



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 st level = 5(4)+cards 7-17 HCP; 1/1 resp=F1; 1NT=8-11 HCP NF;
Cue = F1; simple raise = up to 8 HCP; 2/1 resp = F1; JM = WK;
Jump raise = PRE;
2NT over 1M = 3+ SUPP, INV+
2 nd level =5+cards 8-15 HCP;
Reopening: 5+ 6-15 HCP; JS = 6+ 8-12 HCP
Over prec 2♣: = T/O Dbl; Dbl = light with both majors or strong
1 suit; 3♣/3♦/♥/♠ = 6 + PRE
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = 14-17 HCP, system on
Reopening = 14-17 HCP, system on, no STO promised;
Jump to 2NT = mm 5+5+
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WK; 6+cards 2 nd level/could be 5+distributional/; 6+ upwards
2-Suit: un2NT = Michaels /lowest 2 unbid/
Reopen: 6+, 8-12 HCP;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels /weak or strong/;
Jump Cue = ask for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
vs. strong NT: 2♣=44+MM; 2♦=5+M; 2♥/♠=5+M4+m; 2NT=55+mm
Dbl=5+m4+M; Reop: same
vs. weak NT: Dbl=strong; 2♣=44+MM; 2♦=5+M; 2♥/♠=5+M4+m;
2NT=55+mm; 3x=6+ NAT constr; Reop: same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O Dbl thru 4♠; LEB 2NT RESP
multi 2♦-dbl = T/O over ♠;
multi (2♦)-pass-(2/3♥/♠)-Dbl = T/O or 15+ any
2M – 3M = Michaels
3m – 4m = 55+ MM 4♥/♠ – 4NT = 5+5+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT; Over prec 1♣: Dbl=MM; 1NT= mm
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♦-(DBL): RDbl = 9+HCP any; 1M = 4+ NF; 1NT = 8-11HCP;
2♣ = 5+ NF; 2M = 6+ WK; 3♦ = 6+ WK; 2♦/3♣/3M = NF
After 1M-(DBL): 1♠=NAT NF; RDbl=9+ pts;
1NT/2♣/2♦/2♥= nat NF
Jump raise=4+cards SUPP WK; 2NT=3+cards SUPP, INV+;
3x = splinter After 1♥-(DBL)-2♠ = splinter
After 1♠-(DBL): Pass=0-4 HCP; RDbl=5-7 HCP any; bid=NAT, FG;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Other: UDCA, 1st discard lavinthal/ NT			
except AK = lead A want Lavinthal, lead K want Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x), AK, AK(x)	same	
King	AK(x), Kx, KQ(x)	same	
Queen	Qx, QJ(x), AQJ(x)	Qx, QJ(x), AQJ(x)	
Jack	Jx, J10(x), KJ10(x), AJ10(x)	same	
10	10x, 109(x), H10x, H109(x)	same	
9	H9x	same	
Hi-X	xXx, xXxx(x)	same	
Lo-X	xX, xXxx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Count, Hi/Lo=O	Count, Hi/Lo=O	smal=encourage
2 nd			Count, Hi/Lo=O
3 th			
NT: 1 st	Count, Hi/Lo=O	Count, Hi/Lo=O	lavinthal
2 nd			Count, Hi/Lo=O
3 th			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1) Light 1st level, 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 & COMPETITIVE DBLS/RDLs			
Support Dbl/RDbl, lightner Dbl,			
Responsive Dbl, Cooperative Dbl,			
SOS RDbl, 1st control RDbl			
Over opps RDbl Pass is PEN			

WBF CONVENTION CARD
Category: BLUE
Country: BULGARIA 
Event: All
PLAYERS: DRAGOMIR MARINOV
IVAN MILKOV

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♣ = 17+ HCP BAL / 15+ HCP UNBAL, mostly NAT responses
1♦ = 0+♦, 10-16 HCP
5-card M, 10-16 HCP
1NT = 15-17 HCP,
2 OVER 1 Response: FG, in competitive bidding = NF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = 17+ HCP bal / 15+ HCP unbal
1♦ = 0+♦, 10-16 HCP
2♣ = 6+♣ /5+♣ 4+M, 10-17 HCP or weak M 6+ 6-11 pts
2♦ = 4441 16-19 or 22-23 NT
2M = 5+4+ weak
2NT = 20-21 HCP, bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/ PUPP
3x = random PRE, 6+ cards 5-11 HCP,
3NT = weak PRE in a minor, to play 3 th /4 th seat
4♣/♦ = weak
4♥/♠ = PRE in ♥/♠, 7+cards,
4NT = 65+ minors, PRE
SPECIAL FORCING PASS SEQUENCES:
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS:
Rare

