



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=9-12 HCP NF;
Cue = F1; simple raise = up to 8 HCP; 2/1 resp = F1; JM = WK;
Jm = suit + fit, inv; Jump raise = PRE; 2JS = SPL;
2NT over 1M = 3+ SUPP, INV+
2 nd level =5+cards 10-18 HCP; Cue=F1; 2/2=NF; 2NT=F1; 3/2=F1
Reopening: 5+ 6-14 HCP; JS = 6+ 8-12 HCP
Over prec 2♣: 2♦ = T/O Dbl; Dbl = light with both majors or strong
1 suit; 3♣ = ask for stopper; 3♥/♦/♠ = 6 + PRE
4♣ = 55+ MM; 4♦ = 5+♦5+M; Reopening: 2x = NAT; Dbl = T/O
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = 15-18 HCP, system on
Reopening = 10-14 HCP, system on, no STO promised;
Jump to 2NT = 18-20 HCP, system on
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/
Resp: raise =WK; new suit=F1; 2NT=F1
Reopen: 6+, 8-12 HCP; 2NT = 18-20 HCP bal/sbal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels /weak or strong/; Resp: 3x=P/C; 2NT=inv+
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: 5+NAT; Dbl=10-12 HCP bal; 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: 2♣=44+MM;
2♥/♦/♠=5+ NAT; Dbl=12-14 HCP bal; 3x=6+ NAT constr
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 2M – 4♣/♦ = 5+ m 5+ OM
3m – 4m = 55+ MM 4♥/♠ – 4NT = 55+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT; Over prec 1♣: Dbl=♣; 1NT=MM or mm
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♦-(DBL): RDbl = 10+HCP any; 1M = 4+ F1; 1NT = 8-11HCP;
2♣ = 5+ NF; 2M = 6+ WK; 2♦ = 5+ NF; 3♣/3♦/3M = inv
After 1M-(DBL): 1♣=NAT NF; RDbl=TRF to NT; simple raise=WK;
1NT/2♣/2♦/2♥=TRF (TRF for open suit=constructive with fit);
Jump raise=4+cards SUPP WK; 2NT=3+cards SUPP, INV+;
3x = 5+ suit with fit, inv; After 1♥-(DBL)-2♣ = 6+ WK
After 1♠-(DBL): Pass=0-5 HCP; RDbl=5-8 HCP any; bid=NAT, FG;
system on from 2♥/♠ up

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 odd = encourage			
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), KQ10(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	odd=encourage
2 nd	LAV, STD		Count, Hi/Lo=O
3 th			
NT: 1 st	Count, Hi/Lo=O	Count, Hi/Lo=O	odd = encourage
2 nd	LAV, STD		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: SVETLA NENOVA STEFAN GEORGIEV

