

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBV CONVENTION CARD	
OVERCALLS	OPENING LEADS STYLE			Category Blue	
1M: 5-15		Suit		NT	NCBO BULGARIA
1S=4+F1, 1N=F1, 2Cue/2N/3Cue/3M=3/4/mixed/PRE, 4m=SPL	General	3/5		4th best	EVENT All Events
JS M=Inv, JS m=WK, NS=F1 or TRF	Pd's suit	3/5		3/5	PLAYERS Nanev-Gunev
2nd level: 9-16	Middle of game	2/4-small from xx...9x		2/4-small from xx...9x	
2m: 2N=R ask range, 2M=4M F1, 1st free step=5OM, JS M=Inv		STR 10 Vs AJx dummy		STR 10	
2M: 2N=R ask range, Cue=Fit, NS=F1 or TRF, 4m=SPL	General	Rusinow		Rusinow	
1NT OVERCALL	A	Ax+, AK blk		AK+	GENERAL APPROACH AND STYLE
Live: 15-17, System On	K	AKx+		STR combination	PRECISION CLUB
Balanced: 11-14, System On	Q	KQx+		KQ+	1C=16+ any or power hand 13+
	J	QJx+		QJ+	1D=0+ cards 10(9)-15
JUMP OVERCALLS	10	J10x+, HJ10+		J10+, HJ10+	1M=5+ cards 10(9)-15
(1M): 2M=OM+C, 2N=OM+D, JS=PRE	9	109x+, H109+, 9x		109+, H109+, 9x	2C=6C 9-15 or 5C&4M 10-15
(1m): 2D=MM, 2N=om+H, JS=PRE					1N: NV: 1st&2nd=13-15, 3rd/4th=15-16. VUL all seats=14-15
					2N: NV: 1st&2nd=18-19, 3rd/4th=19-20. VUL all seats=18-19
					! Light openings 1st position - 1D/1M/2C !
DIRECT and JUMP CUE	1st trick: STD Count			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1C)-3C=PRE	We lead Rusinow except: pd's suit (5+), slams,			2D="1M" 5+ 3-9	
(1D)-3D=6D 13-16	dummy's suit (5+), PRE and lead his or side suit, middle of game			2H=MM's 54+ 3-9	
(1M)-3M=55mm 13+	NT: Rev Smith			2S=5S+5m 3-9	
Reopen: 2Cue=FG any hand, 3Cue=MM or mm	SIGNALS IN ORDER OF PRIORITY			3x=PRE	
		SUIT		NT	3N=STR "4M"
VS.NT	1	Low=Even or Enc		Low=Even or Enc	4m=PRE
DBL=Points or STR, 2C=MM, 2D="1M", 2M=5M4m	2	STD S/P		STD S/P	4M=PRE
2N=5M5m STR, 3C=mm, Rest=Nat	3	---		---	4N=mm
VS. PREEMPTS	Signals priority - Count, Suit preference, Attitude				
3C: 4C=D+M, 4D=MM	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
3D: 4C=C+M, 4D=MM	TAKE OUT DOUBLES			Reverse in FG situation: Pass=PEN or STR, DBL=Intention	
3H: 4H=S+m	Most low level DBLs are T/O or COMP			COMP over 6 level+ : DBL=STOP, Pass=ok	
3S: 4S=H+C	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
VS. ARTIFICIAL STRONG OPENING	Lead directing DBL			LEB and TRF in many situations	
1C: DBL=MM, 1N=mm, 2N=55MM, 3N=mm, Rest=nat	Support DBL/RDBL			Relays sequences after 1M-2C, 1C-1H/S/N	
2C/D: DBL=Suit, Cue=MM, 2N=mm, Rest=nat	Game try DBL			PSICHICS	
				Non convention leads and signals	
OVER OPPONENTS DOUBLE				Psychics bid with long fit, Open 3m with 5 cards 1st pos FAV	
1D: RD/1H=H/S, 1S=TRF 1N No 4M, 1N/2C=C/D, 2D=6M WK				light openings 1st/3rd position, very light overcalls 1st level	
2H=5S4H WK, 2S="1m" WK, 2N=mm, 3m=Inv, 4m=leaping m+H					
1M: RD=10+, 1N+=TRF, 2M=WK, JS OM=Inv, 2N=Any SPL FG					
