

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
 1-st level=5+(4) cards, 7-15 HCP; 1/1 resp=F1; 1NT=9-12 HCP, NF; Cue=F1;
 simple raise=up to 9 HCP; 2/1 resp=NF; JS=6+, inv; jump raise=PRE; 2JS=SPL
 2NT over 1M=limit raise+

2-nd level=5+ cards, 10-15 HCP; Cue=F1; 2/2=NF; 3/2=F1
 Reopening: 5+, 6-14 HCP; JS=6+, 11-14 HCP

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
 2nd/4th live=15-18 HCP, system on
 Reopening=11-14 HCP, system on, no STO promised

JUMP OVERCALLS (Style; Responses; Unusual NT)
 PRE, 5+cards 2nd level, 6+ cards upwards
 Resp:2-3/2=NAT NF; 3/3=NAT FG; values+fit by PH; 2N=shape/size ASK
 In NT=55+ lowest unbid, any strength
 Reopening: 6+ , 11-14 HCP; 2N=18-20 HCP bal/sbal

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
 Michaels(MM/OMm): 55+ over 3+cards(any strength), NAT otherwise
 Responses:2N=inv+, 3x=P/C Jump Cue: ASK for STO with SOL suit
 (1m)-P-(1M):2m=55+ other suits; 2M=6+, NAT
 Reopening Cue=18+ HCP unbalanced/21+ HCP balanced

VS. NT (vs. Strong/ Weak; Reopening; PH)
 Vs. strong NT:2♣=44+ MM; 2♦=5+ M; 2♥/♠=5+M w/ 4+m; 2N=55+ mm;
 Dbl=5+m 4M or 5+M strong Vs. weak NT:2♣=44+ MM; 2♦=5+ ♦, constr;
 2♥/♠=5+ M, constr; 3♣=6+♣, constr; 2NT/3♦/♥= strong 2-suiter; Dbl=13+ HCP

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 T/O doubles, leaping 2-suiters(4♣♦), 3rd lvl Cue=55+ MM over 2m/mm over 2M
 4th lvl Cue=55+ MM over m PRE/55+ mm over M PRE, FG
 2/3N=NAT, 4N=2-suiter
 JS=constructive, 6+ cards

VS. ARTIFICIAL STRONG OPENINGS
 Vs. 1♣ (Yeslek)Dbl...up to 2♥=next suit OR the 2 others(44+); 1N=45+ ♥♣♠♦;
 2♣=45+ ♠♦; 2N=45+ ♥♣
 (1♣)-P-(1♦)-Dbl=♦ OR 44+ MM; 1N=44+ mm
 Vs. 2♣/♦: Dbl=♣♦; 2NT=any 2-suiter

OVER OPPONENTS' TAKEOUT DOUBLE
 After 1♣: Rdbl=any 5-7 HCP, bid=NAT, FG
 After 1♦: Rdbl=10+ HCP; 1/1=4+, F1; 2/1=NF; 2N=54+ mm; JS=6+, inv
 After 1M: Rdbl=10+ HCP; 1N/2x=TRF; system on from 2♥/♠ up

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th best	2nd/4th best
NT	2nd/4th best	2nd/4th best
Subseq	same	same

Other:1)low from xx 2)direct S/P 3)sometimes ATT thru declarer in NT contracts

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(x), AK, AK(x)	AKx(x), Ax(x), AKJ10(x)
King	AK(x), Kx, KQ(x)	KQ(x), KQ10(x), AKJ(x), KQJ(x)
Queen	Qx, QJ(x)	QJ(x), KQ109(x), AQJ(x)
Jack	Jx, J10(x), KJ10(x)	Jx, J10(x), KJ10(x), AJ10(x)
10	10x, 109(x), H10x, H109(x)	10x, 109(x), H10x, H109(x)
9	9x, H9x	9x, H9x, H98(x)
Hi-x	xSx, xxxS(x)	xSx, xxxS(x)
Lo-x	xS, xxxS	xS, xxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=odd	same	same
	2 S/P	same	same
	3 Hi=disc		
NT	1 Hi=odd	Hi=odd	Hi=odd
	2 Hi=disc	S/P	S/P
	3 S/P		

