

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
Wide range, 1 <sup>st</sup> and 2 <sup>nd</sup> level 5-15	
Transfer advances: (1x)-1y-(pass/RDBL)-2x=5+ in suit above,	
2y-1= TH in the suit, 2y = no TH in the suit, 3y-1 = 4 <sup>th</sup> TH in the suit; same scheme for 2-level overcalls	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
14-16 BAL/sBAL with STO; SYS ON	
Balancing: 1NT = 11-14, 2NT = 18-19	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Medium 2M(jump o/c) = 12-15 HCP 5+ cards(2+ TH), 3m(jump) = 13-15(16) 6+ cards(2+TH), 2NT = Unusual NT	
Reopen: intermediate (13-15), good 6+ suit	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
1m – 2 m 5(4)+5(4)+MM, any strength	
1M – 2M 5+oM 5+m, any strength	
1x – 3x stopper ask	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
2C = C + M	
2D = D + M	
2M = nat	
2NT = mm	
X = mm or MM	
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Vs Multi – X= 5+ cars in one major, 2he/sp – cl or di	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
X = Majors weak, 1NT minors or strong majors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1NT – (X not Pen) – SYS ON	
1NT – (X Pen) – XX= long m, other SYS ON,	
1M – (X) – TRF	

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5, best from nothing	3 <sup>th</sup> best	
NT	4 <sup>th</sup> best, best from nothing	4 <sup>th</sup> best	
Subseq	4 <sup>th</sup> best	4 <sup>th</sup> best	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x+)	AK(x+)	
King	AK(x+), KQ(x+)	KQ(x+), AK(x+)	
Queen	QJ(x+)	QJ(x+),	
Jack	J10(x+)	J10(x+)	
10	109(x+), H109(x+)	109(x+), H109(x+)	
9	9x 9xx 9xxx	9x 9xx 9xxx	
Hi-X	Xx	Xx	
Lo-X	xXx, xxxX, xxxX(x+),	xXx, xXxx, xXxx(x+),	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	S/P	
Suit 2	Low = low suit	Low = even	Low = even
3	Low = even		
1	Low = enc	Smith echo OR S/P	
NT 2	Low = even	Low = even	Low = even
3	Low = even		
Signals (including Trumps): UDCA throughout			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBLs/RDBLs			

<b>W B F CONVENTION CARD</b>	
<b>CATEGORY: Blue</b>	
<b>NCBO: Bulgaria</b>	
<b>PLAYERS: Ivanov - Ralev</b>	
EVENT All	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Precision club	
1♣ = 16+any, 1di = (10)11-15, 0+	
1M = (10)11-15, 5+ , 1NT = 14-16 BAL/sBAL	
2♣ = 5+cl 4M or 6+cl (10)11-15	
2di = 5+di, 13-15	
2M = 12-15 (2+ TH ) 5+ cards, 2NT to 3he = 5+5+ 12-15 :2NT	
sp+di, 3 cl - cl + higher, 3di = di+he, 3he = he+sp, 3sp = week sp	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣ = 16+any	
1di = 10-15, 0+	
2cl = 10-15, 5+cl 4M or 6+cl	
2di = di 13-15	
3SP = Gambling	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
In GF	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		16+any, less with (7)8+ tricks	1di = 0-7 any, 1he/sp/1nt/2cl/2di = 5+cards 8+ HCP	1cl – 1di – 1he = fl	
1♦	x	0		(10)11-15, 0+ Rare with 5 weak cards in a M	1M = RF, 1NT = NF, 2cl relay, no 4 <sup>th</sup> major, 2 di week major. 2he = 5sp 4he week, 2sp = GF, 3M = Weak	XYZ, 1di – 1he – 2sp = SPL, 1di – 1sp – 2he = SPL, LGST	1 di -1M – 1nt -2m= 5m+4M
1♥		5		(8)9-13, 5+	1sp = 4+, 1NT =f1 (could be gf), 2cl = ANY inv. no sup, 2di = inv. with sup,2he 8-10 3 card sup, 2 sp any spl, 3 cl/di = gf. 2nt pypet to 3 cl	XYZ, LGST	1M – (X) – TRF
1♠		5		(8)9-13, 5+	1NT =f1 (could be gf), 2cl = ANY inv. no sup,2di = inv. with sup,2he NF, 2 sp 3 card sup, 2NT = any spl, 3cl/di nat gf;	XYZ, LGST	Same
INT		2(1)		15-17 BAL, 5 <sup>th</sup> major, 6 <sup>th</sup> minor, singleton TH poss	2cl = Stayman, 4 TRFs, 3cl = mm weak, 3di = mm GF, 3M = 5+4+m singleton, GF, 4cl/di TRF	Smolen	Transfer Lebensohl
2♣	x	5		5+cl 4M or 6+cl (10)11-15	2di/2he TRF to HE/Sp 4+,2SP Minor relay, 2nt – pypet to 3 cl,3di/he/sp - spl		
2♦	x	5		5+ di 13-15	2M = RF, 2NT = GF Relay, 3cl gf natural 3di invite		Pen DBL
2♥		5		12-15 5+ cards at least 2TH	2NT = Relay, new suit = nat GF		Pen DBL,
2♠		5		12-15 5+ cards at least 2TH	2NT = Relay, new suit = nat GF		Pen DBL
2NT	x	2(1)		5di+5sp+ 13-15	3in the suit to play, 3 new suit gf nat		
3♣		6		5cl+5higher+ 13-15	3in the suit to play, 3 new suit gf nat		
3♦		6		5di+5he+ 13-15	3in the suit to play, 3 new suit gf nat		
3♥		6		5he+5sp+ 13-15	3in the suit to play, 3 new suit gf nat		
3♠		7		AKDxxxx in any suit			
3NT	X	0		To play based on suit and points			
4♣		7(6)		depends on VUL/POS			
4♦		7(6)		depends on VUL/POS			
4♥		7(6)		depends on VUL/POS			
4♠		7(6)		depends on VUL/POS			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB, EKCB 1430 DOPI/ROPI	