3C/D=Inv/mixed, 3N="4M" PFS, 4M=wide					
2C: RD=10+, 2D=5D F1, Next bids=Sys On					

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+ any, posible upgrade with 14(13)	1D=Neg, 1H=5S or 12-15 bal, 1S=5H or 8-11 bal 1N=5H 12+, 2m=5m FG, 2H=55mm FG 2N=16+bal, 2S=(4441) FG, 3C=4450/04(54), 3D=4405, 3H=40(54), 3S=AKQ(7) any suit	1C-1D 1H=ART, 1S/2m=NAT NF, 1N=16-17 2H=5H4S 16-19, 2S=4+S ART FG, 2N=20-21 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys on
1D	Y	0	4H	Precision style 10(9)-15	1M=4+ F1, 1N=NF, 2C=3+ FG, 2D=4+ FG 2H=5S4H WK, 2S="1m WK" or "Inv 3N", 2N=mm WK, 3m=Inv, 3M=PRE, 4m=6m5H, 4N=mm's	1D-1M-1N 2C=ART: Any Inv or SOFF D/C 2D=ART FG	Sys on
1H	No	5	4H	10(9)-15	1S=4+, 1N=F1, 2C=Relays FG ask for shape 2D=3H 10-11 or "1m" FG, 2H=4-9, 2S=6 Inv 2N=Any SPL, 3C/D/H=Inv/mixed/PRE, 3S=7S Shape, 3N="4H" PFS, 4m=6m5S, 4H=wide	1S-1N 2C=Multimeaning 2D=4D 2H=up to 13 2N=6S max 3m=5S max 3H=5S good minimum 3S=Shape	2C=3 Фит 2underM=4 Фит Sys on
1S	No	5	4H	10(9)-15	2D=5H, 2H=3S 10-11 or "1m" FG 3H=6H Inv, 4H=SOFF 1N/2C/2S/2N/3C/D/3N/4m=Same "1H"	2H=up to 13 2N=6S max 3m=5S max 3H=5S good minimum 3S=Shape	
1N	No	2	4H	14(13)-16 sgl H is ok	2C=STAY NF, 2D=5H (4 if Inv), 2H=5S 2S=Ask range or 6C, 2N=mm's or 6D, 3C=54mm FG, 3D=5H4S Inv, 3M=55mm short M 4C/D=PUP 4H/S, 4M=SOFF, 4N=QUANT	1N-2C 2D=No 2H=4H, 2S=4S, 2N=44 3C/D=5H/S	Sys on
2C	No	5	4H	6+C/54CM 10(9)-15	2D=@ 2H=F1, 2S=NF 2N=PUP 3C: WK Clubs or FG 6D 3C=8-10, 3D=MM Inv+ 3H/S=6 Inv, 4C=PRE 4D=Any Void, 4N=RKCB for clubs	2C-2D 2H=4H or 6C4D any or 7C max 2S=4S 2N=6(322)/7222 max 3C=6C min 3D/H/S=6C(331) max FG, Short H/S/D	2H=NF 2N=WK fit 3C=good fit Sys
2D	Y	0	Spec	6(5)M 3-9	2H/3H/4H=p/c 2S=Ask @ 2N/3C=6C/D SOFF+ 3D=6S Inv+, 3S=SOFF 4C=TRF suit, 4D=TRF 6+H	2D-2S 2N/3C=5H/S 3D/H=6H/S min 3S/N=6H/S max	Sys on
2H	Y	4	PEN	54 MM's NV 55 MM's VUL-NV 5H4+S VUL-VUL	2N=Ask @ 3C/D=NF 4C/D=FG	2H-2N 3C=55 any =>3D=R =>max/med/min 3D/H=54/45 min 3S/N=54/45 max	Sys on
2S	Y	5	PEN	5S5m 3-9	2N=Ask @, 3C=p/c 3D=TRF 6H SOFF+, 3H=GT in Spades 4C=p/c, 4D=mini KCB for Spades 4H=SOFF, 4N=Ask m	2S-2N 3C/3D=5C/D min 3H/3S=5C/D FG 3N/4C=6C/D FG	Sys on
2N	No	2	4H	18-19 sgl H is ok	3C=PUP STAY 3D/H=TRF 5H/S 3S=mm 4C/D/H/S=ST H/S/C/D	2N-3C 3D=1/2 "4M" 3H=No 3S=5S 3N=5H	Sys on
3x	No	6	PEN	6+ cards 3-9	3C: 3D=PUP 3H, 3M=NF/NF/NF+/F1, 4D=MM 3D: 3H=PUP 3S, 3S=NF/NF/NF+/F1, 4C=MM 3H: 3S=FG, 4C=ST H, 4D=PUP 4H 3S: 4C=PUP 4D, 4D=ST S, 4H=SOFF	HIGH LEVEL BIDDING CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB=14,03,2,2+Q Ex=03,1,2 mini KCB=0,1,1+Q,2 PoDe Others: Jump 5N=Pick up Slam	
3NT	Y	0	PEN	STR 4H/S	4C=ST, 4D=Bid your suit PFS, 4H=p/c 4S=I know suit SOFF, 4N=RKCB, 5m=Cue		
4m	No	7	PEN	7(6)m PRE	4D/5C=mini KCB, 4N=SOFF		
4M	No	7	PEN	7(6)M PRE	4S=SOFF, 5m=Cue, 5H=SOFF 4N=mini KCB		