

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1Level=light, 7-16 HCP, (4)5+ cards; 2Level=VUL - sound, NV - may be light  
 Resp: TRF over 1M-(DBL), 1/1 is 4+ and F1 over DBL and 5+ F1 over 1x-(1x)-?  
 1♦-(1♥): DBL=4♠, 1♠/2m=5+ F1, 1NT=NAT, 2♥=FG no 5m/4♠/♥stop (♥A),  
 2♠=6+♠ 8-10HCP, 2NT=NAT, 3x=PRE, 3♥=ask stop; 1♦-(1♠): DBL=4/5♥,  
 1NT=NAT, 2m/♥=5+ F1, 2♠=FG no 5m/4♠/♥stop (♥A); 1♥-(1♠): 2m=5+m F1  
 Reopening: 1NT = 12-15 HCP, all jumps = 6+ cards 12-16 HCP

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

NAT 15-18, system on  
 Reopening: 1NT = 12-15 HCP, system on

### JUMP OVERCALLS (Style; Responses; Unusual NT)

WK, 5+ cards, may have second suit - free  
 2NT = 55+mm over 1M, 55+♥Om over 1m

Reopening: All jumps = 6+ cards 12-16 HCP; 2NT = 18-20 HCP, (semi)BAL

### DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

1m - 2m = 55+MM  
 1M - 2M = Michaels  
 1M - 3M = 7+ SOL suit, ASK stopper  
 1m - 3m = 7+ SOL suit, ASK stopper

### VS. NT (vs. Strong/ Weak; Reopening; PH)

Over 13+NT: 2♠ = MM, 2♦ = 6+M, 2♥/♠ = 5+♥/♠ 4+m, DBL = PEN  
 Reopening: DBL = 11+HCP, 2♠ = MM, any = NAT (also by a passed hand)  
 Over 14-NT: 2♠ = MM, 2♦ = WK M, 2♥/♠ = 11-15 HCP NAT, DBL = PEN

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBLs up to 4♥; NT bids = NAT; LEB 2NT RESP + 3-level TRFs  
 (3M)-4M = MICHAELS  
 (4♠)-4NT = T/O DBL  
 (3m)-4m = MM  
 (3m)-4Om = 55+ OmM  
 (2M)-4♠/♦ = 55+ ♠/♦OM  
 (2M)-3M = 55+ mm (or ASK stopper)

### VS. ARTIFICIAL STRONG OPENINGS

NAT STND; (1♠str)-DBL = MM; (1♠str)-(1♦neg)-DBL = MM

### OVER OPPONENTS' TAKEOUT DOUBLE

1x = 4+ cards F1; RDBL = 11+ HCP; 1NT...2(M-1) = TRF over M; 2NT = mm

## LEADS AND SIGNALS

### OPENING LEADS STYLE

|                                                                      | Lead                                  | In Partner's suit          |
|----------------------------------------------------------------------|---------------------------------------|----------------------------|
| Suit                                                                 | generally 2nd-4th best                | 3/5 (2/4 if fit was given) |
| NT                                                                   | 4th best                              | same                       |
| Subseq                                                               | same                                  | same                       |
| Other :                                                              | Sometimes we may lead 6th or 5th best |                            |
| Sometimes in middle/end game we may lead high/low w/o or w/ an honor |                                       |                            |

### LEADS

| Lead  | Vs. Suit                        | Vs. NT                         |
|-------|---------------------------------|--------------------------------|
| Ace   | AK(+), Ax(+) asks for S/P       | AKx(+) asks for ATT            |
| King  | AKx(+), KQx(+), Kx asks for CT  | same                           |
| Queen | (A)QJx(+), Qx                   | (A)QJx(+), Qx, KQx(+) asks ATT |
| Jack  | J10x(+), AJ10x(+), KJ10x(+), Jx | same                           |
| 10    | 109x(+), 10x, H109x(+), H10x    | same                           |
| 9     | H9x, H98x(+)                    | same                           |
| Hi-x  | xSx, HSx, xxxSx(+)              | xSxx, xxxSx                    |
| Lo-x  | xS, HxxS, xxxS                  | HxS, xxxS                      |

### SIGNALS IN ORDER OF PRIORITY

|      | Partner's Lead | Declarer's Lead  | Discarding       |
|------|----------------|------------------|------------------|
| Suit | 1 HI = ODD     | same             | HI = ODD         |
|      | 2 S/P          | same             | S/P              |
|      | 3 HI = DISC    |                  |                  |
| NT   | 1 HI = ODD     | Low = Smith echo | Low = Smith echo |
|      | 2 HI = DISC    | HI = ODD         | HI = ODD         |
|      | 3 S/P          | S/P              | S/P              |

