

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 Level = light,(8-15)HCP,5+(4) cards
2 Level = VUL - intermediate ; NOT VUL - intermediate(light)
Responses : New suit = NF
Jump raise = WK
Reopening = light
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = (15-18)HCP, System on
Balancing seat : 1NT= (10-14)HCP; Jump to 2NT = (18-20)HCP, System on
Could be semi-balanced
Sandwich NT = NAT
1NT(OPPT) - Pass - Pass - DBL=11+ HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
VUL = WK
NV = very WK
2NT = (5-5)+ ms
Balancing seat = WK
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1m - 2m = Michaels (if 3+m) or NAT (if m<3cards)
1M - 2M = Michaels
1M - 3M = 7+ SOL suit, asking for stopper
1m - 3m = 7+ SOL suit, asking for stopper (if 3+m) or PREEMPT (if m<3cards)
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = Both Ms, (4-4)+
2x = NAT
DBL = PEN
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thru 4♣
LEB 2NT RESP
4♥♠ - 4NT = (5-5)+
3m - 4m = (5-5)+ Sp & other suit
3m - 4om = (5-5)+ He & other minor
2M - 4♣,♦ = 5m - 5OM
2M - 3M = Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs. 1♠ (str) - DBL = ♥; 1♦ = ♠; 1♥ = (♠+♦) or (♥+♣); 1♣ = red or black
1NT = Ms or ms; 2♣ = NAT
1♣ - PASS - 1♦ - DBL = (44)+Ms; 1NT = 2 suits(55)+, exclusion 55Ms
vs. 2♣,♦ - DBL = ♣,♦
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = NF; 1♦ - DBL = 1M is 4+ cards NF, WK jump shift, 2NT - (5-5)+ ms
1M-DBL=TRF, 2NT-4+ cards SUPP INV+, 3M - WK, RDBL implies no fit 10+HCP
Jump shift -(Suit + Fit), F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	same	
NT	2nd/4th	same	
Subseq	2nd/4th	same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax(+)	AKx, AKJx(+)	
King	AKx(+), KQx(+), AKJx(+)	same	
Queen	QJx(+), KQTx(+)	QJx(+), KQTx(+), AQJx(+), AQTxx	
Jack	JTx(+), AJTx(+), KJTx(+), Jx	same	
10	T9x(+), Tx, HT9x(+)	same + AQT9(+)	
9	H98x(+), H9x	same	
Hi-x	xSH, xSx	same	
Lo-x	xS, HxxS(+), xxxS	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	HI = ODD	HI = ODD
	2	HI = HI Suit	HI = HI Suit
	3		
NT	1	HI = ODD	REV Smith
	2	HI = HI Suit	HI = ODD
	3		HI = HI Suit
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Thru 4♣			
Light style			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
SUPP DBL thru 2♥			
RESP DBL thru 4♦			
COMP DBL			
MAX O/C DBL			
SOS RDBL			
Lightner			
PEN DBL = O/C in FG; after RDBL; after opening 2♦,♥,♠, PRE, WJO			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>BLUE</u>
NCBO: <u>Bulgaria</u> EVENT: <u>All Events</u>
PLAYERS: <u>Georgi Karakolev</u>
