



DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS</b>	
<b>1M:</b> 6-16 (17); 5+ or 4 good cards, light style	
2 Level Vuln. – Sound, NOT Vuln. – may be light	
Jump raise= MIXED (PRE non vul), Free with passed partner	
2♣ = Relay, at least inv. (2♦ - 5-9, 2M - 10-12, other bid 13+)	
<b>2nd level:</b> 10-16	
Suit at 3 <sup>rd</sup> level- Usually FG	
<b>1NT OVERCALL</b>	
<b>Live:</b> 15-17, System On	
<b>Balanced:</b> 11-14, System On, 2♣- <b>Range ask – 2NT shows Max</b>	
<b>JUMP OVERCALLS</b>	
Jumps are usually weak, may have second suit - FREE	
Only UNFAV jumps are INTERM – 13-15 6+ Good suit;	
4 level jumps – Fit Showing	
Reopen=6+ HCP	
<b>DIRECT and JUMP CUE</b>	
(1m) nat (4+) – 2m = 55+ MMs	
(1M) – 2M = Ghestem (OM + Clubs, 5+5+)	
(1M) – 3CL = Ghestem (OM + Diamonds, 5+5+)	
(1m) if nat (4+) – 3m = 7+ SOL suit, asks for stopper	
(1M) – 3M = 7+ SOL suit, asks for stopper	
<b>VS.NT</b>	
DBL= 4M with 5+♣; 2♣-MM; 2♦-♦+M; 2♥,♠-nat.; 2N-mm or MM	
Vs Weak NT – Woolsey with penalty Double	
<b>VS. PREEMPTS</b>	
<b>3C:</b> 4♣=Both MMs, 5+5+, 4♦ = ♦ & M, 5+5+, FG	
<b>3D:</b> 4♣ = ♣ & M, 5+5+, FG 4♦ = Both MMs	
<b>3M:</b> Nat	
<b>VS. ARTIFICIAL STRONG OPENING</b>	
Vs 1♣ : DBL= ♦; 1♦ = ♥; 1♥ = ♠; 1♠ = ART any 1 or 2 suiter; 1NT= 4♣-	
2♣=NAT; 2♦=5+5+ ♣ and another, 2♥= Both MMs, 2♠ = NAT;	
Vs 2♣/♦: DBL = Both MMs, 2NT = Both minors	
<b>OVER OPPONENTS DOUBLE</b>	
1♦ - (DBL) - ? TRFs start w/ RDBL, 1M- (DBL) -? TRFs start w/ 1NT	
1M - (DBL) - ? RDBL (10)11+ HCP normally without FIT	
3x - (DBL) - ? TRFs starting w/ RDBL	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Suit	NT
<b>General</b>	<b>3/5</b>	<b>Att</b>
Pd's suit	3/5	3/5
Middle of game	Att	Lo=Enc; Hi=Disc
Middle of game	Att	Att
<b>General from H's</b>	<b>3/5</b>	<b>Att</b>
A	for ATT	AK+
K	for Count	Power lead, asks for unblock
Q	QJ+ (for Att)	KQxx+
J	J10+	J10+
10	109+/KJ10	109+/KJ10
9	9x/H109+	98+/H109
<b>Reversed Count</b>		
<b>NT = Att leads - 3<sup>rd</sup> from Honour; Smallest from 2 Honours</b>		
<b>STD Suit Pref. in Suit contracts</b>		
<b>NT = Std Suit Pref in 1/2/3NT</b>		
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	SUIT	NT
1	<b>Rev. count</b>	<b>Same</b>
2	<b>Rev. att.</b>	<b>Same</b>
3	<b>STD S/P</b>	<b>Same</b>
<b>DOUBLES</b>		
<b>TAKE OUT DOUBLES</b>		
Light (9+) if proper (ex: 4441) distribution in any position		
Most low level DBLs are T/O or COMP		
<b>SPECIAL ARTIFICIAL DOUBLES/REDOUBLES</b>		
Lead directing DBL		
Support DBL/RDBL; PEN DBLs after opening Weak 2/3		
Game try DBL; (3 in our Suit is COMP)		

WBF CONVENTION CARD	
<b>Category</b>	Blue
<b>NCBO</b>	BULGARIA  /ENGLAND 
<b>EVENT</b>	All Events
<b>PLAYERS</b>	Todor TIHOLOV – Marusa GOLD
<b>GENERAL APPROACH AND STYLE</b>	
<b>Precision club</b>	
5-Card M and frequent TRF in comp; Light openings and overcalls.	
