

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-st level=5+(4) cards, 7-15 HCP; 1/1 resp=F1; 1NT=F1 over M; Cue=fit;
raise=up to 9 HCP; 2/1 resp=F1; JS=6+ inv; jump raise=PRE;jump Cue=mixed
2NT over 1M=limit raise+
2-nd level=5+ cards, 10-15 HCP; Cue=FG; 2/2=F1; 3/2=F1
Reopening: 5+, 6-14 HCP; JS=6+, 12-14 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live=15-18 HCP, system on
Reopening=11-14 HCP, system on, no stopper promised
(1m)-P-(1M):2NT=55+ other suits strong
JUMP OVERCALLS (Style; Responses; Unusual NT)
over 1m:2♦=MM;2♥=♠+om;2♠=♥+om;2N=MM strong;3N=6♥+5om
over 1♥:2♠=mm;2N=♠+♦;3N=6♠+5♦ over 1♠:2N=♥+♦;3♠=mm;3N=6♥+5♦
Resp. vs. 2-suiters: free step/NT=ask
Reopening: 6+ 12-14 HCP;2N=18-20 HCP bal/sbal
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
over 1♣:2♣=nat;3♣=intermediate 3M;4♣=6♠+5♦
over 1♦:2♦=nat;3♦=intermediate 3M;4♦=6♠+5♣
over 1M:2M=oM+♣;3M=6 oM+5♣;4M=mm strong
(1m)-P-(1M):2m=54+ other;2M=6+, NAT
VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs. strong NT:2♣=44+ MM; 2♦=5+M or 55♥m str; 2<M=54+Mm; 2N= 55♠m str;
Dbl=PEN---Vs. weak NT:2♣=44+ MM; 2♦=5+M weak/strong;2♥/♠=5+ M const
2NT=55 ♠m str; 3m=6+ const; Dbl=14+ HCP
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles, 3rd lvl Cue=2-suiter
over 3m PRE 4♣=55+ omM/4♦=55+ MM; over 3M PRE 4M=55+ oMm
2/3N=NAT, 4N=2-suiter
JS=strong, 6+ cards
unusual over unusual
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣: Dbl=MM; 1/2/3N=mm; (1♣)-P-(1♦)-Dbl=♦; 2♦=MM;1/2/3N=mm
Vs. 2♣♦: Dbl=♣♦; 2NT=mm; 3Cue=MM
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: Rdbl=any 6-7 HCP or bal FG; other NAT FG
After 1♦: TRF starting with RDBL
After 1M: TRF starting with 1N

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd and low	3rd and low	
NT	2nd/4th best	3rd and low	
Subseq	same	same	
Other:			
vs NT in mid game attitude and standard from H			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x), AK, AK(x)	AKx(x), Ax(x), AKJ(x)	
King	AK(x), Kx, KQ(x)	AKJ10(x), KQ10(x)	
Queen	Qx, QJ(x)	KQ(x), KQJ(x)	
Jack	Jx, J10(x), KJ10(x)	QJ(x)	
10	10x, 109(x), H109(x)	J10(x), HJ10(x)	
9	9x	109(x), H109(x)	
Hi-x	Sx, xxSx, xxSxxx	Sx, xSxxx, HxxSx	
Lo-x	xxS, xxxxS	xSx,xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=even	Hi=odd	Hi=odd
	2 Hi=disc	S/P	S/P
	3 S/P		
NT	1 Hi=even	Hi=odd	Hi=odd
	2 Hi=disc	S/P	S/P
	3 S/P		
Other:			
K requres count, A requires attitude			
vs (1NT)-(3NT) U/D Smith echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
1)light 1st level, sound upwards, mostly major-orientated;Resp:limit bids, Cue=F1			
2)most low-level DbIs are T/O or show shortage			
3)Reopening=T/O 8-14 HCP or 15+ HCP any			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support DbI/RDbI, Lightner DbI, Responsive DbI, Snapdragon DbI,			
Cooperative DbI, Competitive DbI, Invit DbI, SOS Rdbl, 1-st control Rdbl			
(1N weak)-P-(2x ART)-DbI=points			
Over Rdbl Pass is free on lv1+2			

WBF Convention Card
♠♥♦♣
Category: <u>BLUE</u>
NCBO: <u>BULGARIA</u> EVENT: <u>ALL</u>
PLAYERS: <u>IVAN NANEV</u>
<u>JULIAN STEFANOV</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♣=16+ HCP bal/15+ HCP unbal, conventional responses
1♦=0+♦,10-15 HCP
5-card M, 10-15 HCP
1NT=10-12/11-13 1/2nd FAV/NV;14-16 HCP other positions
Relay bidding, many transfers and switches in competition
Light openings if unbalanced, generally aggressive style, random PRE
Point ranges are for general direction only, upgrades are possible
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣=16+ HCP bal/15+ HCP unbal
1♦=0+♦,10-15 HCP
2♣=6+♣/5+♣ 4M,10-15 HCP
2♦=MULTI, 6(5) M, 3-9 HCP 1/2/3rd seat
2♥=(54)+MM, 3-9 HCP 1/2/3rd seat
2♠=54+♠m, 3-9 HCP 1/2/3rd seat
3/4x=random PRE VUL dependent, can be strong 3/4th seat
3N=strong 4M bid 1/2nd seat; to play long suit 3/4th seat
4N=good 5m bid
1NT=10-12/11-13 1/2nd seat FAV/NV, may not be opened on tactical reasons
Special two-suited jump overcalls
Transfers and switches in competition
SPECIAL FORCING PASS SEQUENCES
In forcing and strong sequences: pass/double inversion
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB in competitive bidding, Bad/good 2N
PSYCHICS: Rare
Used in:3rd seat openings,bids w/o expected length or points