We play REV Smith echo at NT from both sides (Low = ENC)

## DOUBLES

### TAKEOUT DOUBLES (Style; Response; Reopening)

Ligh (9+HCP) if proper (ex: 4441) distribution in any position  
 Natural responses, based on balance  
 Cue-bid = GF or 4M (44MM) INV+

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

SUPP DBL/RDBL, any STR at 1-level, not MIN at 2-level, at 3-level DBL promise  
 4-fit BAL good while 3M = 4-fit NON-BAL  
 All DBLs of suits that OPP bid and support are game tries (3 in our S is COMP)  
 Almost all of our doubles are T/O (when in doubt - T/O)  
 (1M)-P-(P)-DBL, (2M): DBL = points, 2NT = 2 suits  
 PEN DBL = in FG (but not if it's PRE or OPPs suit bid and support); after RDBL,  
 2♦/♥/♠, PRE; WJO

## WBF Convention Card



Category: BLUE

NCBO: BULGARIA

EVENT: All Events

PLAYERS: ISPORSKI Vladi

KERMEDCHIEV Nikolay

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

#### PRECISION CLUB

Light Openings and Overcalls, 5-Card M and non-forcing 1NT response  
 Free PRE, especially w/ passed partner;  
 Frequent use of NON-PEN doubles  
 1NT Opening = (13)14-16 HCP, may have 5M, 6m, SGL A, K, Q

2/1: 2♠=GF; 2♦=TRF; 2♥= 1)TRF over 1♠, 2) = FIT, 5-8 HCP over 1♥

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♠ = STRONG; 1♠-1♦ = NEG; 1♦ = Precision 1+ ♦, 10-15 HCP  
 2♠ = 5+ ♠ w/ 4M or 6+ ♠, 10-15 HCP  
 2♦ = MULTY  
 2♥/♠ = 5+ M w/ (4)5+m, 5-10 HCP  
 3NT = strong 4M opener (SAT)

### (1M)-2M = MICHAELS

Fit Jumps; Cue-bid raise over 1M = 3-fit INV+; 2NT = 4+fit, INV+  
 (3NTgamb1)-4♠/♦ = 54+/45+ ♥/♠

1♦-(2♦=MM): 2♥/♠=5+♥/♠ FG, while direct 3m=NAT, NF  
 1♦-(2NT=lower2-suiter): same - lowercue=lowerunbidsuit FG etc, else NAT, NF  
 1♥-(2NT=mm): 3♠=♥fit INV+, 3♦=5+♠ FG, 3♥/♠=NAT, NF  
 1♠-(2NT=mm): 3♠=5+♥ FG, 3♦=♠fit INV+, 3♥/♠=NAT, NF  
 1M-(1NTnat): 2♠ = 5+OM & fit, 2♦ = 3-fit INV+, 2♥/♠=NAT, NF

### SPECIAL FORCING PASS SEQUENCES

We open 1M and partner forces with cue-bid (fit-showing) to the 4-level  
 We open 1M, partner forces with 2NT (fit-showing) and OPP reach 5-level  
 1x-(DBL)-RDBL-(any)-Pass = RF; (1NT)-DBLpen-(2♠/♥/♠)-Pass = RF

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After reaching 3NT in invitational or jammed sequence, RDBL means that there is SMTH wrong/insufficient

With two suits bid by the OPPs, we bid the stopper

PSYCHICS: Rare. We practise ligh openings in III-d position and may have only 4 cards in M

