

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple L1 overcall = 5 (4) cards, 8 - 16 HCP
Simple L2 overcall = 5 cards, 10 - 16 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 17, stopper+ over a natural opening
11 - 14, over a natural opening or over 1♦ Precision in 4-th seat, does not promise a stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
5+ cards non-vul / 6+ card vul, strength varies depending on the vulnerability
Reopen: 6+ cards, good hand, NF
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (weak or strong)
Jump - Leaping Michaels when applicable
VS. NT (vs. Strong/Weak; Reopening;PH)
* = 4M – 5+ m over strong NT / 14+ HCP over weak NT
2♣ = ♥ + ♠
2♦ = 6+ M
2♥ = 5+ ♥ - 4+ ♣/♦
2♠ = 5+ ♠ - 4+ ♣/♦
2NT = ♣ + ♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
* = TO
Jump = good hand, Leaping Michaelss when applicable
2NT (when possible) = 15 - 17 HCP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
* = ♥ + ♠
1NT = ♣ + ♦
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M opening – transfers, 2NT – 4 cards in the bid M, inv+
Jump = fit + length and strenght in the bid suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4-th best, xx; xxx	4-th best, xx; xxx	
NT	4-th best, xx; xxx	4-th best, xx; xxx	
Subseq	highest	highest	
Other: J from AJ10 / KJ10; 10 from A109 / K109 / D109			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude (reverse) / Laventhal (rare)	Attitude	
King	Count (reverse)	Count (reverse)	
Queen	Attitude (reverse)	Attitude (reverse)	
Jack	Count (reverse)	Count (reverse)	
10	Count (reverse)	Count (reverse)	
9	Count (reverse)	Count (reverse)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (reverse)	Count (reverse)	Count (reverse)
Suit 2	Attitude (reverse)		Laventhal
3			
1	Count / attitude (both reverse)	Smith	Smith
NT 2		Count (reverse)	Count (reverse)
3		Laventhal	Laventhal
Signals (including Trumps):			
High - Low = odd			
Low - high = even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most of our doubles are TO except when partner cannot have 4 ♥/♠ or after our preempt			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO:
PLAYERS: Ivan Trenkov - Stancho Ivanov
EVENT: Any
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Light openings, most 10 HCP hands open, especially non-vul
Strong ♣ (15+ HCP, any shape)
Multi 2♦ (5 - 9 HCP, 6 ♥/♠)
In third and fourth seat - 1♦ - 10 - 15 HCP, ♦ or weak NT; 1♥/♠ - 10 - 15 HCP, 4+ ♥/♠;
In fourth seat - 2♦/♥/♠ - 12 - 16 HCP, 6+ ♦/♥/♠
2♥ - 5 - 9 HCP, at least 5 - 4 in MM
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 15+ HCP, any shape
1♦ - 10 - 16 HCP, 0+ ♦
2♦ - multi
2♥ - 5 - 9 HCP, at least 5 - 4 in MM
2♠ - 5 - 9 HCP, 5+ ♠ - 4+ ♣/♦
2NT – at least 5 - 5 in minors, weak
1NT = 10 - 13 in 1-st and 2-nd position non-vul
SPECIAL FORCING PASS SEQUENCES
PF is pretty much standard
IMPORTANT NOTES
PSYCHICS: almost never