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
Open light if UNBAL
Generally aggressive style, random PRE
1NT = 15(14) – 17 HCP, bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/
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
2♦ = 54+ MM, under opening
2M = 6+weak/could be 54+,but not usually/, 3 th -free, 4 th -6+ 8/13HCP
2NT = 23-24 HCP, bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/ PUPP
3♣ = AKQxxx(x) in ♣ + any A or K
3x = random PRE, 6+ cards 5-11 HCP,
3 th seat nat free, 4 th seat 6+ cards 8-13 HCP
3NT = weak PRE in a minor, to play 3 th /4 th seat
4♣/♦ = 8-9 tricks over ♥/♠ without void
4♥/♠ = PRE in ♥/♠, 7+cards, vul dependent, to play 3 th /4 th seat
4NT = 65+ minors, PRE
SPECIAL FORCING PASS SEQUENCES:
In forced and strong sequences: 3 th /4 th level = good hand,
5+ level = 1 st /2 nd control
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB, 2NT usually not NAT in competitive bidding
Priority to the bridge judgment
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♥=8-10 HCP any; 1♠/2♣/2♦/2♥=5+cards 11+HCP; 2♣= 4441 8-10 HCP any 1; 1NT=11+ HCP; 2NT=5+♣/4♦ 5-7 HCP; 3♣/♦/♥/♠= 4441 11+ HCP NAT singleton	1♣-1♦-1♥=5+♥ or 18-19 bal; 1♣-1♦-1♥-1♠=relay; 1♣-1♦-1♥-1NT=5+♠ 5-7HCP; 1♣-1♦-1NT=FG; ; 1♣-1♦-2NT=20-22HCP; 1♣-1♦-2♥=5+4+♥/♠17-19HCP;1♣-1♦-2♣=5+4+♥/♠20-22HCP; After Dbl/bid:pass=0-5any;bid=NAT 7+HCP;RDb/Db/5-8HCP	
1♦	X	0	4♠	10-16 HCP, no 5M or 6+♦5+M 11-14 HCP if bal	1♥/♠=4+ F1; 1NT=7-11 HCP; 2♣/♦=5+ GF; 2♥/♠=5+ WK; 2NT=12-13 HCP; 3♣/♦/♥/♠=6+ inv; 3NT=to play	1♦-1♥/♠-1♠/1NT-2♣=ASK; 1♦-bid-2NT=AKQxxx w/ A or K; 1♦-(1NT): 2♣=Stayman; 2♦/♥/♠/NT=TRF; 3♣=55+ mm	
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♣/♦/♠=6+ inv; 3♥=PRE; 3NT=to play; 4♣/♦/♠=SPL slam try; 4♥=to play	After Dbl: 1♠=NAT F1; RDb/1NT/2♣=TRF NT/♣/♦; 2♥=TRF♥ constr. with fit; 2♥=WK; 2NT=3+♥inv+	
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♣/♦/♥=SPLslam try	After DBL: RDb/1NT/2♣/2♦=TRF NT/♣/♦/♥; 2♠=WK; 2♥=TRF♠ constr. with fit; 2NT=3+♠ inv+	
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	Second Stayman;1NT-2♣-2♦-2♥/♠=4+cards sign off with 4OM; After Dbl: RDb=1m NF; After overcall: Dbl=SUGG; 2 nd lvl bid= NAT sign off; 2NT/3♣/♦/♥=TRF inv+; TRF for opp suit =Stay	
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♣=5+♦inv;3♦=55+♦/♥inv; 3♥=55+♥/♠inv; 3♠=55+♠/♦inv; 3NT= to play; 4♣=PRE; 4♦=55+♦/♥GF; 4♥=55+♥/♠GF; 4♠=55+♠/♦GF	2♣-(bid)-2NT=WK raise or comp in a suit 2♣-(bid)- 3♣=good raise 2♣-2♦-2M-2NT = Relay	
2♦	X	0		54+ MM, under opening	2♥/2♠=sign off; 2NT=ASK; 3♣/♦=NAT F1; 3♥/3♠=sign off; 3NT=to play; 4♦=bid better M	After Dbl: RDb=strong; Pass=5+♦; After overcall: penalty Dbl	
2♥		6		6+WK/could be 54+,not usually/ 3 th seat-free; 4 th seat-6+ 8/13HCP	2NT= ASK F1; new suit F1 ask for fit; 3♥=PRE; 3NT=to play	penalty dbl	new suit promise fit
2♠		6		6+WK/could be 54+,not usually/ 3 th seat-free; 4 th seat-6+ 8/13HCP	2NT= ASK F1; new suit F1 ask for fit; 3♠=PRE; 3NT=to play	penalty dbl	new suit promise fit
2NT			4♠	23-24 HCP bal or semi-bal /SGL H, 5 th M, 6 th m, 5422/	3♣ = puppet stayman; 3♦/♥ = TRF ♥/♠; 3♠ = TRF ♣; 4♣ = TRF ♦; 4♦ = 5+5+♥/♠ sign off	2NT-3♣-3♦-4♦=44MM 2NT-3♣-3NT-4♣= Second Stayman, slam try	
3♣		6		AKQxxx(x) in ♣ + any A or K	3♦=ASK; 3♥/♠=5+♥/♠ F1; 3NT=to play	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, without void	4♦=ASK; 4♥=to play	HIGH LEVEL BIDDING	
4♦	X	0		8-9 tricks ♠ suit, without void	4♥=ASK; 4♠=to play	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			