Other:1)U/D Smith echo vs. NT by both players 2)S/P or count in trumps

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)
 1)Light 1st level, sound upwards, mostly major-orientated
 Responses:limit bids, Cue=F1
 2)Most low-level Dbls are T/O
 3)Reopening=T/O 8-14 HCP or 15+ HCP any

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
 Support Dbl/Rdbl, Lightner Dbl, Responsive Dbl, Snapdragon Dbl, Action Dbl,
 Cooperative Dbl, Competitive Dbl, Inv Dbl, SOS Rdbl, 1-st control Rdbl
 (1N weak)-P-(2x ART)-Dbl=points
 Over opps 1st level Rdbl Pass is free, JS is PRE; 2nd+ level Pass is PEN

WBF Convention Card



Category: BLUE

NCBO: BULGARIA EVENT: ALL

PLAYERS: VIKTOR ARONOV
JULIAN STEFANOV

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 PRECISION CLUB
 1♣=17+ HCP bal/15+ HCP unbal, mostly NAT responses
 1♦=0+♦, 10-15 HCP
 5-card M, 10-15 HCP
 1NT=14(13)-16 HCP, can be quasi-balanced (SGL honour, 5th M, 6th m, 5422)
 2/1=FG, in competitive bidding=NF
 Light openings and overcalls
 Generally aggressive style, random PRE

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 1♣=17+ HCP bal/15+ HCP unbal
 1♦=0+♦, 10-15 HCP
 2♣=6+♣/5+♣ 4M, 10-15 HCP
 2♦=MULTI, 6(5) M, 3-9 HCP; 44+ MM, 12- HCP 3rd/4th seat
 2♥=44+ MM, 3-9 HCP; 6(5)♥, 12- HCP 3rd/4th seat
 2♠=5♠ 4+m, 3-10 HCP; 6(5)♠, 12- HCP 3rd/4th seat
 3x=random PRE, 6+ cards, 3-10 HCP
 3N=weak PRE in a minor; to play 3rd/4th seat
 4♣/♦=6+ ♣/♦ 5M, 7-13 HCP
 4♥/♠=PRE in ♥/♠, 7+ cards, vul dependent, usually WK but random 3rd seat
 4N=65+ minors, PRE

SPECIAL FORCING PASS SEQUENCES
 In FG and strong sequences: 4- lvl=good hand, 5+ lvl=1st/2nd control
 1♣-(4x+)-pass is F to DBL
 Pass and pull is strong

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 LEB, 2N usually not NAT in competitive bidding