<u>Dido Danailov</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision ♣, 1♣ = 16+ HCP or any good hand w/ min14+ HCP, FOpening ;
5card M ; 2/1 = FG ; COMP 2/1 = NF if not TRF or CUE
1♦ = 0+ ♦, (10-15)HCP no 5M ; 1♥, ♠ = 5+ ♥, ♠, (10-15)HCP; 1M - 1NT = F1
1NT = (14-16)HCP, could be semi-balanced (5M, 6m, SGL H) ; 4 TRF; TRF LEB
2NT = (20-21)HCP, BAL ( 5M, 6m, SGL H ) ; PUP
2♣ = 5+ ♣ w/ 4M or 6+ ♣, (10-15)HCP
Generally aggressive style, random PRE; Very light Openings, O/C, T/O DBL
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = STRONG
1♦ = 0+ ♦, (10-15)HCP no 5M
2♣ = 5+ ♣ w/ 4M or 6+ ♣, (10-15)HCP
2♦ = 6+ (5)M, (4-9)HCP or FG w/ NT, 24+ HCP
2♥, ♠ = 5+ M w/ 4+m, (4-9)HCP
3NT = Gambling = 7cards SOL m, w/o outside stopper (A or K)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: <u>Rare</u>



OPENING	TICKET	AIRTIF	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0			STR,16+ HCP	1♦ = (0-7)HCP; 1♥,♠,2♣,♦ = 5+cards,8+ HCP,FG 1NT = BAL, FG ; 2♥,♠=6cards,(0-4)HCP 2NT = (55)+Ms,(5-7)HCP 3x = 4441,singleton,8+ HCP,FG	1♣-1♦-2♥,♠ = 5+cards,F1;Following: 3♥,♠=STR w/ SUPP; 3♣ = NEG or(5-7)HCP w/♣- after bid 3NT; 2NT=(5-7)HCP BAL; New suit = 5+cards,(5-7)HCP; 4♥,♠ = 3+SUPP,WK 1♣-1NT-2NT = 5+ ♣; 1♣-1♦-2NT = (22-23)HCP,5M or 6m are possible,PUP STAY 1♣- O/C - DBL(RDBL)=(5-7)HCP any shape or 8+ hcp w/o other bid; Suit or NT= FG	
1♦	✓	0	4♥		(10-15)HCP,w/o 5M (11-13)HCP,BAL	1♥,♠ = 4+ cards,F1; 1NT = (7-11)HCP,could be UNBAL 2♥=5+♠&4+♥,(3-9)HCP;2♠=BAL INV or ms;2NT=6+m,WK 3♣,♦=6+m,INV; 2♣,♦ = 5+ cards,FG; 3♥,♠=6+M,WK	1♦-1M-1NT-2♣ = Chekback; 1♦-1♥-2♠ = any SPL,2NT=(R); 1♦-1♥-2NT=6+ ♦ good hand w/o 3 SUPP; 1♦-1♥-3♣ = (5-5)m,(14-15)HCP; 1♦-1♥-3♦ = 6+ ♦ w/ 3 SUPP 1♦-1♠-2♥ = any SPL,2NT = (R); 1♦-1♠-2NT,3m = The same as above; SUPP DBL	1♦ -1M - 1NT - 2♣ = NAT
1♥		5	4♦		5+♥,(10-15)HCP Could be 4cards in 3rd seat	1♠ = 4+ cards; 1NT=F1,(6-12)HCP; 2♣,♦ = 4+ cards,FG 2♥ = (7-10)HCP w/ 3+ SUPP; 3♥ = 4+ SUPP,WK 2NT = (9-12)HCP w/ 4+ SUPP,INV+; 4NT = RKCB,4130 2♠,3♣,♦ = SPL,INV+; 4♥ = not promising any points	1♥ - 1NT - 2♣ = 1+ cards; 1♥ - 1NT - 2♦ = 4+ cards; 1♥ - 2♣,♦ - 2♥ = 6+ cards 1♥ - DBL - RDBL = 9+ HCP implied no fit; After RDBL,every DBL are PEN 1♥ - DBL - 1NT,2♠ = TRF to ♣,♦; 1♥ - DBL - 2♦ = 3cards SUPP w/ 8+ HCP 1♥ - DBL - 1♠ = 5+ cards,NF; 1♥ - DBL - 2♠ = 6+ ♠,INV; 1♥-DBL-2NT= 4+ SUPP,INV+	1♥ - 1NT = NF
1♠		5	4♦		5+♠,(10-15)HCP Could be 4cards in 3rd seat	same as above	1♠ - 1NT - 2♣ = 2+ cards; 1♠ - 1NT - 2♦ = 4+cards 1♠ - DBL - 2♥ = 3cards SUPP w/ 8+ HCP same as above	1♠ - 1NT = NF
