

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1 Level = light,(8-15)HCP,5+(4) cards			Lead	In Partner's Suit		
2 Level = VUL - intermediate; NOT VUL - intermediate(light)		Suit	2nd/ 4th	same	Category:	BLUE
Responses : New suit = NF		NT	STD(can beATT)	1/3/5	Country:	Bulgaria
Jump raise = WK		Subseq	2nd/4th	same	Event:	All Events
Jump shift = SPL; From Passed Hand = Suit&Fit					Players:	Viktor Yotov - Valya Yaneva
Reopening: = light						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
(1M/1m) - 1NT - 4 cards in one M and 5+ in one minor 8-15p		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
(1NT) - X - 4M and 5+ cards in one minor		Ace	AK, Ax(+)	AKx, AKJx(+)	Precision club, 1cl = 16+ HCP or any good hand w/ min 14+ HCP, Fopening;	
		King	AKx(+), KQx(+), AKJx(+)	same	1di = 0+ cards,(10-15)HCP no 5M; 1M = 5+ cards,(10-15)HCP; 1M - 1NT= F1	
		Queen	QJx(+), KQTx(+)	same + AQJx(+),AQTxx	2NT = (20-21)HCP,could be semi-balanced (5M,6m,SGL H); PUP	
		Jack	J10x(+), AJTx(+), KJTx(+),Jx	J10x,Jx	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP	
JUMP OVERCALLS(Style; Responses; Unusual NT)		T	T9x(+), Tx, HT9x(+)	same + AQT9(+)	Generally aggressive style; random PRE; Very light Openings,O/C,T/O DBL	
VUL = WK ; NV = very WK		9	H98x(+), H9x	same	1NT Openings:	1NT = (14-16)HCP,could be semi-balanced (5M,6m,SGL H)
		Hi-x	xSH, xSx	same	2NT Openings:	Minors, WK, PRE
		Lo-x	xS, HxxS(+), xxxS	same	2 OVER 1 Response	FG; COMP 2/1=NF if not TRF or CUE
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	1cl = STRONG
1m - 2m = both Ms (if 3+m) or NAT (if m < 3cards)		Suit:1st	HI = ODD	HI = ODD	HI = ODD	1di = 0+ cards,(10-15)HCP no 5M
1M - 2M = Michaels (0-10) (14+)		2nd	HI = HI Suit	HI = HI Suit	HI = HI Suit	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP
		3rd				2di = 6+(5)M,(4-9)HCP
Vs. NT(vs. Strong/Weak; Reopening;PH)		NT: 1st	HI = ODD	REV Smith	REV Smith	2M = 5+ M w/ 4+m,(4-9)HCP
Direct Seat :2cl = both Ms,(4-4)+		2nd	HI = HI Suit	HI = ODD	HI = ODD	3NT = Gambling = 7cards SOL m, w/o outside stopper(A or K)
2di=1M; 2M=5+/4+m.		3rd		HI = HI Suit	HI = HI Suit	
X = 4M and 5+ minor						
		DOUBLES			SPECIAL FORCING PASS SEQUENCES	
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
		Thru 4 sp				
		Light style				
Vs. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1Cl - *(MM), 1NT(mm), suit overcall - nat.		()				
1cl - Pass - 1di - DBL = (44)+Ms; 1NT=2suits(55)+,exclusion 5S Ms						
vs.2cl,di(str) - DBL= cl,di						
OVER OPPONET'S TAKE OUT DOUBLE						
					Psychics: Rare	

Opening	Artifica	Min.cards	Neg DBI	Description	Responses	Subsequent Auction	Passed Hand Bidding
1cl	YES	0		STR, 16+ HCP	1di = (0-7)HCP; 1M,2m = 5+cards,8+ HCP, FG 1NT = BAL, FG; 2M = 6cards,(0-4)HCP 2NT	1cl-1di - 1M/2m (5+cards No GF) 1cl-1di - 2M/3CL ((4)5+cards GF) 1cl - 1di - 1he (f1) either hears or strong hands.	
