WBF CONVENTION CARD

Category	Blue
NCBO	BULGARIA
EVENT	All Events
PLAYERS	Nanev-Gunev

DEFENSIVE AND COMPETITIVE BIDING

OVERCALLS

1M: 6-15

1S=F1, 2/1=F1, 1N=F1, CUE=10+ with fit , 2N=4Fit Inv

single/jump raise=PRE, JS=SPL/mixed raise

2nd level: 9-16

2/2=F1, 3/2=F1, 2N=NAT

1NT OVERCALL

Live: 15-17, System On

Balanced: 11-14, System On

JUMP OVERCALLS

MOD Ghestem 55

PRE style for 1 suit bids

Reopen=6+ good 10-13

DIRECT and JUMP CUE

Direct=MOD Ghestem

Reopen=18+ Any, FG

JUMP CUE=Ask STO with solid suit

VS.NT

DBL=points, 2C=MM, 2D="1suit STR", 2M=NAT; 2N=mm

from PH 2D=NAT

VS. PREEMPTS

3C: 4C=MM, 4D=D&H

3D: 4C=NAT, 4D=MM

3M: 4M=OM&m

VS. ARTIFICIAL STRONG OPENING

1C: DBL=MM, 1N=mm, 2N=Any PRE 7cards 10+, 3x=PRE

2C/D: DBL=Suit, CUE=MM, 2N=mm

OVER OPPONENTS DOUBLE

1D: RDBL=H, 1H=S, 1S=No 4M, 1N=C, 2C=D, 2D=4S5H

1M: RDBL=PEN, 1N+=TRF, JS=SPL, 2N=4Fit Inv

2C: RDBL=PEN, 2D=H, 2H=S, 2S=Fit C 10+, 2N=D

LEADS AND SIGNALS

OPENING LEADS STYLE

	Suit	NT
General	**3/5**	**4th best**
Pd's suit	3/5	3/5
Middle of game	3/5	Lo=Enc; Hi=Disc
Middle of game	Hi from even bad suit	STR 10
General from H's	**STD**	**Rusinow**
A	for ATT	AK+
K	for Count	STR combination
Q	QJ+	KQ+
J	J10+	QJ+
10	109+	J10+
9	9x	109+

1st trick STD Count

NT we lead rusinow except: pd's suit, slams, dummy's suit

PRE and lead side suit, middle of game

NT Reverse Smith

SIGNALS IN ORDER OF PRIORITY

	SUIT	NT
1	Low=Even	
2	STD S/P	
3	Low=Enc	

DOUBLES

TAKE OUT DOUBLES

Most low level DBLs are T/O or COMP

SPECIAL ARTIFICIAL DOUBLES/REDOUBLES

Lead directing DBL

Support DBL/RDBL

Game try DBL

GENERAL APPROACH AND STYLE

PRECISION CLUB

1C=16+/any good hand

1D=0+ cards up to 15

1M=5+ cards up to 15

2C=5C4M/6C+ up to 15

1N=14-16

2N=19-20

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D=6+M 3-10

2H=MM's 3-10

2S=mm's 3-10

3x=PRE

3N="1m" PRE

4C/D=STR "4He/Sp"

4M=PRE

4N=mm

SPECIAL FORCING PASS SEQUENCES

FG situation Pass=good hand

High Level bidding Pass=2nd/1st round control

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

LEB and TRF in many situations

PSICHICS

Non convention leads and signals

Psichics bid with long fit

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	<u>1C-1D</u> 1H=ART, 1S/2m=NAT NF, 1N=17-18 2H=5H4S16-19, 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	<u>1D-1M-1N</u> 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="Any SPL/6-9 mixed 2S=6S weak 2N=4Fit Inv 3m=6 Inv	<u>1H-1S-1N</u> 2C=Any Inv hand 2D=FG	2C=3Fit 9-10 2N=4Fit 9-10
1S	No	5	4H	10-15	2D=5+ H 2H=Any SPL/6-9 mixed 2N=4Fit Inv 3m=Inv 3H=6+, Inv, distr.	<u>1S-2D</u> 2N=good hand over H 3H=3Fit min 3N=4Fit max JS=SPL	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	<u>1N-2C</u> 2D=No 2H=4H, No 4S 2S=4S, No 4H 2N=44MM	
2C	No	5	4H	6+C/54CM 10-15	2D=® 2M=NF 2N=PUP 3C 3D=MM 3M=Inv	<u>2C-2N-3C</u> 3D/H/S=SGL 3N=16-17 4C/D/H=Voids D/H/S 4N=18-19	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	<u>2D-2N</u> 3C=Any min =>3D=® 3D=STR with H 3H=STR with S	
2H	Y	5	2N	44++ MM's Red Vs Green 55 3-10	2N=®	<u>2H-2N</u> 3C/D=Long H/S 3H=55 weak	
2S	Y	5	2N	Green 54mm Red 55mm 3-10	2N=SOFF(C/D/H) or Inv Sp 3C=Inv He or FG Sp 3D=FG He 3H/S=Inv+ C/D		Nat
2N	No	2	3C	19-20	PUP TRF (M) 3S=mm 4C/D=TRF H/S 4H/S=TRF C/D	<u>2N-3C</u> 3D=at least one 4M 3H=No M 3S=5S 3N=5H	
3x	No	6	3x	3m=6 3M=7	3m-4om=mini RKCB 3M-4C=min RKCB	**<u>HIGH LEVEL BIDING</u>** **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=S/T		
4M	No	7	4M	7+m, PRE	4S/5x=CUE, asks for the next one		