

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 Level = light,8-15HCP,5+(4) cards;2 Level = Vul - sound; Not Vul-intermediate
DBL and suit = 5+ cards,16+ HP; in balan.seat DBL and suit = 5+ cards,13+HP
Responses : New suit = NF
Reopen = light DBL and suit = 5+ cards,16+ HCP
Jump raise = WK
Cuebid = good raise or any GF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = (14-16)HCP, System on; Vuln (15-17) HCP
Balancing seat : 1NT=(12-15)HCP; Jump to 2NT = (16-19)HCP
2♣ = STAY, Jacoby transfers
1M - 1NT = 4OM + 5+ m
Sandwich NT = NAT, (16-18) HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
VUL = WK
NV = very WK
2NT = (5-5)+ ms
Balancing seat = (12-16) HCP, 6+ cards
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1m - 2m = Michaels (if 3+m,5+m and 5+ Om) or NAT (if m<3cards)
1M - 2M = Michaels(5+m and 5+ Om)
1M - 3M = 7+ SOL suit,asking for stopper
1m - 3m = 7+ SOL suit,asking for stopper(if 3+m) or PREEMPT(if m<3cards)
VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs.str. NT - DBL = any 6+ suit; 2 in a suit = DONT (4+ in suit and 4+ higher suit)
Balancing seat = some
Vs.weak NT - DBL =PEN; 2♣ = any 6+ c; 2♦ = Ms; 2♥,♠ = ♥,♠ +m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thru 4♥
LEB 2NT RESP
4♥,♠ - 4NT =(5-5)+
3m - 4m = Both Ms
3m - 4om = 5om - 5M
2M - 4♣,♦ = 5m - 5OM
2M - 3M = Michaels
VS. ARTIFICIAL STRONG OPENINGS
1♣ str. - DBL = T/O
1♦ str. - DBL = T/O
1M - 1NT = 5+m w/ 4th OM
2NT = (5-5)ms; 2 or 3,4 level = preemptive 5+ cards
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = NF; 1♦ - DBL = 1M is 4+ cards F; WK jump shift; 2NT- (5-5)+ ms
1M-DBL= 1NT- good raise; 2NT = 4+ cards SUPP INV+; 3M - WK
RDBL implies no fit 10+ HCP; Jump shift = (suit + fit), F

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th best,high from doubleton	same	
NT	4th best,high from doubleton	same	
Subseq	4th best	same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...,Ax...,asks for approval	AKx...,Ax...,asks for approval	
King	AKx...,KQx...,Kx...,asks for count	asks for approval	
Queen	Qx,QJx...,asks for approval	Qx,QJx...,KQT/9x...,AQJ/Tx...,appr	
Jack	JTx...,AJTx...,KJTx...,Jx	same	
10	T9x...,Tx,HT9x..	same + AQT9..	
9	9x,H98x...,T9x	same	
Hi-x	Sx,xSx,xSxx,xSxxx	Sx,xSx,xSxS,xSxSx	
Lo-x	HxS,HxxS..	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi = ODD	Hi = ODD
	2	Hi = Hi Suit	Hi = Hi Suit
	3		
NT	1	Hi = DISC	REV Smith
	2	Hi = ODD	Hi = ODD
	3		Hi = Hi Suit
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Thru 4♥			
Light style			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
SUPP DBL thru 2♥			
RESP DBL thru 4♦			
COMP DBL			
MAX O/C DBL			
SOS RDBL			
Lightner			
PEN DBL = O/C in FG; after RDBL; O/C over 1NT,2NT;			
after oppening 2♦,♥,♠,PRE,WJO			

