

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-st level - 5+(4) cards, 6-15 HCP; resp. 1/1=NF; 1NT=9-12 HCP, NF; Cue=F1;fit=up to 9 HCP; 2/1 resp=NF;2CL=Drury; JS=SPL, inv+; 2NT over 1M=limit raise+;jump fit=Mixed; 2JS=SPL w/ void
2-nd level =5+ cards, (9)10-15 HCP; resp: Cue=F1; 2/2=NF; 3/2=F1 JS=SPL, inv+; 2NT = NAT; 3NT/4HE/SP = for play
Reopening: 5+cards 6-14 HCP; JS=6+cards (10)11-14 HCP
Same in balancing position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-17 HCP, could be semi-bal; System On
Balanced: (14)15-17 HCP, could be semi-bal; System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE in not volume, konstrutive in volume MOD GHESTEM
PRE, 5+cards 2nd level, 6+ cards upwards Resp: 2-3/2=NAT NF; 3/3=NAT FG; values+fit by PH; 2N= F1 (Reley)
Reopen: 6+ good 10-13(14) HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = MOD GHESTEM, Jump cue = ? for stoper
Reopen: Direct cue = 18+ any,
VS. NT (vs. Strong/Weak; Reopening;PH)
Direct position: DBL = penalty(pts); 2 ♣ = MM (4+ - 4 +) ; 2 ♦ - one M; 2 ♥ -2 ♠ - 5+M 4+m, 2NT = mm
Reopening: DBL = (pts); 2 ♣ = MM (4+ - 4 +); 2NT= mm, Suit = Nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th the best	3th/5th	
NT	4th the best	3th/5 th	
Subseq	4th the best	3th/5th	
Other: AK= lead A wants Attitude, lead K wants count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace/King	A(x), AK, AK(x)	AK, AKx(x), AKJx(x)	
King	AKx, Kx, KQx(x)	AKx, KQx(x), AKJ10(x)	
Queen	QJ10, QJx(x),Qx, AQJ(x)	KQ10, QJ, Qx, AQJx, AQ10x	
Jack	J10(xx), Jx	J10(xx), Jx	
10	A109,K109,Q109,AJ10,KJ10	A109,K109,Q109,AJ10,KJ10	
9/10	J98x, 109, 9x	same	
Hi-X	xx, xxxx(+)	same	
Lo-X	Hxx, Hxxx(+), xxx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Count - UDCA	Count - UDCA	vs. Suit UDCA vs. NT Lavinthal
Suit	2 Lavinthal	Lavinthal	
	3 Wish – small = enc	Wish – small = enc	
	1 Count - UDCA	Count - UDCA	
NT	2 Lavinthal	Lavinthal	
	3 Wish – small = enc	Wish – small = enc	
Signals (including Trumps):			
Lavinthal; Smith appel vs. NT - small encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: Bulgaria 
PLAYERS: Borisov – Nikolchev Krasimir Klimentin
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision Club
1♣ – 16 ⁺ HCP unbal or any good hand w/ min 14 HCP/ 18-22 bal
1♦ – 10-15 HCP 1 ⁺ ♦
1♥/♠– 10-15 HCP 5 ⁺ ♥/♠
1NT – (14)15-17 HCP, could be semi-bal (5M,6m,SGL H)
2 ♣ - 10-15 HCP 6 ⁺ ♣ or 5+♣-4M
2 ♦ - 5-10 HCP weak 6(5)+♥ or 23-24 bal or strong with 5+♣ (3-L)
2 ♥ - 5-10 HCP weak 6(5)+♠ or 25+bal or strong with 5+♦ (3-L)
2 ♠ - 5-10 HCP weak 6+♣ or 5+♣ and 5M 2-L
2 NT - 5+5+ mm weak or GF
3 ♣ - 5-10 HCP weak 6+♦ or 5+♦ and 5M 2-L
3 ♦ - 5-10 HCP weak 6+♥ or 5+5+MM 2-L or 6+♥ and 5+m 2-L
3 ♥ - 5-10 HCP weak 6+♠ or 6+♠ and 5+m 2-L