| OPENING                   | TICKET | ARTIF | MIN CARDS | NEG. DBL THRU | DESCRIPTION                                         | RESPONSES                                                                                                                                                                                                           | SUBSEQUENT ACTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | PASSED HAND BIDDING                  |
|---------------------------|--------|-------|-----------|---------------|-----------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| 1♣                        | ✓      | 0     | 4♥        |               | 16+ HCP, any shape                                  | 1♦ = 0-7 HCP; 1♥/♠/2♣/♦ = 5+cards 8+ HCP FG<br>1NT = 8-11/15+ HCP BAL; 2♥/♠ = 4441 8-11/12+ HCP<br>2NT = 12-14 HCP BAL<br>3♣/♦/♥/♠ = 7+cards 0-4 HCP                                                                | 1♣-1♦-2♥/♠=5+ F1; Now :3♥/♠=STR w/ SUPP; 3♣=NEG or 5-7 HCP w/♠; 2NT=5-7 BAL<br>2/3x=5+, 5-7 HCP; 4♥/♠=3+SUPP,WK; 1♣-1NT-2NT=5+♣; 1♣-1♦-1♥=F1 (5+♥&4x<br>16-21 HCP, 19-21 or GF BAL); 1♣-O/C-DBL/RDBL= 5-8 HCP any or 8+ short OPP suit<br>1♣-O/C-any=8+HCP GF; 1♣-1♦-1M-2NT/3M=5-7,4+fit/3-fit, 5-7                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Same                                 |
| 1♦                        | ✓      | 0     | 4♥        |               | 10-15 HCP, normally w/o 5M                          | 2♥=5♣4+♥, 5-8 HCP; 2♠=INV, BAL, no 4M, 11-12 HCP or<br>6+m WK; 2NT=mm WK; 3m=6+ INV, 9-11 HCP;<br>2♣/♦ = 3/5+ cards FG                                                                                              | 1♦-2♠: 2NT=min, 3♣=max; 1♦-1M-3♣/OM = SPL; 1♦-1M-2NT=6+♦ good hand w/o 3-fit;<br>1♦-1M-3♦ = 6+♦ w/ 3-fit; 1♦-1M-3M=SPL♦ or 45M♦22; 1♦-1M-1NT-2♣=R;<br>1♦-2NT-3M = SPL M 54+mm MAX; 1♦-2♣-2♦/2M/2NT/3♣/3x/3NT=BAL/5♦4M/6♦ no 3♣/<br>1♥-2♣: 2♦=♣ or 5440 or 5332, 2♥=♦, 2♠=1-suiter♥, 2NT+=OM; next step=R                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Same                                 |
| 1♥                        |        | 5     | 4♦        |               | 5+♥(8)9-15 HCP<br>May be 4 cards in III-d POS       | 1NT=NF; 2♣ = any GF; 2♦=TRF (9-12 HCP 3-fit)<br>2♥ = 5-8 HCP w/ 3-fit; 3♥ = 4+fit WK; 2♠ = 6+♠ 8-10 HCP<br>2NT = 11-12 HCP BAL; 3♣/♦ = 4+♥ limit raise 9-11 HCP/<br>mixed raise 6-9 HCP; 3♠ = 5+♥ any void 9-13 HCP | 1♥-2♣: 2♦=♣ or 5440 or 5332, 2♥=♦, 2♠=1-suiter♥, 2NT+=OM; next step=R<br>1♥-2♥: 2NT = any INV else NAT; 1♥-1♠-2m-2/3Om = 55+ NAT NF<br>1♥-(DBL)-1NT/2♣ = TRF♣/♦; 1♥-(DBL)-2♦ = 3-fit INV+<br>1♥-(DBL)-1♠ = 4+ cards F1; FJs; 1♥/♠-4x=SPL, 10-14                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 1♥-2♣ = 4+fit INV<br>1♥-3m = NAT INV |
| 1♠                        |        | 5     | 4♥        |               | 5+♠(8)9-15 HCP<br>May be 4 cards in III-d POS       | same as above<br>2♦=TRF (5+♥ WK or INV; may have 55+♥m INV)<br>3♥ = 5+♠ any void 9-13 HCP                                                                                                                           | same as above<br>1♠-2♦-2♥: 2♣=Tx♠ INV, 2NT=INV BAL, 3m=55+♥m INV, 3♥=6+♥ INV                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | as for 1♥                            |
| 1NT                       |        |       |           |               | (13)14-16 HCP may have<br>5M, 6m, 5422, SGL A, K, Q | STAY; 2♦/♥=TRF♥/♠; 2♠=INV, BAL, no 4M or TRF♣<br>2NT = TRF♦; 3♣/♦ = WK/GF 55+mm;<br>3♥/♠=3154 short M GF<br>4♣/♦=TRF♥/♠; 4♥/♠=NAT; 4NT = INV BAL                                                                    | 1NT-2♣: 2NT=min, 3♣=max<br>1NT-(2/3x)-DBL=T/O; Lebensohl after 1NT-2x<br>1NTstr-(DBL): Pass=F to RDBL, RDBL/2♣/♦/♥=TRF or 2higher<br>1NT-2♦/♥-(DBL): 2♥/♠=fit w/♦/♥ STOP, RDBL=fit w/o♦/♥ STOP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                      |
| 2♣                        |        | 5     | 4♥        |               | 5+♣ w/ 4M or 6+♣ 10-15 HCP                          | 2♦ = R; 2♥/♠ = 5+ cards NF; 2NT = PUP 3♣ WK/GF<br>3♣ = INV; 3♦/♥/♠ = NAT INV<br>4♣=PRE; 4M=NAT                                                                                                                      | 2♣-2♦: 2M=4M, 2NT=STR w/o 4M, 3♣=WK w/o 4M, 3x=64+ MAX<br>2♣-2NT-3♣: 3♦/♥/♠=GF 55+♦&♥/♥&♠&♦<br>2♣-2♦-2M-2NT = PUP 3♣ WK/GF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                      |
