

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD		
OVERCALLS	OPENING LEADS STYLE			Category	Blue	
1M: 6-15	General	Suit	NT	NCBO	BULGARIA	
1S=F1, 2/1=F1, 1N=F1, CUE=Fit 10+ , 2N=4Fit Inv	Pd's suit	3/5	3/5	EVENT	All Events	
single/jump raise=PRE, JS=SPL/mixed raise	Middle of game	3/5	Lo=Enc; Hi=Disc	PLAYERS	Nanev-Gunev	
2nd level: 9-16	Middle of game	Hi from even bad suit	STR 10	GENERAL APPROACH AND STYLE		
2/2=F1, 3/2=F1, 2N=NAT	General from H's	STD	Rusinow	PRECISION CLUB		
	A	for ATT	AK+	1C=16+/any good hand		
1NT OVERCALL	K	for Count	STR combination	1D=0+ cards up to 15		
Live: 15-17, System On	Q	QJ+	KQ+	1M=5+ cards up to 15		
Balanced: 11-14, System On	J	J10+	QJ+	2C=5C4M/6C+ up to 15		
	10	109+	J10+	1N=14-16		
JUMP OVERCALLS	9	9x	109+	2N=19-20		
MOD Ghestem 55	1st trick STD Count			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
PRE style for 1 suit bids	NT we lead rusinow except: pd's suit, slams, dummy's suit			2D=6+M 3-10		
Reopen=6+ good 10-13	PRE and lead side suit, middle of game			2H=MM's 3-10		
	NT Reverse Smith			2S=mm's 3-10		
DIRECT and JUMP CUE	SIGNALS IN ORDER OF PRIORITY			3x=PRE		
Direct=MOD Ghestem		SUIT	NT	3N="1m" PRE		
Reopen=18+ Any, FG	1	Low=Even		4C/D=STR "4He/Sp"		
JUMP CUE=Ask STO with solid suit	2	STD S/P		4M=PRE		
	3	Low=Enc		4N=mm		
VS.NT				SPECIAL FORCING PASS SEQUENCES		
DBL=points, 2C=MM, 2D="1suit STR", 2M=NAT; 2N=mm				FG situation Pass=good hand		
from PH 2D=NAT				High Level bidding Pass=2nd/1st round control		
VS. PREEMPTS				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
3C: 4C=MM, 4D=D&H				LEB and TRF in many situations		
3D: 4C=NAT, 4D=MM				PSICHICS		
3M: 4M=OM&m	DOUBLES			Non convention leads and signals		
	TAKE OUT DOUBLES			Psychics bid with long fit		
VS. ARTIFICIAL STRONG OPENING	Most low level DBLs are T/O or COMP					
1C: DBL=MM, 1N=mm, 2N=7m 10+, 3x=PRE						
2C/D: DBL=Suit, CUE=MM, 2N=mm						
	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES					
OVER OPPONENTS DOUBLE	Lead directing DBL					
1D: RDBL=H, 1H=S, 1S=No 4M, 1N=C, 2C=D, 2D=4S5H	Support DBL/RDBL					
1M: RDBL=PEN, 1N+=TRF	Game try DBL					
2C: RDBL=PEN, 2D=H, 2H=S, 2S=Fit C 10+, 2N=D						

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+	1D=NEG; 1H=5S or 12-15 BAL; 1S=5H 8-11 or 8-11 BAL; 1N=5H 12+ or 16+BAL 2m=5m 10+; 2H/S=5C/D 8-9; 2N=any 55 w/o mm	1C-1D 1H=ART, 1S/2m=NAT NF, 1N=17-18 2H=5H4S 16-19, 2S=ART, 2N=23-24 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	
1D	Y	0	4H	Precision style 10-15	2m=FG 2H=mm Inv 2S=Inv "3N"/"1m" PRE 2N=mm weak/FG 3m=Inv	1D-1M-1N 2C=Any Inv hand 2D=FG	2M=NAT
1H	No	5	4H	10-15	1N=F1 (SOFF m/0-7 Fit/Any Bal hand up to 12) 2D/3C=6+D/C Inv 2S=Any SPL 2N=4Fit 10+ 2D=mixed	1H-1S-1N 2C=Any Inv hand 2D=FG	2C=3Fit 9-10
1S	No	5	4H	10-15	2D=5+ H 2H/3D=6+C/D Inv 2N=Any SPL 3C=4Fit 10+ 3H=mixed	1S-2D 2N=good hand over H 3H=3Fit min	2C=3Fit 9-10 2N=4Fit 9-10
1N	No	2	4H	14-16	2C=STAY NF, pos. 5/6S SOFF 2D/H=TRF 4+ 2S=Inv "3N", mm SOFF, mm FG, 6+D SOFF 2N=PUP STAY 3C=6+C, SOFF 3D=55MM Inv distr	1N-2C 2D=No 2H=4H, No 4S 2S=4S, No 4H 2N=44MM	
2C	No	5	4H	6+C/54CM 10-15	2D=@ 2M=F1 2N=Inv "3N"or Any SPL 3D=MM 3M=Inv	2C-2D 2H=Any 4M 2S=7+C 2N=6C max 3C=6C min	2C-2N=NAT 2C-2D-2M-2N=NAT
2D	Y	0	2H	6M 3-10	2H/3H/3S/4H=p/c 2S/3m=6+ F1; 2N=@; 3N=to play 4C=TRF suit 4D=TRF H	2D-2N 3C=Any min =>3D=@ 3D=STR with H 3H=STR with S	
2H	Y	5	2N	54 MM's NV 55 MM's VUL 3-10	2N=@ 3C/D=SOFF		
2S	Y	5	2N	Green 54mm Red 55mm 3-10	2N=SOFF C or FG 3C=SOFF D or H Inv+ 3D=SOFF H or S Inv+ 3H/S=Inv+ C/D		
2N	No	2	3C	19-20	PUP STAY TRF (M) 3S=mm 4C/D=TRF H/S S/T 4H/S=TRF C/D S/T	2N-3C 3D=at least one 4M 3H=No M 3S=5S 3N=5H	
3x	No	6	3x	3m=6 3M=7	3m-4m=mini RKCB 3M-4C=min RKCB	HIGH LEVEL BIDDING CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB/ExRKCB/min RKCB/PODE Jump 5N= Pick up slam	
3NT	Y	7	4C	7+m, PRE	4C/D=p/c		
4C/D	Y	0	4C/D	STR H/S	1st step=bad 2nd step=good		
4M	No	7	4M	7+m, PRE	4S/5x=CUE, asks for the next one		