

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-st level=5+(4) cards, 7-16 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;JCue=mixed M
2NT over 1M=limit raise
2-nd level=5+ cards, 10-16 HCP; Cue=ART inv+ or TRF oM; 2/2=F1; 3/2=F1
Reopening: 5+, 8-14 HCP; JS=6+, 12-14 HCP
Transfers and switches for new suits
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live=15-18 HCP, system on live by PH=4M 6m
Reopening=11-14 HCP, no stopper promised, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
over 1m:2♦=55+ MM; 2N=55+ om+♥
over 1♥:2N=♠+♦; over 1♠:2N=♥+♦
Resp. vs. 2-suiters: 1st free step=ask inv+
PRE overcalls
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
over 1♣:2♣=NAT;3♣=55+ ♦+♠
over 1♦:2♦=55+ MM;3♦=55+ ♠+♣
over 1M:2M=oM+♣;3/4M=mm interm/str
(1m)-P-(1M):2m=55+ others; 2M=NAT;2N=mm wk; 3m=interm oM
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣=44+ MM; 2♦=5+M; 2M=54+Mm; 2N= 55+ Mm str;3m=PRE/constr wkNT
3M=PRE; 3N=mm
Dbl over NT=PEN points
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles, Cue=2-suiter
over 3m PRE 4♣=55+ omM/4♦=55+ MM;over 3M PRE 4M=55+ oMm
2/3N=NAT,4N=2-suiter/om/NAT depending on level/strain
JS=6+ str
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣: Dbl=MM;NT=mm;(1♠)-P-(1♦)-Dbl=♦; 2♦=MM;NT=mm
Vs. 2♠♦: Dbl=♠♦; 2NT=mm; 3Cue=MM
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: Rdbl=6-7 HCP;suit=NAT FG
After 1♦: TRF starting with Rdbl
After 1M: Rdbl=10+ HCP;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 Hs, 10 promises H			
LEADS			
	Vs. Suit	Vs. NT	
Ace	A(x), AK(x)	AKx(x), Ax(x), AKJ(x)	
King	Kx, KO(x), AK	AKJ10(x), KO10(x), Kx	
Queen	Qx, QJ(x)	KO(x), KOJ(x), Qx	
Jack	Jx, J10(x), KJ10(x)	QJ(x), AQJ(x), Jx	
10	10x, 109(x), H109(x)	J10(x), HJ10(x), 10x	
9	9x	109(x), H109(x), 9x	
Hi-x	Sx, xxSx, xxSxxx	Sx, xSxx(x), HxxSx(x)	
Lo-x	xxS, xxxS, xxxxxS	xSx, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=even	Hi=odd	Hi=odd
	2 Hi=discouraging	S/P	Hi=discouraging
	3 S/P		S/P
NT	1 Hi=even	Hi=odd	Hi=odd
	2 Hi=discouraging	S/P	Hi=discouraging
	3 S/P		S/P
Other:			
vs (1/2NT)-(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 Dbls are T/O or show shortage			
3)reopening=T/O 9-14 HCP or 15+ HCP any			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support Dbl/Rdbl, Responsive Dbl, Invitational Dbl/Rdbl, Competitive Dbl			
Lightner Dbl, SOS Rdbl, 1-st control Rdbl			
(1N weak)-P-(2x ART)-Dbl=points			
Over Rdbl by opps Pass is free on M 1/2, PEN upwards			

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
STRONG CLUB
1♣=16+ HCP bal/15+ HCP unbal, conventional responses
1♦=0+♦,10-15 HCP
5-card M, 10-15 HCP
1NT=(13)14-16 HCP
Relay bidding, transfers and switches in contested auction
Light openings if unbalanced, generally aggressive style, random PRE
Stated HCP 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+♣ 4+M,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♠=55+♠m, 3-9 HCP 1/2/3rd seat
3/4x=random PRE, can be a good hand 3/4th seat
3N=good 4M bid 1/2nd seat; to play long suit 3/4th seat
4N=mm weak
Relay bidding, transfers and switches in contested auction
Specific two-suited jump overcalls
SPECIAL FORCING PASS SEQUENCES
In forcing strong sequences: pass/double inversion
U/U vs 2-suited overcalls
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB in competitive bidding, Bad/good 2N
PSYCHICS: Rare
Used in:3rd seat sublimit openings,tactical bids w/o expected length or points



OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥		16+ HCP bal/15+ HCP unbal	1♦=0-7 HCP;1M=5+0M or NT;1N=5+♥12+;2m=5+ NAT 2♥/♠/3m=(4441/5m440) short;2N=16+ HCP bal; 3♥=sol sut	1♣-1♦-1♥=♥ or str After intervention:(1x) Dbl=6-7 HCP; bid is FG 8+ HCP;(2x+) Dbl/bid is FG 8+ HCP	same
1♦	✓	0	4♥		10-15 HCP, no longer M if bal (10)11-13 HCP	1♥/♠=4+, F1;1N=7-10 HCP bal;2m=4+ FG;3m=6+ inv 2♥=54+♠ wk;2♠=range ask/6+m wk; 2N=54+ mm wk	1♦-1M-1♠/N-2♣=PUP 2♦, soff ♦ or any 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 8-10 2♠=6+ inv;2N=any SPL;3♣=limit 4+♥;3♦=mix 4+♥;3♥=PRE 3♠+=voids ♠-♣-♦; 4♥=to play, can have points	1M-1N-2♠=1+ cards After intervention:TRF and switches	2♣=Drury, other sys
1♠		5	4♥		5+♠, 10-15 HCP	same structure as above, 2♦=6+♥ wk/str,3♥=6+♥ inv		
1 NT			3♣		(13)14-16 HCP (SGL H,5M,6m,5422)	2♣=NF STAY;2♦/♥/♠/N=TRF;3♠=(54)MM inv;3♦=55+mm FG 3♥=55+MM inv; 3♠=54+ mm ST; 4m=TRF ♥/♠;4M=to play	After intervention:T/O Dbls,Rubensohl After intervention:T/O Dbls,Rubensohl	
2♣		5	4♥		10-15 HCP,5+♣4M/6+♣	2♦=ask;2♥/♠=5+ F1;2N=bal inv+; 3♣=weak;3♦=55 MM inv+ 3♥/♠=6+ inv;4♣=PRE;4♦=any SPL 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 inv+;2N/3♣=TRF;3♦=♠;3♥=P/C;4♣=ask M 4♦=♥;4♥=P/C;3/4♠=NAT	PEN Dbls after intervention over any PRE	suit + fit over any PRE
2♥	✓	4			(54)+MM/45+ on red, 3-9 HCP 6+♥ 10-12 HCP 4th seat	2♠=NF;2N=ask inv+;3m=NAT NF;3M=PRE;4m=NAT FG		
2♠	✓	5			5♠ 5+m, 3-9 HCP 6+♠ 10-12 HCP 4th seat	2N=ask inv+;3♣=P/C;3♦=♥;3♥=inv ♠;4♣=P/C;4♦=NAT FG		
2 NT					19-20 HCP (SGL H,5M,6m,5422)	3♣=PUP STAY; 3♦/♥=TRF; 3♠=mm FG, 4x=S/T ♥♣♠♦		
3 bids		6			random PRE, 6+	3♦ over ♣/3♥ over ♦=ART; 3M=F1;4♠/♦=ART ST		
3NT	✓				strong 4M bid 8-9 tricks	4♣=ST;4♦=ask suit;4M=P/C		
4♣		7			7+♣, random PRE	4N=mini KCB		
4♦		7			same as above			
4♥/♠		7			7+, random PRE could be strong 3rd/4th seat	4♠=to play;5x=Cue;4N=mini KCB	HIGH LEVEL BIDDING RKCB 1403; XRKCB 0314; mini KCB; optional KCB; ask for specific K/Q; mixed Cues; 5N=pick-a-slam; 5N=trump ask	
4NT	✓				65+ mm weak	5m=soff; 5M=RKCB m		
5♣/♦		7			PRE	next suit mini KCB		