

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				
1 Level = light,(8-15)HCP,5+(4) cards		<b>Lead</b>	<b>In Partner's Suit</b>			
2 Level = VUL - intermediate; NOT VUL - intermediate(light)		<b>Suit</b>	2nd/4th	same	<b>Category:</b>	BLUE
Responses: New suit = NF		<b>NT</b>	2nd/4th	same	<b>Country:</b>	Bulgaria
Jump raise = WK		<b>Subseq</b>	2nd/4th	same	<b>Event:</b>	All Events
Reopening: = light		<b>A ask for SP or attitude, K ask for count or unblock</b>			<b>Players:</b>	Jerry Stamatov Diyan Danailov
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
Direct seat = (15-18)HCP, System on		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
Balancing seat : 1NT = (10-14)HCP, Jump to 2NT = (18-20)HCP, Sys on		<b>Ace</b>	AK, AKx, Ax(+)	AKx, AKJx(+)	Precision club, 1cl = 16+ HCP or any good hand w/ min 14+ HCP, F ope	
Could be semi-balanced		<b>King</b>	AKx(+), KQx(+), AKJx(+)	same	1di = 0+ cards,(10-15)HCP; 1M = 5+ cards,(10-15)HCP; 1M - 1NT= F1	
Sandwich NT = NAT		<b>Queen</b>	QJx(+), KQTx(+)	same + AQJx(+),AQTxx	2NT = 5+5+ minors, 10-12	
1NT(OPPT) - Pass - Pass - DBL = 11 + HCP, 2C=MM, 2any = NAT		<b>Jack</b>	J10x(+), AJTx(+), KJTx(+),	same	2cl = 5+cards w/ 4(5)M or 6+cards, (10-15)HCP	
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		<b>T</b>	T9x(+), Tx, HT9x(+)	same + AQT9(+)	Generally aggressive style; random PRE; Very light Openings,O/C,T/O	
VUL = WK		<b>9</b>	H98x(+), H9x	same	<b>1NT Openings:</b>	1NT=14-16or15-17HCP,could be semi-bal. (5M,6m,SGL H)
NV = very WK		<b>Hi-x</b>	xSH, xSx	same	<b>2NT Openings:</b>	2NT = 5+4+minors WK,< 10 HCP
2NT = (5-5)+ ms		<b>Lo-x</b>	xS, HxxS(+), xxxS	same	<b>2 OVER 1 Responses:</b>	FG; COMP 2/1=NF if not TRF or CUE
Balancing seat = WK		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	1cl = STRONG
1m - 2m = both Ms (if 3+m) or NAT (if m < 3cards)		<b>Suit:1st</b>	HI = ODD	HI = ODD	HI = ODD	1di = 0+ cards,(10-15)HCP usually no 5M exp 6di5M
1M - 2M = Michaels		<b>2nd</b>	HI = SP	HI = SP	HI = SP	2cl = 5+cards w/ 4M or 6+cards, (10-15)HCP
1m - 3m = 7+ SOL suit, ask for stop (if 3+m) or (1d=0-2)-3d=MM str; or pr		<b>3rd</b>				2di =multi,(4-10)HCP > 1,2 seat 54majors in 3-4(5-14)HCP
1M - 3M = 7+ SOL suit, asking for stopper		<b>NT: 1st</b>	HI = ODD	REV Smith	REV Smith	2he = 5+4+ MM (4-10)HCP > 1,2 seat; 2sp=54mm, 4-10 HCP > 1,2 seat
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>		<b>2nd</b>	HI = SP	HI = ODD	HI = ODD	3Sp = Gambling = 7cards SOL m, w/o outside stopper(A or K) > 1,2 seat
2cl = both Ms,(4-4)+		<b>3rd</b>		HI = SP	HI = SP	4cl, 4di = pree
2Di=6/5+M, 2H=5+h4+m, 2S=5+s4+m, 2NT=mm		Standart SP; UD attitude			3NT=1)to play in 3,4 seat 2) 7+M, Namyats in 1,2 seat	