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥		17+ HCP bal/15+ HCP unbal	1♦=0-7 HCP;1M=5+oM or NT;1N=5+♥ 12+;2m=5+ NAT 2♥=54♦♠/5332;2♠=mm;2N=55+ wk;3♠=22(45); 3x=(4441)	1♣-1♦-1♥=♥ or strong After intervention:(1x) Dbl=6-7 HCP; bid is FG;(2x+) Dbl/bid is FG	same
1♦	✓	0	4♥		10-15 HCP, no longer M or 6+♣ if bal 11-13/13-15 HCP VUL dep	1♥/♠=4+, RF;1N=7-10 HCP, bal;2m=4+ FG;3m=6+ inv 2♥=54+♠♥ wk;2♠=range ask/6+ minor wk; 2N=54+ mm wk	1♦-1M-1♠/N-2♠=PUP 2♦, soff or inv;1♦-1M-1♠/N-2♦=FG ask After intervention: many TRF and switches	1/1 and 2/1=NF
1♥		5	4♣		5+♥, 10-15 HCP	1♣=4+ F1;1NT=F1;2♠=FG ask;2♦=FG 6+m; 2♥=3 fit 7-10 2♠=any SPL;2N=4+fit FG;3♠=limit;3♦=mixed;3♥=PRE	1♥-1♠/1N-2♠=ART After intervention: many TRF and switches	2♠=Drury, 2/1=NF, 1N=NF
						3♠+=voids low-hi; 4♥=to play, can have points		
1♠		5	4♥		5+♠, 10-15 HCP	same structure as above, 2♦=5+♥		
1 NT			3♣		10-12/11-13 HCP FAV/NV 1/2nd seat (13)14-16 HCP all other (SGL honour, 5th M,6th m, 5422 OK)	2♣=inv STAY;2♦=FG STAY;2M=NF;2N=soff m;3m=6+ inv 2♣=NF STAY; 2♦/♥=TRF;2♠=range ask or ♣;2N=mm 3♣=♦; 3x=(4441);4♣/♦=TRF ♥/♠;4♥/♠=to play	After intervention:T/O Dbls,Rubensohl After intervention:T/O Dbls,Rubensohl	
2♣		5	4♥		10-15 HCP,5+♣ 4+M/6+♣	2♦=ask;2♥/♠=5+ F1;2N=inv; 3♣=weak;3♦=55 MM inv+ 3♥/♠=6+ inv;4♣=PRE;4♦=any void;4M=to play	2♣(Dbl)-2♦+=TRF	2M=NF
2♦	✓	0			MULTI, 6(5)M, 3-9 HCP 6+♦ 10-12 HCP 4th seat	2♥=P/C;2♠=ask;2N/3♠=TRF;3♦=♠;3M=P/C;4♣=ask suit 4♦=♥;4♥=P/C;4♠=NAT	PEN Dbls after intervention over any PRE	suit + fit over any PRE
2♥	✓	4			(54)+MM; 55+ UNFAV 6+♥ 10-12 HCP 4th seat	2♠=NF;2N=ask;3m=NAT NF;3M=PRE;4m=NAT FG		
2♠	✓	5			5♠ 4+m, 3-9 HCP 6+♠ 10-12 HCP 4th seat	2N=ask;3♠=P/C;3♦=♥;3♥=inv ♠;4m=P/C		
2 NT					19-20 HCP quasi-balanced	3♠=PUP STAY; 3♦/♥=TRF; 3♠=mm FG, 4x=S/T ♥♣♠♦	T/O Dbls after intervention	
3 bids		6			random PRE, 6+ VUL dependent	3♦=ART; 3M=F1;4♠/♦=opt KCB		
3NT	✓				strong 4M bid 8-9 tricks	4♣=ask suit; 4♦+=conv S/T		
4♣		7			7+♣, random PRE	4N=mini KCB		
4♦		7			same as above			
4♥/♠		7			7+, random PRE	4♠=to play;5x=Cue;4N= mini KCB	HIGH LEVEL BIDDING	
					could be strong 3rd/4th seat		RKCB 1430; XRKCB; mini KCB; opt KCB; ASK for specific K/Q; mixed Cues; 5N=pick-a-slam;non-serious 3NT	
4NT	✓				strong 5m bid 9-10 tricks	5♠=P/C;5♦=ask suit+mini KCB		
5♠/♦		7			PRE	next step mini KCB		