WBF Convention Card



Category: BLUE

NCBO: Bulgaria EVENT: All Events

PLAYERS: Ralitsa Mircheva

Daniela Grigorova

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision ♣,1♠ = 16+ HCP or any good hand w/ min14+ HCP,FOpening ;
5card M ; 2/1 = FG ; Very Light Openings;O/C,PRE,T/O DBL;
1♦ = 0+ ♦,(10-15)HCP w/o 5M ; 1♥,♠ = 5+♥,♠,(10-15)HCP; 1M - 1NT = F1
1NT =(14-16)HCP,could be semi-balan;(15-17)HCP in 2nd or 3rd pos.vuln;
2♣ = 5+ ♣ w/ 4M or 6+ ♣,(10-15)HCP
2♦ = 6+(5)M,(4-9)HCP or 4414(single♦),(13-16)HCP
2♥,♠ = 5+M w/ 4+m,(4-9)HCP
2NT = (20-21)HCP,BAL ; PUP STAY
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = STRONG; 1♠ - 1♦ =NEG.
1♦ = 0+ ♦,(10-15)HCP w/o 5M
2♣ = 5+ ♣ w/ 4M or 6+ ♣,(10-15)HCP
2♦ = 6+ (5)M,(4-9)HCP or 4414(single♦),(13-16)HCP
2♥,♠ = 5+ M w/ 4+m,(4-9)HCP
3NT = Gambling = 7cards SOL m,w/o outside stopper(A or K)
4th pos. = Gambling + K or A
SPECIAL FORCING PASS SEQUENCES
If we are in GF and enemy reaches 4,5 or 6 level
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1♣we - O/C, DBL - pass = (0-4HCP)
1♣we - O/C,DBL - suit/NT = 8+ HCP,GF
1♦we - 1NT - 2♣we = Ms; 1♦ - DBL we - 1NT - 2♦ = Ms
PSYCHICS: Rare
We practise light openings in 3rd position and may have only four cards in M

