

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 Level = light,(8-15)HCP,5+(4) cards; 1♦ - O/C1M -p-1NT=13+HCP,any shape
2 Level = (8-15)HCP,5+cards
Responses : New suit = NF; INV cue-bid; 2NT =NAT,when 2nd opp passes;
2N =limit raise 4+fit when 2nd opp bids; jump shift=SPL, INV+; jump raise=WK;
Balancing seat :=5+suit,(11-14)HCP
1m-p-p-1M-p-1NT=13+ HCP,any shape,F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = 5+om 4M/ 5+m 4OM ,(8-20)HCP or (19-21)HCP,semi-BAL
1M - 1NT - 2♣ = P/C; 2♦ = NAT; 2M = 13+HCP; 3♣ = P/C ,W/K; 2NT = G/T w/
3+ SUPP in both ms; 3♦ = SPL ; 3ourM = 4+ SUPP,W/K;3M=G/T in our M
Balancing seat : 1NT = (9-11)HCP,semi-BAL
Sandwich NT = 5+m w/ 4OM< 12 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
5+ ,WK (to intermediate VUL);
Responses:New suit = NF;2NT=(R) ask for SGL; raise=WK
2NT = (5-5)ms
Balancing seat = 6+ suit,(11-14)HCP
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1m - 2m = 5+om/5+M,(7-11)HCP or 16+
1M - 2M = Michaels,(7-11) HCP or 16+
1M - 3M = 7+ SOL suit,asking for stopper
1m - 3m = 7+ SOL suit,asking for stopper(if 3+m) or PREEMPT(if 3-)
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = 6+cards any suit; 2♦ = Both Ms; 2M=5+M/ 4+m;
2NT=(5-5)+ ms;3 suit = 6+,WK;
DBL = PEN if 1NT<14 HCP or DBL= 4♣/ 5+m if 1NT>=14+HCP
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thru 3♣; 3 NT = to play
LEB 2NT RESP;2♥ -p -p -DBL -p -2NT= NAT,NF
2NT=(16-18)HCP,semi-balance,PUP
2♦(Ms) - 2♥ = 5♣/ 4+♦ ,2♣ = 5♦ / 4+♣;
4♥,♣ - 4NT =(5-5)+ 2 -suiter; ( 1 known suit ) - 3 suit = ask for stopper ;
4m = 5+om/5+M ,leaping ; 2m - 4m = 5/5+Ms ;
4♣(after opening 2♣ , 2 NT,.....,3♣ ,3NT - W/K w 1 unknown suit ) = 5/ 5+ Ms ;
VS. ARTIFICIAL STRONG OPENINGS
1♣STR - DBL = ♣,2♣=(5-4)ms
1♦ STR - DBL = ♦,
1NT = 5+m w/ 4M
2NT = (5-5)ms
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = NF; 1♦ - DBL = WK jump shift; 2NT - (5-5)ms; RDBL-10+ HCP
1M-DBL - 1NT = (8-10)HCP w/ 3+ SUPP; 2NT- 4+ SUPP, INV+; 3M-WK;
RDBL -10+ any shape; Jump shift - SPL, INV+

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	4th best	same		
NT	4th best	same		
Subseq	4th best	same		
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK,AKx,AKJx	AKx,AKJx		
King	AKx,KQx,AKJx	AKJx,KQ98,KQx		
Queen	QJx	QJx,KQTx,KQ98, KQx ,AQJx,		
Jack	JTx,AJTx,KJTx,Jx	same		