1NT			4♥		(14-16)HCP,BAL 5M or 6m are possible could be semi - BAL	2♣ = STAY; 2♦,♥,♠,NT = TRF to ♥,♠,♣,♦ 3♣ = (5-4)ms,P/C; 3♦ = (5-5)ms,FG 3♥,♠ = short suit,(5-4)ms,FG; 4♥,♠ = NAT 4♣,♦=TRF to ♥,♠; 4NT = INV,BAL	1NT - O/C - DBL = PEN; 1NT - 3Level O/C - DBL = T/O,points 1NT - DBL(OPPT) - RDBL = 1m; 2♦,♥=TRF; TRF Lebensohl after 1NT - 2x 1NT - TRF to m - 2NT,3m - New suit = short suit	
2♣		5	4♥		5+ ♣w/ 4M or 6+ ♣,(10-15)HCP	2♦ = (R) ; 2♥,♠ = 5+ cards NF; 2NT = PUP to 3♣=WK w/ fit or any SPL,FG 3♣ = 3+ SUPP,INV; 3♥,♠ = 6+cards,INV; 3♦ =(55)+Ms,INV	2♣ - 2NT - 3♣ - New suit = SPL,FG 2♣ - 2♦ - 2NT = 6+ ♣,(14-15)HCP w/o 4M; 2♣ - 2♦ - 3♣ = 6+ ♣,(10-13)HCP w/o 4M 2♣ - 2♦ - 2M - 2NT = TRF to 3♣ = WK w/ fit or ST; 2♣ - 2♦ - 2M - 3♣ = INV 2♦ - 2NT - Following: 3♣ = Any MAX; 3♦ = MIN w/ ♥; 3♥ = MIN w/ ♠	
2♦	✓	0			6+ (5)M,(4-9)HCP or FG w/ NT,24+ HCP	2♥ = P/C; 2♠ = pass if w/ ♠ or INV+ w/ ♥ 2NT = (R); 3♣,♦ = fit in both Ms, values for lead 3♥=P/C,not INV;4♠= bid your suit TRF;4♦=bid your suit NAT	2♦ - 2NT - Following: 3♣ = Any MAX; 3♦ = MIN w/ ♥; 3♥ = MIN w/ ♠ 2♦ - 2NT - 3♣ - 3♦ = (R) = 3♥ is ♠,3♣ is ♥ 2♦ - DBL - RDBL = flight w/ own suit; Pass=5+♦; All rest = system on	
2♥,♠	✓	5			5+ M w/ 4+m,(4-9)HCP	2NT =(R)=INV+ >3♣,♦ = NAT,WK; 3♥=♣,STR; 3♠=♦,STR 2M - 3♦=INV in M; 2M - 3M = WK; 2M - 3♠=P/C	2M - 2NT - 3m - 3M = ST; 2M - DBL >System on; RDBL= points(following DBL is PEN) 2M - O/C - DBL = PEN	
2NT					(20-21)HCP,could be semi-BAL 5M or 6m are possible could be singleton H	3♣ = PUPP STAY; 3♦,♥ = TRF 3♠ = ms (R) 4NT = INV BAL; 4♣,♦ = 6+ cards Om,FG	2NT - 3♣ > 3♦ = 1 or 2 4th Ms; 3♠ = 5cards; 3NT = 5 ♥; 3♥ = No 4 or 5 Ms 2NT - 3♠ > 3NT= w/o 4m; 4♣=4+ ♣w/2nd♦; 4♦=4+♦w/2nd♠; 4♥=4+ ♣ w/3rd♦	
3NT	✓	7			Gambling = SOL m, w/o outside stopper(A or K)	4♣ = P/C; 4♦ = asking for a singleton; 4♥,♠ = 6+ cards,NAT 5♣,6♠ = P/C; 3NT - 4♦ -5m = singleton in other m	<b>HIGH LEVEL BIDDING</b> Blackwood; CUE-BIDS; Pass forcing; Jump bid in other suit to 5 level = RKCB w/ void RKCB = 3041; After RESP - Bid MIN level = asking for Q trump; 5NT = asking for specials K;	
3 in suit		6			WK PRE VUL(2nd seat) = Intermediate NOT VUL(1st or 3rd seat) = could be very light	New suit = FG DBL = PEN	6 in suit = asking for 3rd control(Q or xx) in this suit POD1- ROMAN > PASS = 0/2/4 aces; DBL or RDBL = 1/3/5 Aces RKCB - RESP 5NT = Even Keycards + Void RKCB - RESP 6 in suit = Odd Keycards + Void	
4 in suit		7			same as above	DBL = PEN	Jump raise to 5 level = trump INV; Josephine; Lightner = inquires a non-standard lead	