

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1 style="text-align: center;">WBF CONVENTION CARD</h1>		
OVERCALLS		OPENING LEADS STYLE					
First level (5)6-16(17)HCP 5+cards or good 4 cards			LEAD	In Partner's suit		Category: <i>blue</i>	
new suit RESP NF	SUIT		2nd/4th best	same		NCBO: <i>BULGARIA</i>	
SINGLE AND JUMP RAISES - PRE	NT		2nd/4th best	same		EVENT: All Events	
CUE - F1 usually 3 fit, 2NT usually 4+ fit over Major overcall	SUBSEQ		same original count	same		PLAYERS: <i>Ilko Popov- Aleksandar Hadzhiev</i>	
2nd Level (9)10+HCP 5+ cards	OTHERS						
in balancing pos: nat 5(4)+ cards 8-15 hcp, 2NT 18-20 hcp							
1NT OVERCALL		LEADS			GENERAL APPROACH AND STYLE		
2nd: 15-18 balanced or semi bal, rarely singleton Honour		Lead	VS. SUIT	VS. NT		prec. club	
		ACE	Ax(+), Akx+	AKx+,		1NT - 14-17	
4th balancing: 10-14 HCP BAL		KING	AK, KQx(+), Kx,	three honors (unblock or count)		light openings 1-st pos. (rule18)	
		QUEEN	QVx(+), Qx	the same & KQ10x(+)		2Di-4+4+MM , 3-11p	
JUMP OVERCALLS		JACK	V10x, Vx, HJ10(x)+	the same		2DI /He/Sp in 3 and 4 th seat = natural	
1 level jump: PRE, 2 level jump : PRE		10	H109x(+), 109(x)+10x	the same			
jump 2NT: 5+5+ lowest unbid weak or strong (not intermediate)		9	H9x, H98x(+)	the same		2OVER1 response: FG unless suit rebid	
Reopen: 2/3 lvl jump: constructive 6+cards, ; 2nt=18-20 bal		Hi (x)	xSx	xSx		COMP 2OVER1 response if 2M NF, if 2m F1 3OVER1 is FG	
DIRECT and JUMP CUE BIDS		Lo (x)	xS, xxxS, xxxSx+	xS, xxxS, xxxSx+			
CUE: 5+5+ highest + other weak or strong (not intermediate)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
JUMP CUE: ask for stoper with solid suit			Partners Lead	Declarer's Lead	Discarding		
REOPEN: 1)CUE=strong non balanced	Suit: 1st		HI=ODD	the same	the same	1CI – 2He = 8-10HCP , 4441 any stiff	
2)JUMP CUE= Ask for STO	2nd		S/P	the same	the same	2NT = 1minor very weak 6+	
VS.NT	3th		HI=DISC	the same	the same	1CI – 2Sp = 11+HCP , 4441 any stiff	
Vs weak NT: DBL= points	NT: 1st		HI=ODD	the same	the same		
	2nd		S/P	the same	the same		
Vs strong NT: DBL= 5+m4M Woolsey	3th		HI=DISC	the same	the same	3NT: gambling in m	
			Signals(Including trumps):				
REOPEN: the same							
VS. PREEMPTS		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
Vs 3CI/DI -DBL:T/O; 4CI:5+5+Majors; 4Di:5+other minor/5+Major		TAKE OUT DOUBLES			When interference is below forced level(1st;2nd;3/4th) - shows good hand		
Vs 3M -DBL:T/O;4m=nat + 5other M		1)offshape OK 10+HCP.			When interference is on 5/6 level - shows second/first control or xxx+		
		2)Most low level Dbls - T/O or OPT, not PEN					
VS. ARTIFICIAL STRONG OPENING					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Vs 1CI -dbl=D promise 44++ MM, other bids natural					LEB and TRF in many situations.		
OVER OPPONENTS TAKE OUT DOUBLE		SPECIAL ARTIFICIAL DOUBLES/REDOUBLES			PSICHICS: rarely		
at 1st level - RDBL – points usually no promised fit		Over opponents' Rdb - FREE PASS			Non convention leads and signals;		
		Support Db/RDb , SOS RDb					
		Lead-directing Doubles					

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/INTERVENTION
1CL	yes	0	4He	16+ ,any distribution	1di - negative bid, 1He/sp 8+ FG; 1NT -8- 11p bal; 2cl/di -8+ 5+; 2He - 4441 8+10;2Sp - 11+ 4441 ; 1Cl-1Di-1Nt = FG any		
1Di	yes	3	4He	1+di 10-16 Hp	Standart development; 1di - 1M - 2OM - splinter; 1di - 1M - 2NT= 6Di 0-2M		
1He	No	5	4Di	10-16 HCP 5+He (could be 4 cards in 3rd/4th pos)	1NT=NF, 3any = invit. w/o fit; 2NT - inv+ fit supp.		2Cl/Di= Drury 3/4+ fit;
1Sp	No	5	4He	10-16 HCP 5+Sp (could be 4 cards in 3rd/4th pos)	1NT=NF, 3any = invit. w/o fit, 2NT - inv+ fit supp.		2Cl/Di= Drury 3/4+ fit;
1Nt	No		4He	14-17 HP	2Cl=Stayman relay; 2Di/He/Sp/Nt=TRF He/Sp/Cl/Di;3Cl=5+5+mm NF; 3Di=5+5+mm FG; 3M=SPL 5+4+mm; 4Cl/Di= TRF He/Sp, 4He/Sp - to play		
2Cl	yes	0	4He	5+ clubs 10-16 HPC	2Cl-2Di - standart development, 2Cl - 2NT - Puppet 3Cl; 2Cl-3Di/He/Sp - 55 DiHe/HeSp/SpDi FG		
2Di	yes	0	no	2M weak,3-11p	2NT=relay - 3cl -min		
2M	No	(5)6	no	5+M,weak 3-11p	2NT ask for minor(constructive); 3m = p/c		
2Nt	yes		no	Both minors ,could be 5/4	3Cl= p/c, 3Di = p/c, 3HeSP - F 1R+		
3x	No	6	no	Random PRE, 6+ cards	3minor constructive,3 Major - free ;"FIT"-FREE ; 3Nt/4M=to play; new suit=Nat F1	HIGH LEVEL BIDDING: 1) CUE-style: 1st&2nd controls mixed. 2) SPLINTERS, AUTOSPLINTERS, (RKCB 1403), (RKCB w/ void 0314), 3) 5NT GST 4) PASS Forcing 5) LIGHTNER DBL -requires a non-standard lead	
3NT	Yes	7	no	GAMBLING AKQxxxx+ in minor suit may have outside stoppers (not A)	4/5Cl=p/c; 4Di=Ask for SGL; 4M= to play; 4Nt=relay for 8th card		
4m	yes	7(6)	no	preemptive			
4M	No	7(6)	no	preemptive			
4Nt	Yes	5	no	two suiter,			