

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;
fit=up to 9 HCP; 2/1 resp=NF; JS=6+, inv; jump fit=PRE; 2JS=SPL;
jump Cue=mixed; 2NT over 1M=limit raise+; TRF over Dbl of 1M or 1♥-(1♠)
2-nd level=5+ cards, 10-15 HCP; Cue=F1; 2/2=F1; 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♠: Dbl=MM, 1/2 NT=mm
(1♠)-P-(1♦)-Dbl=♦/44+ MM; 1/2N= mm
Vs. 2♠♦: Dbl=♠♦; 2NT=any 2-suiter
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♠: Rdbl=bal 5-7 HCP, bid=TRF, 5+HCP
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;JS=6+inv; 2JS=SPL; 2N=limit+

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)ATT thru declarer in NT contracts possible			
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, xSxS(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 over m, FG over M			
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			
Dbl of a Cue in a suit we have bid/supported=want alternative lead			

WBF Convention Card



Category: BLUE

NCBO: BULGARIA EVENT: ALL

PLAYERS: VLADIMIR MIHOV

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 usually NF
Light openings and overcalls, use of transfers in competitive sequences
Generally aggressive style, random PRE, upgrade more probable than downgrade
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, 3-10 HCP 1st/2nd; 44+ MM, less than 12 HCP 3rd/4th seat
2♥=44+ MM, 3-10 HCP 1st/2nd; 6(5)♥, less than 12 HCP 3rd/4th seat
2♠=5♠ 4+m 3-10 HCP 1st/2nd; 6(5)♠, less than 12 HCP 3rd/4th seat
3X=RANDOM PRE 6+, 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/double inversion in some sequences
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	MINOR	OF CARDS	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 TRF. After 2+ lvl overcall bid is FG, NAT.	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+♠♥, wk; 2♣=11-12 bal/6+ minor, wk; 2N=54+ mm, wk	1♦-1M-1N-2♣=FG ASK, 2♦=PUP to 2M, wk/inv; 1♦-4♣/♦=TRF ♥/♠; 1♦-4♥/♠=NAT NF; 1♦-2♣/♦-2♦/2♥=11-13 bal; 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 Db1/1♠/2m/2♣; 2JS=SPL; new suit is NF	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)	2♣=STAY NF; 2♦/♥=4+ TRF; 2♣=bal inv or mm or 6+♦ SOFF 2N=PUP STAY; 3♣=6+, SOFF; 3♦+= (4441)	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♦=55+ MM inv+; 3M=6+ inv 2N=pup to 3♣ (wk ♣ fit/FG 6+ suit/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♦	✓	0				MULTI, 6(5)M, 3-10 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, 3-10 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				5♣ 4+m, 3-10 HCP 6(5)♠, 12- HCP 3/4th seat	2N=FG ASK; 3♣=P/C; 3♦=inv ♣; 3♥=inv; 3♠=PRE; 4♣/♦=P/C	2♠-2N: 3♣/♦=min/max PEN Dbls after intervention	new suit promises fit
2 NT						19-20 HCP, quasi-balanced	3♣=PUP STAY; 3♦/♥=TRF; 3♠=mm; FG, 4x=TRF+2, S/T	T/O Dbls after intervention	
3 bids		6				PRE, 6+ random shape	new suit is FG; 4♣(♦ over ♣s)=S/T; over 3♣-3♦=PUP 3♥	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; non-serious 3N over M	
4NT	✓					65+ minors, random WK PRE	5♥/♠=RKCB ♠/♦		