OPENING	ARTIFICIAL	MIN LENGTH	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	V	0	4♣	16+ HCP, any shape (can be weaker with a good distribution)	1♦ - 0 - 8 HCP; 1♥ - 11+ HCP bal or 8+ HCP & 5+ ♠; 1♠ = 8+ HCP, 5+ ♥; 1NT = 9+ HCP, 5+ ♣; 2♣ = 9+ HCP, 5+ ♦; 2♦ = 9 - 11 HCP, bal; 2♥ = 8 - 11 / 14+ HCP, 5332 with 5 ♠; 2♠ = 9+ HCP, 4441 / 4414; 2NT = 9+ HCP, 1444 / 4144; 3♣ = 8 - 10 HCP, ??5+5+	Mostly natural, after 1♣ - 1NT and 1♣ - 2♣ bid in responder's suit is relay 1♣ - 2♦ - 2NT = relay 1♣ - 1♥ - 1♠ (relay) - 1NT (11+ bal) - 2♣ = relay	* - 5 - 8 HCP any shape / balanced GF w/o stopper; new suit - nat, GF; jump - nat, NF
1♦	V	0	4♣	10 - 16 HCP, usually denies 5 ♥/♠	1♥/♠ - 4+ RF; 1NT - NF, denies 4 ♥/♠; 2♣/♦ - nat. GF; 2♥/♠ - 5+ ♥/♠, NF; 2NT - bal. inv; 3♣/♦ - nat, inv	Natural in general, jumps are usually splinters 1♦ - 1♥/♠ - 1NT - 2♣ - inv 1♦ - 1♥/♠ - 1NT - 2♦ - GF	* - TO or GF with own suit; new suit - nat, NF; jump - nat, weak
1♥		5	4♣	10 - 16 HCP, 5+ ♥	1♠ - nat, RF; 1NT - RF; 2♣/♦ - nat. GF (2♣ may be a bal. hand); 2♥ - 3+ ♥, NF; jumps - various fit showing hands, 2♠ - any splinter; 2NT - inv+ with 4 ♥	Natural in general, jumps are usually splinters	* - TO or GF with own suit; new suit - nat, NF; jump - fit jump; 2NT - 4-5 ♥, invitational+ hand
1♠		5	4♣	10 - 16 HCP, 5+ ♠	1NT - RF; 2♣/♦/♥ - nat. GF (2♣ may be a bal. hand); 2♠ - 3+ ♠, NF; 2NT - any splinter, jumps - various fit showing hands; 3♣ - inv+ with 4 ♠	Natural in general, jumps are usually splinters	* - TO or GF with own suit; new suit - nat, NF; jump - fit jump; 2NT - 4-5 ♠, invitational+ hand
1NT			4♣	Balanced hand, 14 - 16 HCP / 11 - 13 HCP in 1-st and 2-nd seat non-vul	2♣ - stayman; 2♦/♥ - 5+ ♥/♠; 2♠ - bal. invite or 6+ ♣; 2NT - 6+ ♦; 3♣ - Puppet; 3♦ - minors, GF; 3♥ - 13(54); 3♠ - 31(54)	Mostly standard. Relays: 1NT - 2♣ - 2♦ - 2♠ / 1NT - 2♣ - 2♥ - 2♠ / 1NT - 2♣ - 2♠ - 3♣	* - TO; bid on L2 - nat, NF; 2NT - Lebensohl; bid on L3 - transfer Lebensohl, inv+
2♣		5	4♣	10 - 16 HCP, 6+ ♣ / 5-4 ♣ - ♥/♠	2♦ - relay; 2♥/♠ - nat, NF; 2NT - puppet to 3♣; 3♦/♥/♠ - nat, inv	Natural	* - TO or GF with own suit; new suit - nat, NF;
2♦	V	0	4♣	5 - 9 HCP, 6+ ♥/♠; 12 - 16 HCP 5+ ♦ in 4-th seat	2/3♥/♠ - pass/correct; 2NT - relay; 3♣/♦ - nat, RF; 4♣ - "bid the suit below the real one"; 4♦ - "bid the real suit"; 4♥/♠ - nat, to play	2♦ - 2NT (3♣ - any max; 3♦ - ♥, min; 3♥ - ♠, min)	* - asks for real suit; new suit - nat, RF; 3/4♥ - pass/correct
2♥		4		5-9 HCP, 5+ - 4+ MM; 12 - 16 HCP 5+ ♥ in 4-th seat	2♠ - nat, NF; 2NT - relay; 3♣/♦ - GF, nat; 3♥/♠ - NF	2♥ - 2NT (3♣ = min, any 5-4; 3♦ = min, 5-5, 3♥ = 45?? max; 3♠ = 54?? max; 3NT = max, 5-5)	* - penalty; new suit - RF
2♠		5		5 - 9 HCP, 5+ ♠ - 4+ ♣/♦; 12 - 16 HCP 5+ ♠ in 4-th seat	2NT - relay; 3♣ - pass/correct in ♣-♦; 3♦ - 3-4 ♠, inv.; 3♥ - nat, GF; 3♠ - NF	2♠ - 2NT (3♣ = ♣; 3♦ = ♦)	* - penalty; new suit - RF
2NT	V			Minors (at least 5-5), weak	3♣/♦ - to play; 3♥/♠ - nat, GF; 3NT - to play; 4♣/♦ - nat, slam tray		
3♣/♦ 3♥/♠		6		Preempt, strength varies depending on position and vulnerability	3♦ over 3♣ and 4♣ over 3♦/♥/♠ - slam try; new suit - nat, GF; fit - NF		
3NT				Preempt in ♣/♦	4/5♣ - pass/correct; 4♦ - slam try, asks for shortage		
4♣/♦	V	0		Preempt in ♥/♠	Step below the real suit = slam try, rest nat. NF		
4♥/♠	V	7		Preempt in ♥/♠	4NT = RKCB; new suit = cue-bid		