Free Preempts, especially w/ passed partner.	
Frequent use of Non-PEN (competitive) doubles.	
1NT Opening – 1 <sup>st</sup> /2 <sup>nd</sup> -14-16, 3 <sup>rd</sup> /4 <sup>th</sup> -15-17, may have 5422; 6m;	
Judgement allowed in any situation.	
<b>2/1:2♣- Any FG (Clubs or Bal.); 2♦ - FG, 5+♦</b>	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1) 1♣ opening- 15+ Unbal, 16+ BAL.	
2) 1♦ opening - 0+♦; 10-15 HCP.	
3) 2N/3♣= ♣/♦ PRE or 55+♣/♦ & ♥, 4- Losers, 15+ HCP; FG. 3♦=♥PRE or 55♥+♠, 4-L, 15+ HCP, 3♥=♠PRE or 55+♠ & minor FG.	
4) 3♠ - Both minors 5+5+ FG; 4NT – 65+mm, Weak.	
5) 3NT - Solid Major 7+ cards;	
6) 2♦ - Both MMs - 5+/4+ either way, 3-9 HCP.	
7) 1♦ - P - 2♥=5♠/4+♥, INV.	
8) 1♦ - P - 3♣- 5+/4+ both minors, less than INV.	
9) 2-suiter overcalls. 1♣ - 2♦ -Both Majors. 1♠ - 3♣ = ♥ + ♦. 1♥-3♣=♠ + ♦.	
10) 2♣ response to 1M opening = FG but 2+ cards.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After 1♣ opening and 2/1 FG – DBL – T/O or Fit; Pass requests	
1M- (DBL) – REDBL (10+ HCP) – Pass = F1, DBL – T/O.	
High level auctions - Pass=wants to defend, DOUBLE = wants to bid.	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Lebensohl, TRFs and ART bids in many competitive situations.	
<b>PSICHICS</b>	
1♥ - P - 1♠.	
Rare. We practice light openings in 3 <sup>rd</sup> position (4 cards M) possible	

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1♣	Y	0	4SP	15+ Unbal. 16+ Bal.	1♦- 0-7 any; 1♥-FG w ♠ or 11-13; 1♠-FG w ♥; 1NT-FG w 5+♣; 2♣- FG w 5+♦; 2♦-8-10bal; 2♥-14-15; 2♠-FG w any 4441; 2NT=16+; 3♣- 8-11, 5+5+ minors; 3♦-8-11 w 5+5+♦+♥; 3♥- 8-11 w 5+5+♣+♥;	1♣ - 1♦ - 1M- 4+ Unbal; F1 1♣ - 1♥ - 1NT - 17-21, System on; 1♣ - 1♥ - 2♣ - Any 4441, 2NT - asks (Min,L, M, M, H)	Same
1♦	Y	0	4SP	10-15 HCP	1M=NAT,4+M,F1; 1NT=NF; 2♣/2♦=INV+, NAT; 2♥=5♣&4♥, Inv; 2♠-Bal,Inv. or 54+ minors inv; 2NT=Weak w ♣ or FG Bal. (4M) or Slam try (18-19) 3♠-Mixed w 5+4+ minors; 3M -NAT, Inv;	1♦ -1♥-1♠- Could be Bal; 1♦ - 1M - 2M- (3+ fit); 2NT - Relay, Inv+ 1♦ - 1M - 2NT- 6+♦ w 3♥; 1♦ - 1M - 3♦ - 6+♦, no 3♥ 2 way check back; TRFs when they overcall on 2+ level	2m = Nat,NF; Others = System on;