10	T9x,Tx,HT9x	same + AQT9x		
9	9x,H98x	same		
Hi-x	Sx,xSx,xSxx,xSxxx	Sx,xSx,xSxS,xSxSx		
Lo-x	HxS,HxxS	same		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
	1	HI = ODD	HI = ODD	Lo=encourage
Suit	2	HI = HI Suit	HI = HI Suit	
	3	Lo=encourage		
	1	HI = ODD	HI = ODD	Lo=encourage
NT	2	Lo=encourage	HI = HI Suit	
	3			
Smith echo from both sides vs. NT - Hi encourages				
DOUBLES				
TAKEOUT DOUBLES (Style; Response; Reopening)				
thru 3♣				
Light style				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
SUPP DBL thru 2♥				
NEG DBL thru 2♣				
RESP DBL thru 3♣				
MAX O/C DBL				
COMP DBL,Cooperative DBL,card - showing DBL				
PEN DBL = O/C in FG; after RDBL; after fit; O/C over 1NT,2NT;				
after 2♦,♥,♣,PRE ,WJO				
1♦,♥,NT-3 LEVELO/C-DBL---pass=no unbal(6+,5/4+)distribution,(2+card in O/C)				

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>BLUE</u>
NCBO: <u>Bulgaria</u> EVENT: <u>All</u>
PLAYERS: <u>ILko Bonev</u>
<u>Vasil Batov</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision ♣,1♣ = 16+ HCP,FOpening ;
5-card Ms; 2/1 = FG ; Light Openings,O/C,PRE,T/O DBL,OPT(cooperative)DBL
1♦ = 1+♦ ,(10-15)HCP; 1♥,♠ = 5+♥,♠,(10-15)HCP; 1M - 1NT = F1
1NT = (15-17)HCP,could be semi-balanced ; 4 TRF
2♣ = 5+♣ w/ 4M or 6+♣,(10-15)HCP
2♦ =MULTI ; 2♥,♠ = 5+♥/♠ and 5+m (NVUL 4+),(4-9)HCP
2NT = (21-22)HCP,BAL ; PUP
3NT = Gambling = 7-card SOL m,w/o outside stopper(A or K)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = 16+ HCP
1♦ = 1+♦ ,(10-15) HCP
2♣ = 5+♣ w/ 4M or 6+♣,(10-15)HCP
2♦ = MULTI , 6+ (5) M , (4-9) HCP or 25+ HCP , semi - BAL
2♥ / ♠ =5+♥/♠ and 5+m ( NVUL 4+ ) , (4-9) HCP
1NT overcall over 1m = 5+om w/ 4M ,(8-20)HCP or (19-21)HCP,semi-BAL
1NT overcall over 1M = 5+m w/ 4OM ,(8-20)HCP or (19-21)HCP,semi-BAL
3NT = Gambling in a m
1m-2m overcall=5+om/5+M ,(7-11)HCP or 16+
4m overcall over 2♣ and up = 5+ om/5+ M
SPECIAL FORCING PASS SEQUENCES
after RDBL,FG,we bid game VUL-opp NVUL at 5th level
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare



OPENING	TICKET	AIRLINE	OF MINORS	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;2NT=(11-12)HCP 1NT=(8-10)or13+HCP,BAL; 2♥,♠ = 6+cards,(0-4)HCP, 3♣,♦,♥,♠ = 4441 over suit singleton,8+ HCP,FG	1♣-1♦-2♥,♠ = 5+cards,F1; Now : 3♥,♠ =STR w/ 3+ 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♣-1♦-2NT = (23-24) HCP,5M or 6m are possible,PUP STAY	