| 2♦                        | ✓      | 0     |           |               | (5)6+M 5-10 HCP<br>NAT in III-d POS                 | 2♥ = P/C; 2♠ = pass w/♠ or INV+ w/♥; 2NT = R<br>3♣/♦ = 6+ cards NF; 3♥/♠/4♥ = P/C free;<br>4♣/♦ = bid your M TRF/NAT; 4♠ = NAT                                                                                      | 2♦ - 2NT: 3♣ = MAX, 3♦ = MIN w/♥, 3♥ = MIN w/♠<br>2♦ - 2NT - 3♣ - 3♦(R): 3♥ = ♣, 3♠ = ♥<br>2♦ - DBL: RDBL = ASK for M, Pass = ♦, 2x = NAT; 2♦ - (2M/3x) - DBL = P/C/PEN                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                      |
| 2♥/♠                      | ✓      | 5     |           |               | 5+ M w/ 4+m 5-10 HCP<br>NAT in III-d POS            | 2NT = R; 3♣ = P/C; 3♦ = INV M<br>2M - 3M = WK; 4♣ = P/C                                                                                                                                                             | 2M - 2NT - 3m: 3M = INV, 3x = NAT GF<br>2M - O/C - DBL = PEN                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                      |
| 2NT                       |        |       |           |               | 21-22 HCP, may be semi-BAL<br>(as 1NT)              | 3♣ = PUP STAY; 3♦/♥ = TRF; 3♠ = 54+mm;<br>4NT = INV BAL; 4♣/♦ = 6+ Om FG                                                                                                                                            | 2NT - 3♣: 3♦ = 4M(44MM), 3♥/♠ = 5M; 3NT = w/o 4M or 5M<br>2NT-3♣: 3NT=w/o 4m, 4♣/♦=4+♣/♦ w/ 2♦/♠, 4♥/♠=4+♠/♦ w/ 3♦/♣                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                      |
| <b>HIGH LEVEL BIDDING</b> |        |       |           |               |                                                     |                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                      |
| 3NT                       | ✓      | 7     |           |               | strong 4M opener<br>NAT in III-d POS                | 4♣ = 2A; 4♦ = 2A+1K; 4♥ = P/C; 4♠ = 2A+2K or 3A, etc                                                                                                                                                                | CUE-BIDS = 1st and 2nd round equally; Exclusion RKCB (5-level only); After RKCB first step = ASK for Q trump, 5NT = ASK<br>for K, 6x = ASK for 3rd control (Q or xx) in this suit; Josephine (only if we didn't use BLACKWOOD); Lightner doubles; Pass<br>then pull is a slam try; When having a fit and probing for game/slam, we tend to bid naturally at 3-level, but cue-bid at 4-level<br>and higher. So if opener has a very good hand, he must cue-bid in answer of a game-try (not simply jump to game) in case<br>his partner is slam interested. After Q trump ASK, min return in our trump suit = no Qtr, slam in our trump suit = Qtr but<br>nothing in reserve, new suit at 6-level = Qtr + K in the bid suit (or Q if AK were already shown), 5NT = Qtr + some values. |                                      |
| 3x                        |        | 6     |           |               | PRE free                                            | New suit = FG; DBL = PEN; 4♣ = GERBER - answers from<br>preemptor are as follows: 0, 1, 1 w/ QT, 2, 2 w/ QT                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                      |
| 4♣/♦                      |        | 7     |           |               | PRE free                                            |                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                      |
| 4♥/♠                      |        | 7     |           |               | PRE weaker than 3NT                                 |                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                      |
| 4NT                       | ✓      |       |           |               | BLACKWOOD                                           | 41, 30, 2, 2 w/ QT                                                                                                                                                                                                  | RKCB-5NT=Even KC w/ a void; RKCB-6x=Odd KC w/ void in the suit; RKCB-6TrS=Odd KC w/ void in higher suit                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                      |