



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 <sup>st</sup> level = 5(4)+cards 7-16 HCP; 1NT= 8-10 HCP NF;
Cue = F1; simple raise = up to 8 HCP; 2/1 resp = F1; JM = WK;
2NT over 1M = 4+ SUPP, INV+
2 <sup>nd</sup> level =5+cards 10-16 HCP; Cue=F1; 2/2=NF; 2NT=F1; 3/2=F1
Reopening: 5+ 6-14 HCP; JS = 6+ 8-12 HCP
Over prec 2♣: T/O Dbl; 2x – nat NF
Reopening: 2x = NAT; Dbl = T/O
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct seat = 4M/4+m 8-16
Reopening = same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: WK; 6+cards 2 <sup>nd</sup> level/could be 5+distributional/; 6+ upwards
2-Suit: un2NT = Michaels /lowest 2 unbided/
Reopen: 6+, 8-12 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue = Michaels /weak or strong/; Resp: 3x=P/C; 2NT=inv+
Jump Cue = ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. strong NT: 2♣=44+MM; 2♦=5+M; 2♥/♠=5+M4+m; 2NT=55+mm
Dbl=5+m4+M; Reop: same; 3x=6+ NAT
vs. weak NT: Dbl=strong; 2♣=44+MM; 2♦=5+M; 2♥/♠=5+M4+m;
2NT=55+mm; 3x=6+ NAT constr; Reop: same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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 = Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NAT; Over prec 1♣: Dbl= MM; 1NT= mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♦-(DBL): RDbl = 10+HCP any; 1M/m = 4+NF;
2M = 6+ WK; 3♦ = 6+ WK; 2♦/3♣/3M weak
After 1M-(DBL): 1♠=NAT NF; RDbl=9+ pts; simple raise=WK;
1NT/2♣/2♦/2♥=nat NF
2NT=3+cards SUPP, INV+;
After 1♣-(DBL): Pass=0-7 HCP 4+♣ RDbl=0-4 HCP any/4- ♣/;
bid=NAT, FG;

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4	
Subseq	3/5	3/5	
Other: STANDART	except AK = lead A want Lavinthal, lead K want Count		
<b>LEADS</b>	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), H109(x)		same
9	98x		same
Hi-X	xxX, xxXx		xXx, xXxx
Lo-X	Xx, xxXx		Xx, xxxX
<b>SIGNALS IN ORDER OF PRIORITY</b>	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>st</sup>	Count, Hi/Lo=E	Count, Hi/Lo=E	Lavinthal,
2 <sup>nd</sup>			Count, Hi/Lo=E
3 <sup>th</sup>			
NT: 1 <sup>st</sup>	Count, Hi/Lo=E	Count, Hi/Lo=E	Lavinthal,
2 <sup>nd</sup>			Count, Hi/Lo=E
3 <sup>th</sup>			
Signals (including Trumps):			
<b>DOUBLES</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
	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		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	lightner Dbl,		
	Responsive Dbl, Cooperative Dbl,		
	SOS RDbl, 1st control RDbl		
	Over opps RDbl Pass is PEN		