1di	YES	0	4he	(10-15)HCP, no 5M (11-13)HCP, BAL	1M = 4+cards,F1; 1NT = (7-11)HCP, could be UNBAL 2he,sp = 6+ Weak 2NT= 11-12 2m = 4+cards,FG; 3M = 6+cards,WK	1di-1M-1NT-2cl=Chekback; 1di-1he-2sp=any SPL,2NT=(R); 1di-1M-2NT=6+di good hand w/o 3cards in M; 1di-1M-3cl=(55)+m, (14-15)HCP; 1di-1M-3di=6+di good hand w/ 3cards in M. 1di-1M-2NT=6+di good hand no 3cards in M. 1di - 1sp - 2he = any SPL, 2NT=(R); SUPP DBL	1di - 1M - 1NT - 2cl = NAT
1he		5	4di	5+he, (10-15)HCP Could be 4cards in 3rd seat	1sp = 4+cards; 1NT = F1,(6-12)HCP; 2m = 4+cards,FG 2he = (7-10)HCP w/ 3+ SUPP; 3he = 4+ SUPP,WK 2NT = 9+ HCP w/ 4+ SUPP,INV+ ; 4NT = RKCB 2sp,3m = SPL,INV+ ; 4he = not promising any points	1he - 1NT - 2cl = 1+ cards; 1he - 1NT - 2di = 4+ cards; 1he - 2m - 2he = 6+ cards 1he - DBL - RDBL = 9+ HCP; 1he - DBL > 1NT,2cl = TRF to cl,di; > 2di = 3cards SUPP w/ 8+ HCP; > 1sp = 5+ cards,NF; > 2sp = 5+sp,INV; > 2NT=4+ SUPP,INV+	1he - 1NT = F
1sp		5	4he	5+sp, (10-15)HCP Could be 4cards in 3rd seat	same as above	1sp - 1NT - 2cl = 2+ cards 1sp - DBL - 2he = 3cards SUPP w/ 8+ HCP same as above	1sp - 1NT = F
1NT			4he	(14-16)HCP, BAL 5M or 6m are possible Could be semi - BAL Could be singleton H	2cl = STAY; 4 TRF, 2NT - Puppet 3cl = TRF di,PC; 3di = (55)+ms,FG 3M = 1cards,(54)ms,FG; 4m = TRF to 4M; 4M = NAT 4NT = INV,BAL	1NT - O/C - DBL = T/O,points; 1NT - 3Level O/C - DBL = T/O,points TRF Lebensohl After TRF to m - New suit = short suit	
2cl		5	4he	5+cl w/ 4M or 6cl,(10-15)HCP	2di = (R) ; 2M = 5+cards,NF 2NT = PUP to 3cl = WK w/ fit or any SPL, FG 3cl = 3+ SUPP,INV; 3M = 6+cards,INV; 3di = (55)+ Ms,INV	2cl - 2NT - 3cl - New suit = SPL,FG 2cl - 2di - 2M - 2NT = Relay -> 3CL(min), 3di/he(3+card),3M - 6+4, 3NT=5422 2cl - 2di - 2M - 3cl = NF	
2di	YES	0		6+(5)M, (4-9)HCP or FG w/ BAL hand, 24+HCP 5+cards(5-14)HCP > 3 or 4seat	2M = P/C 2NT = (R) ; 3m = NAT,NF 3he = P/C; 4cl = bid your suit TRF; 4di = bid your suit NAT	2di - 2NT - 3cl = Any MAX; 3di = min w/ he; 3he = min w/ sp 2di - 2NT - 3cl - 3di = (R) = 3he is sp, 3sp is he 2di - DBL - RDBL = flight w/ own suit; Pass = 5+ di; All rest = system on	
2M	YES	5		5+M w/ 4+m,(4-9)HCP 5+cards(5-14)HCP > 3 or 4seat	2NT = (R) = INV+; 3cl = P/C 3M = WK; 3di = INV in M	2M - 2NT > 3m = NAT,WK; > 3he = cl,STR; > 3sp = di,STR 2M - 2NT - 3m - 3M = ST; 2M - DBL > System on; 2M - O/C - DBL = PEN; 2M - DBL - RDBL = points(Following DBL is PEN	
2NT	YES			5+5+ in mms WK, PRE	3cl/3di to play, 3M - GF 4m - slam try		
3 in suit		6		WK, PRE Not VUL(1st or 3rd seat) = could be very light	New suit = NAT, FG DBL = PEN	HIGH LEVEL BIDDING	
3NT	YES			Gambling = 7 cards SOL m, w/o outside stopper (A or K)	4cl = P/C; 4di = asking for a singleton; 4M = 6cards 5cl,6cl = P/C; 3NT - 4di - 5m = shortness in other m	Blackwood; CUE - BIDS; Pass forcing; Jump bid in other suit to 5 Level = RKCB w/ void RKCB = 4130; After RESP > BID MIN Level = asking for Q trump; > 5NT = asking for specials K; > 6x = asking for 3rd control(Q or xx)	
4in suit		6		WK, PRE	DBL = PEN	RKCB > RESP 5NT = Even Keycards + Void RKCB > RESP 6in suit = Odd Keycards + Void	