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0			STR,16+ HCP	1♦ = (0-7)HCP; 1♥♠,2♣,♦ = 5+cards,8+ HCP,FG 1NT = 8+ HCP,BAL; 2♥♠ = 6+cards,(0-4)HCP 2NT = 4441 any singleton,8+ HCP,FG 3 in any suit = 6+ cards (0-4)HCP	1♣-1♦-2♥♠ = 5+cards,F; Now : 3♥♠=STR w/ SUPP; 3♣ = NEG or (5-7)HCP w/♣-- 2NT=(5-7)HCP BAL; New suit = 5+cards,(5-7)HCP; 4♥♠ = 3+SUPP,WK 1♣-1♦-3♥ = 9 trikcs; 1♣-1♦-3NT-4♣♦♥♠ = 5-5ms/ trf/ trf /6-5ms 1♣-2NT-3♣ = Responder bids suit under singl.; bid in the singl.from opener=control ask	
1♦	✓	0	4♥		(10-15)HCP,w/o 5M may have WK 5 cards in ♣ (11-13)HCP, BAL.	1♥♠ = 4+ cards,F; 1NT = (7-11)HCP,could be UNBAL 2NT=12-13HCP,could be semi-BAL,w/o 4M;2♥♠ = 5+c.,WK 2♣,♦ = 5+ cards,FG; 3♣,♦ = 6+ cards ,INV	1♦-1M-1NT-2♣ = Chekback; 1♦-1♥-2♣ = SPL,2NT=(R); 1♦-1M-2NT=6+♦ good hand w/o 3 SUPP; 1♦-1M-3♦ = 6+♦ w/ 3 SUPP; 1♦-1M-jump = SPL 1♦ we - pass - 1M we - O/C - DBL we = SUPP	1♦-1M-1NT-2♣ = NAT
1♥		5	4♦		5+♥,(10-16)HCP May be 4cards in 3rd seat	1♠ = 4+ cards; 1NT=F,(6-12)HCP; 2♣,♦ = 4+ cards,FG 2♥ = (7-10)HCP w/ 3+ SUPP; 3♥ = 4+ SUPP,WK 2NT = (9-12)HCP w/ 4+ SUPP,INV+; 4NT = RKCB,3041 2♣,3♣,♦ = SPL,INV+; 4♥ = not promising any points	1♥-1NT-2♣ = 2+ cards; 1♥-1NT-2♦ = 3+ cards; 1♥-2♣♦-2♥ = 6+ cards 1♥-DBL-RDBL = 9+ HCP implied no fit; After RDBL,every DBL are PEN 1♥-DBL-1NT = raise to 2♥; 1♥-1♠-2NT/3♥ = strong W/O 3 SUPP; STR W/ 3 SUPP 1♥-DBL-1♠ = 5+ c,NF; 1♥-DBL-2♣ = 4+♠,4 SUPP,INV; 1♥-DBL-2NT = 4+ SUPP,INV+	1♥-1NT = NF 1♥-2♣ = Drury - 2♦ = WK
1♠		5	4♥		5+♠,(10-15)HCP May be 4cards in 3rd seat	3NT = 3-4-3-3,(13-16)HCP same as above	1♠-1NT-2♣ = 2+ cards; 1♠-1NT-2♦ = 3+ cards same as above	1♠-1NT = NF 1♠-2♣ = Drury - 2♦ = WK
1NT					(14-16)HCP,BAL could be semi - BAL	2♣ = STAY; 2♦♥♠,NT = TRF to ♥♠♣♦ 3♣♦♥♠ = singleton 4♣ = Gerber; 4♦♥ = TRF 4NT = INV BAL;	1NT - O/C - DBL = PEN; 1NT - 3Level O/C - DBL = T/O,points 1NT - DBL - RDBL = any 5+c; 1NT - DBL - suit =DONT; 1NT -O/C -2NT/3 suit =Rubenshol 1NT - TRF to m - 3m - New suit = short suit; 1NT -2♣-2♦-3M = 4M 5OM,GF 1NT-TRF to M -3♣♦,M,OM=max w/ 2HH/double/any hand w/ 4 c.in M /4c. SUPP w/WK double	
2♣		5	4♦		5+♣ w/ 4M or 6+♣,(10-15)HCP	2♦ = (R) ; 2♥♠ = 5+ cards NF; 2NT = PUP to 3♣ 3♣ = 3+ SUPP,INV 3♦♥♠ = SPL,FG	2♣-2NT-3♣ - New suit = 6+ cards,INV 2♣-2♦-2NT = 6+♣,(14-15)HCP w/o 4M; 2♣-2♦-3♣ = 6+♣,(10-13)HCP w/o 4M 2♣-2♦-2M-2NT = INV,BAL; 2♣-2♦-2M,2NT-3♣ = NF,INV-	
2♦	✓	0			6+ (5)M,(4-9)HCP 4414 (singleton ♦),(13-16)HCP	2♥ = P/C; 2♣ = pass if w/ ♠ or INV+ w/ ♥ 2NT = (R); 3♣,♦ = 6+ cards,NF 3♥,4♥ = P/C,not promising any points	2♦-2NT - Now: 3♣ = MAX; 3♦ = MIN w/ ♥; 3♥ = MIN w/ ♠ 2♦-2NT-3♣-3♦ = R = 3♥ is ♠,3♣ is ♥; 2♦-2NT-3NT = 3 suiter(singl.♦),(13-16)HCP 2♦-DBL-RDBL = ASK for suit; Pass = ♦; 2♦-2M-DBL = PEN	
2♥♠	✓	5			5+ M w/ 4+m,(4-9)HCP	2NT = (R); 3♣,♦ = 6+ cards,NF 2M-3M = WK; jump OM, ms = SPL	2M-2NT-3M-3M = INV; 2M-2NT-3M - new suit = GF 2M-O/C-DBL = PEN	
2NT					(20-21)HCP,could be semi-BAL 5M or 6m are possible could be singleton H	3♣ = PUPP STAY; 3♦♥ = TRF 3♣ = ms (R) 4NT = INV BAL; 4♣♦ = 6+ cards,FG;slam try	2NT-3♣Now: 3♦=1or2 4th Ms; Resp:3♥=♠,3♣=♥,4♣=Both M,slam try;4♦=Ms,GF;3♥♠=5c.; 3NT=any hand w/o 4M 2NT-3♦♥-3NT= fit; 2NT-3♣Now: 3NT= w/o 4m; 4♣=4+♣ w/2nd♦; 4♦=4+♦ w/2nd♣; 4♥=4+♠ w/3rd♦	
3NT	✓	7			Gambling=SOLm,w/o outside stopper A or K;4th pos.=Gambl.+ K or A	4♣ = P/C; 4♦ = asking for a singleton; 4♥♠ = 6+ cards,NAT 5♣,6♣ = P/C; 3NT - 4♦-5m = singleton in other m	Blackwood; CUE-BIDS; Pass forcing; 1NT-4♣ = Gerber; Jump bid in other suit to 5 level = RKCB w/ void RKCB = 3041; After RESP - Bid MIN level = asking for Q trump; 5NT = asking for K;	
3 in suit		6			WK PRE	New suit = FG	6 in suit = asking for 2nd and 3rd control in this suit	
4♥♠		7+			VUL(2nd seat) = Intermediate NOT VUL(1st or 3rd seat) = could be very light	DBL = PEN	POD1- ROMAN (PASS = 3 or 0 aces; DBL = 4 or 1 aces; Cheapest suit = 2 A w/o Q trump;Second ch suit =2 A w/ Q trump) RKCB - RESP 5NT = Even Keycards w/ a void RKCB - RESP 6 in suit = Odd Keycards w/ this void; Resp 6 in trump suit = ODD Keycards w/ void in higher suit	
4♣♦	✓	0			7+♥♠,8-9 winners	4♥♠=NF; 4♦♥=ask for suit w/ 2 fast losers	Jump raise to 5 level = trump INV; Josephine,only if we didn't use Blackwood; Lightner = inquires a non-standard lead	