1♦	✓		1	2♣	(10-15)HCP,w/o 5M (11-14)HCP,BAL	1♣-O/C-DBL = 5+ HCP any shape,F1;-Suit = 5+cards,(5-7)HCP 1♥,♠ = 4+ cards,F1; 1NT = (7-10)HCP,could be semi-BAL 2NT= (11-12)HCP,could be semi-BAL; 2♥,♠ = 5+ cards,WK 2♣,♦ = 4+ cards,FG; 3♣,♦ = 6+cards,NF,NV=WK	1♣- DBL - RDBL= 8+ HCP any shape,FG or (5-7)HCP w/o other bid;-Suit or 1NT=NAT,(5-7)HCP 1♦-1M-1NT-2♣ = Chekback;1♦-1M-Jump shift =SPL;1♦-1M-2NT=6+♦ max ;SUPP DBL 1♦- DBL - RDBL=10+ HCP ,F to1NT;1♦- O/C 2♥,♠ - 2NT= NAT; - 3 in suit = 5+cards,NF 1♦- 3Level O/C -DBL=cooperative,10+HCP;1♦-O/C1♠-DBL-raise2♠-2NT=GOOD-BAD	1♦ - 1M=pass if light open
1♥			5	2♣	5 + ♥ , (10-15)HCP May be 4cards in 3rd seat,8+HCP	1♣ = 4+ cards; 1NT=F1,(0-13)HCP; 2♣,♦ = 4+ cards,FG 2♥ = (8-10)HCP w/ 3+ SUPP; 3♥ = 4+ SUPP,WK 2NT = (9-11)HCP w/ 4+ SUPP,INV+; 4NT = RKCB,3041 2♣,3♣,♦ =SPL,INV+; 4♥ = < 13 HCP;4♠,5♠,♦ = to play	1♥ - 1NT - 2♣ = 2+ cards; 1♥ - 1NT - 2♦ = 3+ cards; 1♥-2♣,♦-2♥ = WK, 5 + ♥ 1♥ - DBL - RDBL= 10+ HCP, F to 1NT ; After RDBL,every DBL are PEN;1♥-DBL-3♥ = WK 1♥ - DBL - 1NT = (8-10)HCP w/ 3+ SUPP; 1♥-O/C1♠-DBL-raise2♠-2NT=GOOD-BAD 1♥-DBL-New suit =NAT,NF;1♥-DBL-JS =SPL,INV+;1♥-DBL-2NT= 4+ SUPP,INV+	1♥ - 1NT = pass if light open
1♠			5	2♥	5 + ♠ , (10-15)HCP May be 4cards in 3rd seat,8+HCP	same as above ; 4♣,♦ = void ,4+♠ ,(10-13) HCP; 4♥ = to play ;5♣,♦ = to play	1♠ - 1NT - 2♣,♦ = 3+ cards;1♠-1NT-2♣-3♥ = 6+♥, INV; 1♠ - O/C2♥ - 3♣,♦ = 5+suit ,NF 1♠ - O/C2♥ - 2NT=(9-11) HCP w/4+SUPP,INV+ ; 1♠-O/C - 5♣ = to play 1♠-O/C2♣-3♦,♥ =SPL ,INV+ ;1♠-3Level O/C-DBL=cooperative,10+HCP,no fit	1♠ - 1NT = pass if light open
1NT					(15-17)HCP,BAL 5M or 6m are possible could be semi - BAL could be singleton H	2♣ = STAY; 2♦,♥,♠,NT = TRF to ♥,♠,♣,♦ 3♣,♦,♥,♠=6+suit,2 H,NF 4♦ =(5-5)Ms,singleton♦,FG; 4♥,♠ = to play 4NT = INV BAL ; 4♣ = Gerber	1NT -O/C -DBL =PEN;1NT -3LevelO/C -DBL =cooperative,7+ HCP; Rubensohl after 1NT-2x ; 1NT - DBL - RDBL = 8 + HCP ,F to 2 NT ; 1NT - TRF to m - 3m - New suit = singleton 1NT - TRF to M - 3M = good hand w/ 4 cards in M; - New suit = 4cards SUPP w/ WK DBL TN	
