

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF CONVENTION CARD	
OVERCALLS		OPENING LEADS STYLE			
1st level: 6-15			LEAD		
1D: 1M=F1, 1N=NF, 2C=fit, 2M=6 Inv, 2N=R, 3C=55MM Inv+		SUIT	3th/Low-Count style, STD from H		CategoryBlue
1M: 1S=F1, 1N=F1, NS=F1, 2Cue/N/3Cue=3/4/mixed, JS=Inv		NT	4th-Attitude style, STD from H		NCBOBULGARIA
2nd level: 9-16					EVENTAll Events
(1M)-2m: 2M=F1, 2N=R, JS=6 Inv		Smith - REV if bidding is unclear			PLAYERSNanev-Nikolova
(C/D)-2m: Bid=F1, 2N=R, Cue=Ask 4M		Trump lead - S/P or Count or nothing			
		LEADS		GENERAL APPROACH AND STYLE	
1NT OVERCALL			SUIT	NT	PRECISION CLUB
Live: 15-17, Sys on		ACE	Ax+, AK blank	for ATT	1C=16+/any good hand with tricks
Balance: 11-14, Sys on		KING	AK+, KQ+, Kx	UnBL or Count	1D=0+ cards up to 15
		QUEEN	QJ+	for ATT	1M=5+ cards up to 15
JUMP OVERCALLS		JACK	J10+, HJ10	J10+, HJ10	2C=5C4M/6+ up to 15
1m: 2D=MM's, 2N=om+H, 2M=PRE, 3om/M=PRE		10	109+, H109	109+, H109	1N=14-16
1M: 2N=OM+D, JS=PRE		9	9x	9x, 98x+	2N=19-20
DIRECT and JUMP CUE		SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1C: 2C=Nat, 3C=PRE			SUIT	NT	2D=6+M 3-10
1D: 2D=MM, 3D=6D 13-16		1	Low=Even	Low=Even	2H=MM's 3-10, 54MM or more
1M: 2M=OM+C, 3Cue=mm 14+		2	S/P	S/P	2S=55 Sp+m 3-10
Reop 2Cue=FG any hand		3	Low=Enc	Low=Enc	3N=Gambling
VS.NT					4N=mm's
DBL=PEN, 2C=MM, 2D="1M", 2M=54Mm, 2/3N=mm, 3/4x=PRE					
VS. PREEMPTS					
3m: 4Cue=MM					Random PRE 1st pos
3H: 4H=S+m, 4N=mm or D+S or 6S STR					Light openings 1st pos - 9+hcp
3S: 4S=H+C, 4N=mm or D+H or 6H STR		DOUBLES		SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENING		TAKE OUT DOUBLES		Hi level in FG: Pass=Forcing, DBL=STOP	
1C: DBL=MM, 1/2N=mm		Most low level DBLs are T/O or COMP		Low level in FG: Pass=No Short, DBL=Short	
2C/D: DBL=Suit, Cue=MM, 2N=mm		SPECIAL ARTIFICIAL DOUBLES/REDOUBLES		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS DOUBLE		Lead directing DBL		LEB in COMP bidding	
1C: P=WK or no bid, RD=5-7, Bid=FG, JS=6 cards 5-7		Support DBL/RDBL		PSICHICS	
1D: RD=10+, 2C/D=NAT, NF, 2S=mm Inv, Next=Sys on		RDBL usual is PEN or Short or A		Non convention leads and signals	
1M: RD=10+, 1S=4+F1, 1N+=TRF, 2M=WK, Next=Sys on				light openings in 3rd pos 7+ hcp	
2C: RD=10+, 2D=NAT NF, Next=Sys on					