3 ♠ - Gambling SOL any suit
4 ♣ /♦ - 6+ ♣ /♦ and 5M NF
4 ♥/♠ - Nat Barage down 2/3

3C: 4C = MM, 4D = D&M; 3D: 4C = C&M, 4D = MM ; 3M : 4M= OM&m	1) Light 1st level, sound upwards, mostly major-orientated	
Neg.DBL up to 4HE, 4NT= for play, Leaping Michaels	Responses:limit bids, Cue=F1 over m, FG over M	
4S: DBL = Penalty, 4NT= T/O DBL	2) Reopening=T/O 8-14 HCP or 15+ HCP any	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 $\heartsuit$ or 2 $\heartsuit$		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	FG situation Pass = good hand
Vs. 1CI(str.) DBL= MM 4+4+ , 1 NT = mm, 1DI/HE/SP = NAT	Lead directing DBL; Lightner DBL	
	Support DBL / RDBL	
	Game TRY DBL	IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	RDBL over a Cue bid shows Ace or Void	
New suit = NF; 1DI –(DBL) – 1M=4+, 1M –(DBL)- 1NT= fit good raise		
2CL/DI/HE/SP = NF ; Redbl = 11+		
Double Raise = weak , 2NT= Limit Raise+		PSYCHICS: Rare , Psychics bids with long fit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 $\clubsuit$	+	0		STR, 16+ HCP,any	1 $\diamond$ =(0-7) HCP;1 $\heartsuit$ / $\spadesuit$ /2 $\clubsuit$ /2 $\diamond$ =5+cards 8+ HCP;1NT=8-11or14+;2NT=12-13 2 $\heartsuit$ = any 4441 8-11; 2 $\spadesuit$ = any 4441 12+ HCP, 3CL = 7+ SOL any suit w/o A/K outside, 3DI/HE= TRF> 7M 2L 4-7HCP or S/T 3SP = 1m 1L 4-7HCP or S/T 3NT = 1M 1L 4-7HCP or S/T	1 $\clubsuit$ -1 $\diamond$ - 1 $\heartsuit$ / $\spadesuit$ Nat 4+ NF, 2 $\clubsuit$ / $\diamond$ Nat 5+ NF, 2 $\heartsuit$ / $\spadesuit$ Nat 5+ F1, 3 $\clubsuit$ / $\diamond$ Nat LIMIT NF, 3 $\heartsuit$ / $\spadesuit$ Nat GF+; 3NT = for play, 4CL=5+ $\clubsuit$ 5+M,4DI=55+MM, 4HE=5+ $\heartsuit$ 5+ $\diamond$,4SP=5+ $\clubsuit$ 5+ $\diamond$ LIMIT	
						1 $\clubsuit$ - 1 $\diamond$ - 1 NT = (18-20) HCP	
						1 $\clubsuit$ - 1 $\diamond$ - 2 NT = (21-22) HCP, 5M or 6m are possible, PUP STAY	
					1 $\clubsuit$ -O/C-DBL = 5+ hcp w/o suit or 8+ w/ suit; -Suit = 5+ cards, 5-8 hcp		
1 $\diamond$	+	1		1 $\diamond$ - (10-15) HCP,BAL , w/o 5M	1 $\heartsuit$ / $\spadesuit$ = 4*hcp, 4*cards; 1 NT = (7-10); 2 $\clubsuit$ =RF,4 + cards	1 $\diamond$ - 1 $\heartsuit$ / $\spadesuit$ - 1 $\spadesuit$ /NT - 2 $\clubsuit$ = auto for 2 $\diamond$; 2 $\diamond$ = GF	
			4H	(10-15) HCP, semi-BAL	2 $\clubsuit$ 2 $\diamond$ =RF,4*cards;2 $\heartsuit$ =55MM INV;2 $\spadesuit$ =55mmINV+;2NT=NAT; 3 $\clubsuit$ / $\diamond$ =7m w/ 2TO(RJ10) NF;3 $\heartsuit$ / $\spadesuit$ =7M NF	1 $\diamond$ - 1M - 2NT = 6+ $\diamond$, 1-2cards-M; 1 $\diamond$ - 1M - 3 $\diamond$ = 6+ $\diamond$ and 3fit-M;	
						1 $\diamond$ -DBL-RDBL=(10)11+,	
1 $\heartsuit$		5		1 $\heartsuit$ - (10-15) HCP, 5+ $\heartsuit$	1 $\spadesuit$ = (3)4*cards, 6+ hcp; 1 NT= F1 any bal hand up to 17 HCP;	1 $\heartsuit$ -1NT-2 $\clubsuit$ = 2+cards/2 $\diamond$ =3+cards	
