

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC 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 New Suit=Inv, New Suit=F1 or TRF	Pd's suit	3/5	3/5	PLAYERS	Nanev-Draganov
2nd level: 9-16	Middle of game	Small from Even, High from Odd "10" is even number or STR comb.		GENERAL APPROACH AND STYLE	
2m: 2N=R ask range, 2M=4M F1, 1st free step=5OM, JS M=Inv				PRECISION CLUB	
2M: 2N=R ask range, Cue=Fit, NS=F1 or TRF, 4m=SPL	General	Rusinow	Rusinow	1C=16+ any or power hand 13+	
1NT OVERCALL	A	Ax+, AK blk	AK+	1D=0+ cards 10-15	
Live: 15-17, System On	K	AKx+	STR combination	1M=5+ cards 10-15	
Balanced: 11-14, System On	Q	KQx+	KQ+	2C=6C or 5C4M 10-15	
DIRECT CUE and JUMP OVERCALLS	J	QJx+	QJ+	1N=14(13)-16	
(1M): 2M=OM+C, 2N=OM+D, JS=PRE	10	J10x+, HJ10+	J10+, HJ10+	2N=19-20	
(1m): 2D=MM, 2N=om+H, JS=PRE	9	109x+, H109+, 9x	109+, H109+, 9x	! Light openings 1st position FAV - 1D/1M/2C !	
(1D, Precision)-2D=NAT	1st trick: STD Count/ATT				
(1C)-2C=NAT	We lead Rusinow except: Pd's suit (5+), Dummy's suit (5+), Slams, middle of game			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
JUMP CUE	NT: Rev Smith			2D="1M" 5+ 3-9	
(1C)-3C=PRE	SIGNALS IN ORDER OF PRIORITY			2H=MM's 54+ 3-9	
(1D)-3D=6D 14-16, (1D, Precision)-3D=PRE		SUIT	NT	2S=5S+5m 3-9	
(1M)-3M=55mm 14+	1	Low=Even or Enc	Low=Even or Enc	3x=6+ PRE	
Reopen: 2Cue=FG any hand, 3Cue=MM or mm	2	STD S/P	STD S/P	3N=STR "4M"	
VS.NT	3	---	---	4m=PRE	
DBL=Points or STR hand, 2C=MM, 2D="1M", 2M=5M4m, 2N=5M5m STR, 3C=mm NF, 3N=mm, Rest=Nat	Signals priority - Count, Suit preference, Attitude			4M=PRE	
VS. PREEMPTS	DOUBLES			4N=mm's	
3C: 4C=D+M, 4D=MM	TAKE OUT DOUBLES			SPECIAL FORCING PASS SEQUENCES	
3D: 4C=C+M, 4D=MM	Most low level DBLs are T/O or COMP			Reverse in FG situation: Pass=PEN or STR, DBL=Intention	
3H: 4H=S+m				COMP over 6 level+: DBL=STOP, Pass=Good	
3S: 4S=H+C				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
VS. ARTIFICIAL STRONG OPENING	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES			LEB and TRF in many situations	
1C: DBL=MM, 1N=mm, 2N=55MM, 3N=mm, Rest=Nat	Lead directing DBL			1D-(DBL)-Pass: could be STR, +PEN DBL	
2C/D: DBL=Suit, Cue=MM, 2/3N=mm, Rest=Nat	Support DBL/RD			PSICHICS	
OVER OPPONENTS DOUBLE	Game try DBL			Non convention leads and signals	
1D: RD/1H=H/S, 1S=TRF 1N, 1N/2C=TRF C/D, 2D=5S4H WK				Psychics bid with long fit	
1M: RD=10+, 1N-2UnderM=TRF's, 2M=WK, Sys On				Very light overcalls 1st level	
2C: RD=10+, 2D=5D NF, Sys On					

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+ any, posible upgrade with 13+	1D=0-7, 1M=5M FG, 1N=Bal FG, 2m=5m FG, 2H=(4441) 11+, 2S=(5440), 2N=1444/04(54) 8-10 3C/D/H=4441/4414/4144 8-10	1C-1D 1H=ART, 1S/2m=NAT NF, 1N=17-18, 2H=5H4S 16-19 2S=5S5m FG or 4S6m FG or 6S STR NF, 2N=21-22 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys on
1D	Y	0	4H	Precision style 10-15	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	1D-1M-1N 2C=ART: <u>Any Inv</u> or <u>SOFF D</u> 2D=ART FG 2OM=5M+5m FG	2m=6(5)m NF Sys on
1H	No	5	4H	10-15	1S=4+, 1N=F1 2m=FG or 6m Inv 2H=5H FG 2M=8-10, 2S/3C=6S/H Inv, 2N=4Fit Inv, 3C/D=Any SPL, 3D/H=mixed, 3M=PRE, 3M+1/2/3=Voids L-H 4M=wide range	1M-1N 2C=1/2+ 2D=4+ 2N=6S max 3M=Shape	1N=NF 2C=3Fit max Sys on
1S	No	5	4H	10-15			
1N	No	2	4H	14-16	2C=STAY NF, 2D=TRF 4+H (4 if Inv), 2H=TRF 5S 2S=Ask range or mm WK or mm FG, 2N/3C=TRF C/D SOFF/FG, 3D=55MM Inv, 3M=3OM1M(54), 4C/D=PUP 4H/S, 4M=SOFF, 4N=QUANT	1N-2C 2D=No 2H=4/5H, 2S=4S, 2N=44 3C=5S	Sys on
2C	No	5	4H	6C or 5C4M 10-15	2D=@ 9+ 2H=F1, 2S=NF 2N=PUP 3C: WK Clubs or 6D FG 3C=9-10, 3D=55MM Inv+ 3H/S=6 Inv, 4C=PRE 4D=Any Void, 4M=SOFF, 4N=RKCB	2C-2D 2M=4M 2N/3C=6C max/min 3D/H=6C4D FG short H/S 3S=AKQxxx	2H=NF 2N=WK fit or SOFF D Sys on
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 NV 55 MM VUL-NV 5H4+S VUL-VUL	2N=Ask @ 3C/D=Nat NF 4C/D=Trump 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	5Spades+5minor 3-9	2N=Ask @, 3/4C=p/c, 3D=TRF 6H SOFF+ 3H=GT in Spades, 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	19-20 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/3N=5S/H	Sys on
3x	No	6	PEN	6+ cards 3-9	3C: 3D=PUP 3H, 3M=F1, 4D=MM 3D: 3H=PUP 3S, 3S=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= 0,1,2 mini KCB= 0,1,1+Q,2 P=Even 0/2/4, DBL=Odd 1/3/5 Others: Jump 5N=Pick up Slam or Josephine	
3NT	Y	0	PEN	STR 4H/S	4C=ST (4D/N=RKCB H/S), 4D=Bid your suit PFS 4H=p/c, 4S=Cue, 4N=RKCB, 5m=Cue		
4m	No	7	PEN	7(6)m PRE	om=mini KCB, 4N=SOFF		
4M	No	7	PEN	7(6)M PRE	4S=SOFF, 5m=Cue, 5H=SOFF 4N=mini KCB		