NF	1di-1M-3di=6+di good hand w/ 3cards in M TRF and ART bids in COMP	
1he		5	4di	5+he, (10-15)HCP Could be 4cards in 3rd seat	1sp = 4+cards; 1NT = F1, (3-12)HCP; 2cl/di = 4(3)+ FG 2he = (7-10)HCP w/ 3+ SUPP; 3he = 4+ SUPP,WK (1-7 HCP)	1he - 1NT - 2cl = 1+ cards; 1he - 1NT - 2di = 4+ cards; 1he - 2m - 2he = 6+ cards 1he - DBL - RDBL = 9+ HCP usually w/o fit; => PEN DBLs	1he - 1NT = NF 2cl/di = 2-way Drury
					2sp=any SPL 9-11 of 15+; 2NT=INV 3f UNBAL or 4f BAL; 3cl=any SPL 12-14; 3di=Mix R (6-10 HCP); 3NT=p/c (fit & BAL	1he - DBL > 1NT,2cl = TRF to cl,di; > 2di = 3cards SUPP w/ 8+ HCP; 2sp+ = SYS ON > 1sp = 5+ cards,NF; 1M-O/C-2NT = INV+, 4+ cards supp; cue = INV+, 3 cards supp	
1sp		5	4he	5+sp, (10-15)HCP Could be 4cards in 3rd seat	same as above	1sp - 1NT - 2cl = 2+ cards 1sp - DBL - 2he =3cards SUPP w/ 8+ HCP	1sp -1NT = NF 2cl/di = 2-way Drury
						same as above	
1NT			4he	(14-16)HCP, BAL 5M or 6m are possible Could be semi - BAL Could be singleton H	2cl = STAY; 4 TRF 3cl = PUP; 3di =(55)+ms,FG 3M = short suit, (54)ms, FG; 4m = TRF to 4M; 4M = NAT 4NT = INV,BAL	1NT - O/C - DBL = T/O,points; 1NT - 3Level O/C - DBL = T/O,points TRF Lebensohl 1NT - DBL(OPPT, points) - RDBL = cl or MM; 2x = TRF; 2sp = 54+ mm; 3x = PRE After TRF to m - New suit = short suit	
2cl		5	4he	5+cl w/ 4M or 6+cl,(10-15)HCP	2di = (R) ; 2M = 5+cards,NF 2NT = PUP to 3cl = WK (2-9 HCP) w/ fit or any SPL, FG 3cl = 3+ SUPP, INV; 3M = 6+cards,INV; 3di = (55)+ Ms, INV	2cl - 2NT - 3cl - New suit = SPL,FG; 2cl-2di-3he/NT = 6cl+5he/sp 2cl - 2di - 2M - 2NT = Relay; 2cl-3sp=AKQxxxx+1stop 2cl - 2di - 2M - 3cl = NF	
2di	YES	0		6+(5)M, (3-9)HCP 1/2 seat (54)+ MM, WK 3/4 seat	2M = P/C 2NT = (R) ; 3m = values for lead, fit in both Ms 3he = P/C; 4cl = bid your suit TRF; 4di = bid your suit NAT	2di - 2NT - 3cl = Any MAX; 3di = min w/ he; 3he = min w/ sp; 2di - 2sp - 3m = SGL, min 2di - 2NT - 3cl - 3di = (R) = 3he=sp, 3sp=he; 2di - 2sp - 4di = TRF 2di - DBL - RDBL = Search; Pass = 5+ di; All rest = system on	
2M	YES	5		5+M w/ 4+m,(3-9)HCP 1/2 seat 5+cards (5-13) HCP 3/4 seat	2NT = (R) = INV+; 3cl = P/C 3M = WK; 3di = INV in M	2M - 2NT > 3m = NAT,WK; >3he = cl,STR; >3sp = di,STR 2M - 2NT - 3m - 3M = NF; 2M - DBL > System on; 2M - O/C - DBL = PEN; 2M - DBL - RDBL = points (Following DBL is PEN	
2NT	YES	5		6+ cl WK (55)+ (13-16) HCP, no clubs	3cl = p/c 4cl = S/T	2NT - 3cl - 3di = di+he; 2NT - 3cl - 3he = he+sp; 2NT - 3cl - 3NT = sp+di;	
3cl	YES	5		6+ di WK (55)+ (13-16) HCP, cl+another	3di = p/c 4cl = S/T	3cl - 3di - 3he/sp/NT = NAT(NT=di)+cl (55)+	
3di/he	YES	6		TRF PRE	3he/sp = to play 4cl = S/T		
3sp	YES	7		7+ SOL one suit, max Q outside	4cl = P/C; 4di = ask SGL; 4M = 6cards NF; 5cl,6cl = P/C	<b>HIGH LEVEL BIDDING</b>	
3NT	YES	7		8,5-9 tricks, 1M (7+ cards)	4cl = ASK Shortness; 4di = S/T 4he = P/C	Blackwood; CUE - BIDS; Pass forcing; Jump bid in other suit to 5 Level = RKCB w/ void RKCB = 4130; After RESP > BID MIN Level = asking for Q trump; > 5NT = asking for specials K; > 6x = asking for 3rd control(Q or xx)	
4in suit		7		PRE	DBL = PEN	POD1 - ROMAN > Pass = 0/2/4 Asec; > DBL or RDBL = 1/3/5 Aces RKCB > RESP 5NT = Even Keycards + Void RKCB > RESP 6in suit = Odd Keycards + Void Lightner = inquires a non-standard lead Josephine	