			4H		2 $\clubsuit$ = RF Nat (4)5+; 2 $\diamond$ = RF, Nat (4)5+ ; 2 $\heartsuit$ =(7-10) 2 $\spadesuit$ /3 $\clubsuit$ / $\diamond$ = mini SPLs; 2 NT = INV+ with(3)4+ $\heartsuit$	1 $\heartsuit$ -2 $\heartsuit$ -2 $\spadesuit$ - Game try nat 1 $\heartsuit$ -2 $\heartsuit$ -2NT/3 $\clubsuit$ / $\diamond$ - Game try nat	
					3 $\heartsuit$ = 4+ $\heartsuit$ WEAK;3 $\spadesuit$, 4 $\clubsuit$, $\diamond$ = SPL w/ void; 3 NT/4 $\heartsuit$ / $\spadesuit$ = to play; 5 $\clubsuit$ / $\diamond$ KCB with void		
1 $\spadesuit$		5		1 $\spadesuit$ - (10-15) HCP, 5+ $\spadesuit$	Same as above	1 $\spadesuit$ -1NT-2 $\clubsuit$ =2+cards/2 $\diamond$ =4+cards; 1 $\spadesuit$ -1NT-2 $\clubsuit$ -3 $\heartsuit$ =6+ $\heartsuit$ INV	
			4H			1 $\spadesuit$ -2 $\spadesuit$ -2NT - Game try+ with balanced hand	

						1♠-2♠-3♠/♦/♥ - Game try + want support	
1 NT				1NT – 14-16 ; (15-17) HCP, BAL or semi bal	2♠ = STAY; 2♦/♥ = TRF to ♥/♠ ;2 ♠ = TRF to ♣; 2 NT = TRF to ♦;		
			4H	5M or 6m are possible	3♣ = 55MM INV, 3♦= 5-5 mm GF, 3♥/♠ = 5-4 minors with shortness		
					4CL/DI = TRF> H/S, 4HE/SP = for play, 4NT = INV, BAL		
2♣		5		6+♣, (10-15) HCP	2♦ = (R); 2♥/♠=5+ cards NF; 2 NT= weak with fit or GF with suit/s		
			4H		3♣ = Inv, 3 ♦- Nat Inv,3 ♥/♠ -.Nat Inv		
2♦	+			2♦ - weak 5+♥, (5-10) HCP, 23-24 BAL or Strong hand w/ clubs(10+tricks)	2♥ = for play NF, 2 NT = Reley Inv+ 2♠/ 3 CL /Di – Nat NF,3 ♥ – block in green, constructive in red	2♦ - 2NT – 3CL/DI = 4m6M 3HE = 6M min 3SP = 6M max w/ Singl 3NT = 6M322 4CL = 6+CL strong 4DI = 5+CL 4DI strong	
2♥	+			2♥ - weak 5+♠ (5-10) HCP, 25+BAL or Strong hand w/ diamonds(10+tricks)	2♠ NF; 2NT = (R) Inv+; 3 CL/DI/HE – Nat NF; 3 ♠- block in green, constructive in red	2♥ - 2NT – 3CL/DI = 4m6M 3HE = 6M min 3SP = 6M max w/ Singl 3NT = 6M322 4CL = 5+DI 4CL strong 4DI = 6+DI strong	
2NT	+		4H	2NT – 5+5+mm weak (5-10) HCP Or GF	3/4/5 CL/DI = NF 3HE = Reley INV+	2NT – 3HE – 3SP = Singl♠ 3NT = Singl♥ 4CL = 6CL 4DI = 6DI 4HE/SP = Void ♥/♠	
					3 NT = to play		
2♠	+			TRF for 6+ ♣♦♥♠ Weak (5-10) HCP or 2-L !	New suit = F1, can be cue with fit, 3NT = to play, 4NT = Blackood	HIGH LEVEL BIDDING	
3♠	+	7		Gambling SOL any suit	3NT = to play, 4CL = pass/correct , 4HE/SP = to play, 4D = Reley	Cue Stile 1st & 2nd round CTRL, LIGHTNER, Pass forcing, Jump 5NT = pick a slam, 5NT after RKCB = add K, 6x after RKCB = ask for (Q or xx)	
3NT	+	7		Weak ♣ or ♦	4CL=P/C; 4DI=ask singl Slam try; 4M= to play; 4N= suit ask Slam Inv; 5m=P/C	RKCB – OPPS BID – Pass =1-4, DBL/RDBL= PENALTY Next bid = 0-3...	
4♣, ♦,	+	6		6+ ♣/♦ and 5M NF		Blackwood; RKCB – 14,03,2,2+Q; CUE-BIDS, SPL, Liping KCB w/ void	
4♥, ♠		7		7+ ♥/♠ - WK PRE; VUL= -2			