DBL = PEN					3Cl;Di;He=1)1,2 seat=trf WK d,h,s; 2)3,4 seat=nat, WK	
1NT-p-p- 2cl=MM, 2d,h,s=nat, dbl=10+HCP, 2NT=mm					1NT 1,2 seat = 14-16HCP; 1NT 3,4 seat = 15-17HCP	
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
T/O DBL thru 4he		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
LEB 2NT RESP		Thru 4 he				
4S-4N= TO; 4h - 4NT = (5-5)+		Light style				
3m - 4m = (5-5)+ Sp & other suit; 3m - 4om = (5-5)+ He & other minor						
2M - 4m = 5m & 5OM; 2M - 3M = Michaels						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDU</b>			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
vs.1cl(str) >DBL, 2,3,4cl=di or Ms; 1,2,3di=he or sp+cl; 1,2,3he=sp or ms		SUPP DBL thru 2he				
1,2,3sp=he+cl or sp+di;1,2,3nt=cl or he+di		RESP DBL thru 4di				
1cl - Pass - 1di - same		COMP DBL				
vs.2cl,di(str) - DBL= cl,di		MAX O/C DBL				
<b>OVER OPPONET'S TAKE OUT DOUBLE</b>		SOS RDBL				
New suit = NF; 1di - DBL = 1M = 4+cards F1,2NT=(5+4+)ms		Lightner			<b>Psychics:</b>	Rare
1M - DBL > TRF, 2NT...= sys on		PEN DBL = O/C in FG; after RDBL; after opening 2di,he,sp,PRE				
> RDBL= implies no fit 10+ HCP and following DBL = PEN						

Oper	Artificial	Min.car	Neg DB	Description	Responses	Subsequent Auction	Passed Hand Bidding
1cl	YES	0		STR, 16+ HCP	1di = (0-7)HCP; 1M,2m = 5+cards,8+ HCP, FG 1NT = BAL, 12+HCP; 2he = (1)444 FG; 2sp=8-11 bal 2NT = (55)+Ms,(5-7)HCP;3c=ms(5-7);3d,h,s,n=trf SOL, outside; 4any=ultra trf 8+cards, 0-4HCP	1cl - 1di - 1he=art(5+he; 20/22 or 25+bal;20-23 two suits); 1cl-1di-2sp=nat, F1 1cl-1di-2he=5+he4sp 16-19; 1cl-1di-3he=55MM NF; 1cl-1di-3sp=55mmFG;1c-1d-4c=55MM, FG; 1cl - 1NT - 2NT=5+cl; 1cl - 1di - 2NT=(23-24)HCP,5M or 6m are possible,PUP STAY 1cl - O/C 1 level- DBL(RDBL)=(5-7)HCP any shape; cue= 8+ bal, no stop; Suit or NT = FG	
1di	YES	0	4he	(10-15)HCP, possible 5M (10-13)HCP, BAL	1M = 4+cards,F1; 1NT = (7-11)HCP, could be UNBAL 2he = 5+sp&4+he,(3-9)HCP; 2sp=BAL INV or ms 2NT=6+m,WK; 3m = 6+m,INV 2m = 4+cards,FG; 3M = 6+cards,WK	1di-1M-1NT-2cl=Chekback; 1di-1he-2sp=any SPL,2NT=(R); 1di-1M-2NT=6+di good w 3cards in M; 1di-1M-3cl=(55)+m, (14-15)HCP; 1di-1M-3di=6+di good hand w/o 3cards in M 1di - 1sp - 2he = any SPL, 2NT=(R); SUPP DBL	1di - 1M - 1NT - 2cl = NAT
1he		5	4di	5+he, (10-15)HCP Could be 4cards in 3rd seat	1sp = 4+cards; 1NT = F1,possible FG; 2c=FG relay; 2d= 2he = (7-10)HCP w/ 3+ SUPP; 3he = 4+ SUPP,WK;2sp= 8-11or15+; 2NT=inv 3h,unbal or 4h bal; 3cl=spl12-14;3d= 3he=pre;4he = not promising any points; 3s,4m=void, S	1he - 1NT - 2cl = 1+ cards; 1he - 1NT - 2di = 4+ cards; 1he - 2m - 2he = 6+ cards 1he - DBL - RDBL = 9+ HCP implied no fit; After RDBL every DBL are PEN 1he - DBL > 1NT,2cl = TRF to cl,di; > 2di = 3cards SUPP w/ 8+ HCP; > 1sp = 5+ cards,F1; >2sp = 5+sp,INV; > 2NT=4+ SUPP,INV+	1he - 1NT = NF 2cl = DRURY 1h-dbl-2d=sup wH in the suit