OPENING BID DESKRIPTIONS

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♠	17+ HCP bal 15+ HCP unbal	1♦=0-7 HCP; 1♥; 1♠/2♣/2♦ = 5+, 8-+ HCP 2♥=4441 9+HCP; 2♠= 8-10 bal HCP; 1NT= 11+ any HCP; 2NT= 12-14 HCP;	1♣-1♦-1♥= 21+ F1; 1♣-1♦-1♥-1♠= 0-4; 1♣-1♦-1♥-1NT=5-7HCP; 1♣-1♦-1NT= 18-19; ; 1♣-1♦-2NT=24 +HCP; 1♣-1♦-2♥=5+♥ 16-19HCP;	
1♦	X	0	4♠	10-16 HCP, no 5M 11-14 HCP if bal	1♥/♠=4+ F1; 1NT=7-11 HCP; 2♣/♦=5+ GF; 2♥/♠=5+ WK; 2NT=11-12 HCP; 3♣/♦/♥/♠=6+ inv; 3NT=to play	1♦-1♥/♠-1♠/1NT-2♠=ASK;	
1♥		5	4♠	10-16 HCP 5+♥	1♠=4+F1; 1NT=7-11HCP; 2♣=2+GF; 2♦=5+GF; 2♥=3+ 6-10 HCP; 2♠=5+WK; 2NT=3+♥ inv+; 3♣/♦/♠=splinter; 3♥=PRE; 3NT=to play;	After Dbl: 1♠=NAT ; RDbl 9+ pts 2x 5+ NF	
1♠		5	4♥	10-16 HCP 5+♠	1NT=7-11HCP; 2♣=2+GF; 2♦/♥=5+GF; 2♠=3+6-10HCP; 3♣=PRE; 2NT=3+♠ inv+; 3♣/♦/♥=6+ inv; 3NT/4♠=toplay; 4♣/♦/♥=SPSLam try	After DBL: RDbl 9+ pts 2x 5+ NF	
1NT				15(14) – 17 HCP, bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/	2♣=Stayman; 2♦/2♥/2♠/2NT=TRF♥/♠/♦; 3♣=5+5+ ♣/♦ sign off; 3♦=5+/5+ ♣/♦ GF; 3♥/3♠=54mm with singleton; 3NT to play; 4NT=15-16 HCP bal		
2♣	X	5	4♠	2♠ = 6+♣ /5+♠ 4+M, 10-17 HCP	2♦=relay; 2♥/♠=p/c NF; 2NT= 16+ any;		
2♦	X	0		4441 16-19 or 22-23 NT	2♥ relay		
2♥		6		5+4+ other	2NT= ASK F1; new suit F1 ask for fit; 3♥=PRE; 3NT=to play	penalty dbl	new suit promise fit
2♠		6		5+4+ m	2NT= ASK F1; new suit F1 ask for fit; 3♠=PRE; 3NT=to play	penalty dbl	new suit promise fit
2NT			4♠	20–21 HCP bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/	3♣ = puppet stayman; 3♦/♥ = TRF♥/♠; 3♠ = TRF♣; 4♣ = TRF♦;		
3♣		6		Pre-emptive in ♣	new suit F1	penalty dbl	
3♦		6		Pre-emptive in ♦	new suit F1 ask for fit	penalty dbl	
3♥		6		Pre-emptive in ♥	new suit F1	penalty dbl	
3♠		6		Pre-emptive in ♠	new suit F1	penalty dbl	
3NT	X			weak PRE in a minor; to play 3 th /4 th seat	4♣=P/C; 4♥/♠=to play; 5♣=P/C	penalty dbl	
4♣	X	0		8-9 tricks ♥ suit,		HIGH LEVEL BIDDING	
4♦	X	0		8-9 tricks ♠ suit,		RKCB-14, 03, 2/5, 2/5+trump queen;	
4♥		7		Pre-emptive in ♥		4NT-5NT=even KC with void; 4NT-6x=odd KC with void;	
4♠		7		Pre-emptive in ♠		SPL; CUE; Exclusive Blackwood; 5NT=pick a slam	
4NT	X			65+ minors, PRE			