2♣			5	2♣	5+♣ w/ 4M or 6+♣,(10-15)HCP	2♦ = (R) ; 2♥,♠ = 5+cards NF; 2NT= PUP to 3♣ 3♣ = 3+ SUPP,INV 3♦,♥,♠ = SPL,FG ; 4♥,♠ = to play ;5♦ = to play	2♣ - 2NT - 3♣ - New suit = 6+ cards ,INV ; 2♣- DBL - RDBL = 10+HCP , F to 2 ♣ 2♣ - 2♦ - 2NT = 6+ ♠,(13-15)HCP w/o 4M; 2♣ - 2♦ - 3♣ = 6+ ♠,(10-12)HCP w/o 4M 2♣ - 2♦ - 2M - 2NT = INV,BAL; 2♣ - 2♦ - 2M,2NT - 3♣ = NF;2♣-2♦-2♥-2♠=(R),FG 2♦ - 2NT - 3♣ = max ♥ ; 2♦ - 2NT - 3♣-3♥ = FG; 2♦ - O/C - DBL =PEN;	
2♦	✓				6 (5+in 1st pos NVUL) M,(4-9)HCP or 25+HCP,semi-BAL MULTI	2♥,♠ = P/C; 3♣ = NAT,NF; 3♦ = 3+/3+Ms,INV; 2NT = (R); 3♥ = WK ,P/C ; 3♠ = P/C; 3 NT = to play ; 4♥,♠,5♠,♦ = to play,own suit	2♦ - O/C - 3♣ = NAT,NF ; 2♦ - O/C - 3♦ = INV,3+Ms ;2♦-O/C DBL-pass = ♦ ; 2♦-O/C DBL - RDBL = SOS ;2♦- O/C DBL -2 M= own suit , NF;2♦-2♥-2 NT = STR NT;	
2♥,♠			5		5+♥,♠ with 5+m(NVUL 4+m) (4-9)HCP	2NT = (R),asking for m ; New suit = 6+ cards,NF; 2M - 3M = WK ;4♣ = WK,P/C ; 4♥,♠,5♠,♦ = to play;	2M - 2NT - 3m - 3M,4m = INV;2M- O/C DBL - RDBL =points,STR,pass F both hands; 2M - O/C - DBL = PEN ; 2♥-3♣,4♦ = SPL ;2♠-4♦ = SPL ;	
2NT					(21-22)HCP,could be semi-BAL 5M or 6m are possible could be singleton H	3♣ = PUPP STAY; 3♦,♥ = TRF 3♠ = (5-4)ms,F1 ; 4♥,♠,5♠,♦ = to play 4NT = Blackwood; 4♣,♦ = 6+ cards,FG;	2NT - 3♣ - Now : 3♦ = 1 or 2 4th Ms; 3♥,♠ = 5cards; 3NT = any hand w/o 4M 2NT - 3♠ - Now :3NT=to play; 4♣,♦ =4+m	
3NT	✓		7		Gambling = SOL m, w/o outside stopper(A or K)	4,5,6♣=P/C;4♦ =asking for a singleton;4♥,♠ =6+ cards,NAT 3NT-4♦-4NT=SGL in om;3NT-DBL-RDBL=STR, P=to play	Blackwood; CUE-BIDS; Pass forcing; 1NT - 4♣ = Gerber; JS in other suit to 5 level (after fit /SPL /2 suits)= RKCB w/ void RKCB = 3041; After response- bid at min level = asking for Q trump; 5NT = asking for specials Ks;	
3 in suit			6		WK PRE VUL= -2	New suit = NAT, FG ;4♥,♠,5♠,♦ = to play;DBL = PEN 3m-4om=asking for a singleton;3m-4om-4NT=singleton in om	6 in suit = asking for 3rd control(Q or xx) in this suit POD1- ROMAN (PASS = 3 or 0 aces; DBL = 4 or 1 aces; Cheapest suit = 2 A w/o Q trump;Second ch suit =2 A w/ Q trump)	
4♣/♦	✓		7		9 tricks over ♥/♠ respectively (8-15)HCP, < 5 CTRL	DBL =PEN;4♣ - 4♦ =asking for a singleton and points 4♦ - 4♥ =same;4♦-4♥-5 suit= singleton,-6 suit =void + max;	1♥ - 4NT - 5♣ - 5♥ = 0 Aces-pass,3 Aces-cue-answer for Q,1 st step=no Q ;other = K+Q ; 6♥ = Q , no K; 1♠ - 2♥ - 3♦ - 5♣ = RKCB(♦) w/ void ;1♠-1♠-2♥-3♦-5♣ = RKCB(♦) w/ void	
4♥/♠			7		WK PRE,VUL=-2	DBL = PEN,4♥ - 4♠ = to play	Jump raise to 5 level = trump INV; Jump raise to 5NT=Josephine	