1sp		5	4he	5+sp, (10-15)HCP Could be 4cards in 3rd seat	same as above one step up	1sp - 1NT - 2cl = 2+ cards 1sp - DBL - 2he =3cards SUPP w/ 8+ HCP same as above	1sp - 1NT = NF 2cl = DRURY
1NT			4he	(14-16) BAL1,2 seat, 15-17 in 5M or 6m are possible Could be semi - BAL Could be singleton H	2cl = STAY; 2di, he =TRF 4+M; 2NT=ask for WK dublet 3cl = 6+cl, SO; 3di/he/sp=4441/4450 short m/h/s,FG 2Sp=WK with di,5+4+mm,SO or FG+, inv no 4M; 4NT = INV,BAL; 4cl, di=trf he/sp	1NT - O/C - DBL = T/O,points; 1NT - 3Level O/C - DBL = T/O,points TRF Lebensohl 1NT - DBL(OPPT) - RDBL = 1m or 44MM; 2x = TRF	
2cl		5	4he	5+cl w/ 4M or 6+cl,(10-15)HCP 6+cl, 5+M	2di = (R) ; 2M = 5+cards,NF 2NT = PUP to 3cl = WK w/ fit or di or M SPL, FG 3cl = 3+ SUPP,INV; 3M = 6+cards,INV; 3di = (55)+ Ms, 2h=P/C; 2sp=nat, NF; 3m=values for lead, 22MM; ;3h=f 4cl=bid via trf; 4di=bid nat	2cl - 2NT - 3cl - New suit = SPL,FG 2cl - 2di - 2M - 2NT = TRF to 3cl = WK w/ fit or ST 2cl - 2di - 2M - 3cl = INV 2di - 2NT: 3cl = 5c, min;3d,h=6c;3s,n=5c max 2di - DBL - RDBL = flight w/ own suit; Pass = 5+ di; All rest = system on	
2h	YES			5+4+MM,(4-10)HCP>1,2 seat 5+cards(5-14)HCP > 3,4 seat	2NT = (R) = INV+; 3m = nat, NF 3m = NF;	2h - 2NT > 3c=54min;3d=55min;3h,s=54,45max;3n=55max;4c=(65)(02);4d=5611;4h=6511	
2s				5+4+mm 4-10 HCP>1,2 seat 5+sp, (5-14)HCP > 3,4 seat	2N=relay; 3m=SO;3M=nat, FG 2NT=relay		
2NT	YES			5+5+mm 10-12 HCP>1,2 seat 55 mm 5-14 >3,4 seat	3m = NF; 3M=F1; 4m=NF; 4M=RKCB c/d 3m = NF; 3M=F1; 4m=NF; 4M=RKCB c/d		
3cdh	trf nat			trf pre in d,h,s>1,2 seat nat>3,4 seat	nat nat		
3sp	YES			Gambling = 7 cards SOL m, w/o outside stop (A or K)>1,2 s 3,4 seat= nat, WK	4cl = P/C; 4di = asking for a singleton; 4M = 6cards 5cl,6cl = P/C; 3NT - 4di - 5m = shortness in other m	<b>HIGH LEVEL BIDDING</b> 1430; CUE - BIDS; Pass forcing REV; Jump bid in other suit to 5 Level = RKCB w/ void RKCB = 4130; After RESP > BID MIN Level = asking for Q trump; > 5NT = asking for specials K; > 6x = asking for 3rd control(Q or xx)	
4m		6		nat, pree	DBL = PEN		
4m		7		pre, WK>3,4 seat	DBL = PEN	POD1 - ROMAN > Pass = 0/2/4 Aces; > DBL or RDBL = 1/3/5 Aces	
4M		6		pre, WK	DBL = PEN	RKCB > RESP 5NT = Even Keycards + Void	
3NT	YES			1,2 seat= 7+M, Namyats	4c=ST ask for shortness;4d=mild ST,4M=P/C	RKCB > RESP 6in suit = Odd Keycards + Void	
3NT				3,4 seat = TO PLAY		Lightner = inquires a non-standard lead	