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+	1D=0-7, 1M=5+M 8+, 1N=11-15 BAL 2m=5+m 8+, 2H=8-10 BAL, 2S=4441 11+ 2N=16+BAL, 3x=4441 8-10, 3N=AKQxxxx	<u>1C-1D</u> 1H=ART, 1S/2m=NAT NF, 1N=17-18, 2H=5H4S NF, 2S=ART FG with S, 2N=21-22, 3C=mm NF 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys
1D	Y	0	4H	Precision style 10(9)-15	2m=FG, 2H=5S4H WK 2S=Inv "3N"/1m PRE 2N=mm PRE 3m=Inv 3M=PRE, 4m=PRE	<u>1D-1M-1N</u> 2C=ART Any Inv / SOFF m (PUP 2D) 2D=ART FG	<u>1D-1M-1N</u> 2C=5C+ 2D=5D+
1H	No	5	4H	10(9)-15	1N=F1, 2C=2+FG, 2D=5+ FG 2H=8-10, 2S=6S WK, 2N=Any SPL FG 3C=4fit Inv, 3D=mixed, 3H=PRE 3S=7S WK, 3N=SOFF 4m=6m5S, 4H=TP	<u>1H-1S-1N</u> 2C=Any Inv / SOFF m (PUP 2D) 2D=FG	2C=3Fit 9-10
1S	No	5	4H	10(9)-15	2D=5H SOFF+ 2H=5D FG 3H=6H Inv  Others=Same 1H	<u>1S-2D</u> 2N=3+H, 3H=4H min, 3N=4H max	2C=3Fit 9-10
1N	No	2	4H	14-16	2C=STAY 2D/H=TRF H/S, 2S/N=TRF C/D 3C=(54)MM Inv, 3D=Ask 5M 3H=55MM Inv, 3S=(54)mm FG 4C/D=TRF H/S, 4M/5m=SOFF 4N=QUANT	<u>1N-2C-2D</u> 2M=MM SOFF, 3M=4M5+OM 4C=MM ST, 4D=MM WK/SF 4M=6M+4OM SOFF <u>1N-2C-2M</u> 3OM=ST M, 3N=SOFF, 4x=SPL, 4S(over H)=Ex	Sys
2C	No	5	4H	6+C/54CM 10(9)-15	2D=R, 2M=5M NF, 2N=ART ask not FG 3C=WK, 3D=55MM Inv+, 3M=Inv 4D=Any SPL with Void, 4M=SOFF	<u>2C-2D</u> 2M=4M, 2N=6C max 3C=6C min, 3D/H/S=6C+4D/H/S FG 3N=7C good, max, FG	
2D	Y	0	2H	1/2seat - 6M 3-9 3/4seat - NAT	2/3/4H=p/c 2S=6S NF, 2NT=R 3m=6m F1, 3S=6S FG 4C=TRF suit, 4D=TRF 6+H, 4S=SOFF	<u>2D-2N</u> 3C=5M 3D/H=6H/S min 3S/N=6H/S FG	Bid=Nat+Fit
2H	Y	4	2S	1/2seat-54MM++, 3-9 3/4seat -NAT	2N=R 3m=NF 4m=Nat FG	<u>2H-2N</u> 3C=55 any 2D/H=5H4S/45 min, 2S/N=54/45 max	Bid=Nat+Fit
2S	No	5	2N	1/2seat-55 S+m, 3-9 3/4seat - NAT	2N=R, 3/4C=p/c, 3D=5+H, 3H=Inv S 4N=ask m, 5m=SOFF	<u>2M-2N</u> 3C/D=min, 3H/S=5C/D max	Bid=Nat+Fit
2N	No	2	4H	19-20	3C=PUP STAY 3D/H=TRF H/S 3S=54mm++, FG 4C/D=TRF H/S ST 4H/S=TRF C/D ST	<u>2N-3C</u> 3D=at least one 4M 3H=No M 3S=5S 3N=5H	
3x	No	6	3x	PRE	3C-4D=MM, Others 3x-NewSuit=F1 3x-4N=mini RKCB	<b>HIGH LEVEL BIDDING</b> CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB/ExRKCB/min RKCB Jump 5N=Pick up slam	
3NT	Y	7	4S	Gambling	4C=p/c, 5C=p/c		
4C/D	Y	7	4D/H	PRE	4N=mini KCB		
4M	No	7	4M		4S/5m=SOFF, 4N=mini KCB, 5M=ST		

System notes:

“2di=multi” defence

(2di = multi)

dbl- 13-15 bal or strong  
2he – 5+ 10-15 ( 2<sup>nd</sup> lvl overcall)  
2sp- 5+ 10-15 ( 2<sup>nd</sup> lvl overcall)  
2nt- 16-18 ( normal stayman)  
3cl/di- nat usually 6- 11-16 (3<sup>rd</sup> lvl overcall)  
3he/sp-14-16 6+ (more than simple overcall less than dbl+suit)  
3nt- to play, no interest in majors

(2di)-dbl-(pass=free)

pass- free  
2M/3m- nat 5+ cards 5-10 points( free bid)  
2nt- nat

(2di)-dbl-(pass=diamonds)

pass-penalty ( at least some diamonds)  
2M/3m- forced bid could be wk  
2nt- nat

(2di)-dbl-(2M=p/c)

dbl-T/o (dbl+suit=GF)  
2sp,3m-free bid(5 cards 7-11) NF  
2nt- nat  
3cue-nat NF (5+ 7-11)  
3sp over 2he- 5+ invite  
3nt- to play  
pass than dbl on 2sp- t/o over spades (promise 4 hearts)

(2di)-pass-(2he)

dbl- t/o hearts or strong (lebensohl)  
2sp- nat  
2nt- 16-18(standart stayman)  
3m- nat  
3he- nat ( 3<sup>rd</sup> lvl overcall)  
3sp- nat 6+ 14-16  
pass than dbl on 2sp- t/o over spades (lebensohl)

(2di)-pass-(2he)-pass-(pass)

dbl- T/o (leb)  
2sp- balancing overcall 7-11  
2nt-14-17 short spade, heart stopper  
3m- balancing 7-11 6 cards

(2di)-pass-(2he)-dbl

(2sp)-dbl=penalty based on your T/o dbl

(2di)-pass-(2he)-pass-(2sp)

pass-(pass)

dbl- T/o spades (1eb)

2nt- minors balancing

3m- 7-11 6 cards

3he- 7-11 6 cards

(2di)-pass-(3M)-

dbl- T/o

3sp-nat

3nt- nat

pass + dbl= T/O!

4M-nat

(2di)-2he-(pass)

2sp- cue fit good raise + (now 3he is min, others are positive)

2nt- nat

3m- nat GF

3he- wk invite

3sp- splinter

3nt- nat

4m- splinter

(2di)-2sp-(pass)

2nt-nat

3m- nat GF

3he- cue fit limit +

3sp-wk invite

3nt-nat

4m/he-splinter

(2di)-3cl-(pass)

3di-GF nat or try for 3nt with problem in one of the majors

3M- nat GF

3nt- nat

(2di)-3di-(pass)

3M- nat GF, can be 4 cards without stopper in other major

3nt- nat