PSYCHICS: Rare, usually in bids w/o points

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥		17+ HCP bal/15+ HCP unbal	1♦=0-7 HCP;1♥/♠/2♣/♠=5+,8+HCP;1N=10+ bal;2♥=8-9 bal 2♣=(4441),12+ HCP;2N+=(4441), 8-11 HCP	1♣-1♦-1♥=5+♥ OR strong M OR 21-22 bal OR any FG; 1♣-2♥-2N=ASK After 1st lvl overcall Dbl=5-7 HCP, suit=5+ FG. After 2+ lvl overcall any bid is FG.	same
1♦	✓	0	4♥		10-15 HCP, no 5-card M, 11-13 HCP if bal	1♥/♠=4+, F1;1N=7-10 HCP, bal;2♣/♦=4+,FG;3♣/♠=6+, inv 2♥=54+♠,inv;2♠=11-12 bal/6+ minor,wk; 2N=54+ mm,wk	1♦-1M-1N-2♣=ASK, 2♦=PUP to 2M, wk/inv;1♦-4♣/♦=TRF ♥/♠; 1♦-4♥/♠=NAT; 1♦-2♣/♦-2/3x=ART;1♦-1M-2OM=any SPL	1/1 and 2/1=NF; 2N=54+ mm
1♥		5	4♣		5+♥, 10-15 HCP	1♣=4+(3), F1; 1NT=F; 2♣/♦=3+, FG; 2♥=3(4) fit, 7-10 HCP 2♣=any SPL;2N=3♥,inv;3♣/♦=lim/mix raise;3♥=PRE; 3♣/4♣/♦=void, S/T; 3N=13-15 HCP, 3(4) fit, bal; 4♥=to play	1♥-1N-2♣=2+♠;1♥-2♦-3N=SPL ♣ After intervention: TRF after Dbl; Cue=3rd fit, lim raise+, 2N=4+ fit, lim raise+, JS=SPL	2♣=Drury, 2/1=NF, 1N=NF
1♠		5	4♥		5+♠, 10-15 HCP	same structure of responses as above		
1 NT			3♣		(13)14-16 HCP, quasi-balanced (SGL honour, 5th M,6th m, 5422) 15-17 HCP 3/4th seat	2♣=STAY NF;2♦/♥=4+ TRF;2♠=bal inv/minors/6+♦ SOFF 2N=PUP STAY; 3♣=6+, SOFF; 3♦+=(4441) FG	M TRFs are 4 cards only if invitational PEN Dbls after 2nd lvl overcall, T/O over 3rd lvl;2N+ bids after intervention are TRF	
2♣	✓	5	4♥		10-15 HCP,5+♣4M/6+♣	2♦=ASK;2♥/♠=5+,NF;3♣=inv;3♦/♥/♠=6+ SSOL,FG 2N=puppet to 3♣ (weak ♣ fit/inv+ 55+ ♥♠/inv 6+M/any SPL/ 16-20 HCP bal)	2♣-(Dbl)-2N=good raise, 3♣=wk raise 2♣-(2x)-2N=PUP to 3♣ (wk raise or comp in a suit), 3♣=good raise 2♣-2♦-2N=max,3♣=min	
2♦	✓	0			MULTI, 6(5)M, 3-9 HCP 44+ MM, 12- HCP 3/4th seat	2♥/♠=P/C;2N=FG ASK;3♣=OM ASK;3♦=inv in M;3♥/♠=P/C; 4♣/♦=bid your M; 4♥/♠=to play	2♦-2N:3♣=max w/ ♥/♠;3♦/♥=min w/ ♥/♠; 3♠/N=♥/♠, S-SOL PEN Dbls after intervention	new suit promises fit
2♥	✓	4			44+ MM,3-9 HCP, 3-suited if only 44 6(5)♥, 12- HCP 3/4th seat	2♣=NF;2N=FG ASK, 3♣/♦=inv ♥/♠;3♥/♠=PRE	2♥-2N:3♣=44xx;3♦=45xx;3♥=54xx;3♠=5512;3N=5521;4♠=5503;4♦=5530 PEN Dbls after intervention	
2♠	✓	5			PRE, 5♣4+m, 3-10 HCP 6(5)♠, 12- HCP 3/4th seat	2N=FG ASK;3♣=SOFF m;3♦=inv ♠;3♥=6+, inv; 4♣=PRE m	2♠-2N:3♣/♦=min/max PEN Dbls after intervention	new suit promises fit
2 NT					19-20 HCP, quasi-balanced 20-21 HCP 3/4th seat	3♣=PUP STAY; 3♦/♥=TRF; 3♠=54+ mm; FG, 4♣=55+ MM	T/O Dbls after intervention	
3 bids		6			random PRE	new suit is FG; 4♣(♦ over ♣s)=S/T	PEN Dbls after intervention	new suit promises fit
3NT	✓				random WK PRE in m; 3/4th to play	4♣=P/C; 4♦=suit ask, FG; 4M= to play; 4N=suit ask; 5m=P/C	PEN Dbls after intervention	
4♣	✓	6			6+♣5M, 7-13 HCP at least 1 key card 1st/2nd seat	4♦=M ASK; 4♥/♠=P/C; 4N=RKCB ♣; 5♣=to play; 5♦=S/T M	PEN Dbls after intervention	
4♦	✓	6			6+♦5M, 7-13 HCP at least 1 key card 1st/2nd seat	4♥/♠=P/C; 4N=ASK; 5♣=RKCB ♦; 5♦=to play	PEN Dbls after intervention	
HIGH LEVEL BIDDING								
4♥/♠		7			random WK PRE could be constructive 3rd/4th seat	new suit=Cue; 4N=RKCB PEN Dbls after intervention	RKCB;XRKCB; ASK for specific K/Q; SPL; Mixed Cues; DOPI/ROPI; Pass-forcing; 5♣=PUP to 5N; 5N=pick-a-slam; 5th lvl trump raise=asks for suit quality/states suit quality/asks for a control/general S/T	
4NT	✓				65+ minors, random WK PRE	5♥/♠=RKCB ♣♦		