WBF CONVENTION CARD	
Category: <b>BLUE</b>	
Country: <b>BULGARIA</b> 	
Event: <b>All</b>	
PLAYERS: <b>VASIL GETOV</b> <b>KRASIMIR NIKOLOV</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>PRECISION CLUB</b>	
1♣ = 17+ HCP BAL / 15+ HCP UNBAL, mostly NAT responses	
1♦ = 0+♦, 10-16 HCP	
5-card M, 10-16 HCP	
Open light if UNBAL	
1NT = 15(14) – 17 HCP, bal or semi-bal /SGL H, 5 <sup>th</sup> M, 6 <sup>th</sup> m, 5422/	
2 OVER 1 Response: RF, in competitive bidding = NF	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1♣ = 17+ HCP bal / 15+ HCP unbal	
1♦ = 0+♦, 10-16 HCP	
2♣ = 6+♣ /5+♣ 4+M, 10-16 HCP	
2♦ = 6(5)+ M, under opening	
2M = 5+/5+, weak/could be 5431	
2NT = 5+5+ mm 12-17 HCP	
3x = 6+ cards 5-11 HCP,	
3NT = AKDxxxx ♣/♦	
<b>SPECIAL FORCING PASS SEQUENCES:</b>	
In forced and strong sequences: 3 <sup>th</sup> /4 <sup>th</sup> level = good hand,	
5+ level = 1 <sup>st</sup> /2 <sup>nd</sup> control	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
LEB, 2NT usually not NAT in competitive bidding	
<b>PSYCHICS:</b>	
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, 8+HCP; 2♠= 6+m/4M 5-8 HCP; 1NT=8+ HCP bal; 2NT= 12-13 bal HCP; 3♣ = 5+5M+ 5-8, 3♦ = 5+5M+ 5-8 HCP, 3♥ = 5+5+MM 5-8, 3♠=5+5+mm 5-8 HCP	1♣-1♦-1♥=19-20 bal or 21+ any; 1♣-1♦-1♥-1♠=0-4 pts; 1♣-1♦-1♥-1NT/2♣/♦/♥/♠=5(4)+ 5-7 HCP; 1♣-1♦-2NT=21-22HCP; 1♣-1♦-1♥-1♠- 2 NT + 23+ NT After Dbl: Pass=0-7 HCP 4+♣, RDbl=0-4 HCP/4- ♣/; 1♦ = 5-7HCP, bid=NAT 8+ pts, FG;	
1♦	X	0	4♠	10-16 HCP, no 5M 11-14 HCP if bal	1♥/♠=4+ F1; 1NT=7-11 HCP; 2♣/♦=4+ F1; 2♥/♠=5+ WK; 2NT=11-12 HCP; 3♣/♦/=6+ inv; 3♥=3145(3154) 13-15, 3♠ = 3145(3154) 13-15, 3NT=to play	1♦-1♥/♠-1♠/1NT-2♣=weak ♦ or inv/ 2♦ = GF 1♦-bid-2NT=AKQxxx w/ 14-15 pts; 1♦-(1NT): 2♣=44+MM; 3♣=55+ mm	
1♥		5	4♠	10-16 HCP 5+♥	1♠=4+F1; 1NT=7-11HCP; 2♣=4+F1; 2♦=4+F1; 2♥=3+ 6-10 HCP; 2♠=splinter; 2NT=4+♥inv+; 3♣/♦ = splinter; 3♥=PRE; 3NT=to play; 4♣/♦/3♠ = rkcb slam try; 4♥=to play	After Dbl: 1♠=NAT NF; RDbl 9+ pts /1NT,2♣/♦;nat NF 2/3♥=WK; 2NT=3+♥inv+	
1♠		5	4♥	10-16 HCP 5+♠	1NT=7-11HCP; 2♣=4+F1; 2♦ = 4+F1, 2♥=5+F1; 2♠=3+6-10HCP; 3♠=PRE; 2NT=4+♠inv+;3♣/♦/♥ = splinter; 3NT/4♠=to play; 4♣/♦/♥ = rkcb slam try	After DBL: RDbl 9+ pts, 1NT/2♣/2♦/2♥ nat NF, 2/3♠=WK; 2NT=3+♠ inv+	
1NT				15(14) – 17 HCP, bal or semi-bal /SGL H, 5 <sup>th</sup> M, 6 <sup>th</sup> 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	Second Stayman;1NT-2♣-2♦-2♠= 2-nd stayman After Dbl: RDbl=1m NF; After overcall: Dbl=pen; 2 <sup>nd</sup> lvl bid= NAT sign off; 2NT- leb, 3♣/♦/♥=TRF inv+; TRF for opp suit =ask stoper	
2♣	X	5	4♠	2♣ = 6+♣ /5+♣ 4+M, 10-17 HCP	2♦=relay; 2♥/♠=5+cards NF; 2NT=WK/STR raise in ♣ or 1 suit GF; 3♠ = inv no 4M; 3♦/3♥/ 3♠=splinter GF; 3NT= to play; 4♣=PRE;		
2♦	X	0		6+M weak	2♥/2♠ = p/c; 2NT=ASK;; 3♥/3♠ = p/c; 3NT=to play;	After Dbl: RDbl=ask; Pass=5+♦; After overcall: penalty Dbl	
2♥		5		Weak 55MM or 5+/4+m	2♠ p/c, 2NT= ASK F1; 3♣-p/c, 3♦ inv ♥, 3♥=PRE; 3NT=to play	penalty dbl	
2♠		5		Weak 6+5MM or 5+4+m	2NT= ASK F1; 3♣-p/c, 3♦ inv ♠, 3♠=PRE; 3NT=to play	penalty dbl	
2NT			4♠	5+5+mm 12-16HCP	3♣/3♦ to play, 3♥ = relay, 3♠ =5+ F1; 4♣/4♦ fit + rkcb	penalty dbl	
3♣		6		Pre-emptive in ♣	3 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	7		weak PRE in a minor; to play 3 <sup>th</sup> /4 <sup>th</sup> seat	4♣=P/C; 4♥/♠=to play; 5♣=P/C	penalty dbl	
4♣	X	7		Pre-emptive in ♣		<b>HIGH LEVEL BIDDING</b>	
4♦	X	7		Pre-emptive in ♦		RKCB- 0/3, 1/4, 2/5, 2/5+trump queen;	
4♥		7		Pre-emptive in ♥			
4♠		7		Pre-emptive in ♠		SPL; CUE; Exclusive Blackwood; 5NT=pick a slam	

4NT	X		65+ minors, PRE			
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