1♥	No	5	4SP	10-15 HCP, 5+♥ 4+♥ and/or light in 3 <sup>rd</sup> seat	1NT=Semi F; 2/1=FG(2♣=♣ or BAL,2♦= 5+♦) 3m/3♥ (if 1♠)=NAT INV w 6+ good suit; 2♠ = Any SPI - 10-14 HCP (2NT- asks - L, M, H) 3NT = 13-16 HCP, 3♥, normally 4333;	1M - 2♣ - ART rebids; Jumps - SPLs 1M - 2NT@ - ? ART rebids 1M-(Dbl) - TRF responses; Fit jumps - 4Level 2 Way Check back;	1NT is not forcing; 2♣= Drury, 3 card supp; 2♦=Drury, 4 card supp, no shortage; 2NT=4+FIT,MAX+shortage;
1♠	No	5	4HE	10-15 HCP, 5+♠ 4+♠ and/or light in 3 <sup>rd</sup> seat	Same as above 3m - Nat. Inv; 3NT =13-16 HCP, 3♠, normally 4333;	Same as above	1NT is not forcing 2♣= Drury, 2♦=Drury, 4 card supp, 2NT=4+FIT,MAX+shortage
1NT	No	2	4SP	14-16 1 <sup>st</sup> /2 <sup>nd</sup> seat 15-17 3 <sup>rd</sup> /4 <sup>th</sup> seat Could be semi bal;	2♦/♥=TRFs;2♠=Range ask or TRF♣; 2NT=Pup Stayman 3♣=TRF♦; 3♦= (5-5) mm FG; 3♥/♠ = (13)(54); 4♣/♦ - TRFs, 4M - Nat.	1NT - 2♣ - 2♦ - 4♣- S/T 55+ MMs; 4♦- 55+MMs, only FG TRFs after Stayman or TRF to M; After a minor TRF a bid is showing shortage;	Same
2♣	Y	6	4SP	10-15 HCP; 6+♣; Could have 4M; 5+ Good ♣ in 3 <sup>rd</sup> seat;	2♦= Relay; 2♥/2♠- NAT 5+, F1; 2NT- Weak or FG w ♣; 3♣=INV+ w 6+♦; 3♦= 5+5+ MMs,INV+; 3M- NAT INV w 6+; 3NT = To play; 4♣ - NAT PRE; 4♦- RKCB - 1430 4M = To play;	2♣-2♦: 2♥-any 4M; 2♠-Max, Unbal w 6+♣; 2NT- Max Bal; 3♦-6-5 ♣/♥; 3♥- 6-5♣/♠; 3♠ - SOL 7+♣; 3NT-6♣-5♦; 2♣-2♦-2♥=2♠ Relay INV+; 2NT - Relay FG; 3♣-NAT, NF; 2♣-2♦-2♠ = 2NT- Relay FG; 3♣- NAT, NF; 2♠-2NT-3♠= Pass Wk raise; Bid - shows L,M,H shortage; 2♠-3♠= 3♦-min, doesn't accept; 3M - stopper +, Max; TRFs when they overcall; INV+	Same
2♦	Y	0	4SP	Both Majors 5/4 either way Weak 3-10 HCP;	2♥=Pass/Correct; 2♠= NAT, NF; 2NT=Relay, INV+; 3♣ - Pup to 3♦; 3♦- PRE w 3-3 in MMs, 3M - PRE w 4+;	2♦- 2NT- 3♣ - any min; 3♦- 5+5+ min; 3♥- Max w 5♣/4♥; 3♠- Max w 5♥/4♠; 3NT- 5+5+ Max; (4m-S/T linked MMs)	Same
2♥	Y	5	4SP	PRE, depends on VUL/POS (could have min op. hand)	2♠=NAT, NF unless fit;2NT =Relay,3♣= TRF to 3♦; 3♦/3OM=NAT,FG; 4♣= ART S/T asks for good suit;	2M - 2NT - ? 3♣=5M; 3♦= 6M, MAX+SGN; 3OM=MAX w/o SGN;3M=6M MIN; 3NT= 6M w 4OM; 4m= 6M5m; 4M = 7M;	Same
2♠	Y	5	4HE	PRE, depends on VUL/POS (could have min op. hand)	2NT =Relay,3♣= TRF to 3♦; 3♦/3OM=NAT,FG;4♣= ART S/T asks for good suit;	2M - 2NT - ? 3♣=5M; 3♦= 6M, MAX+SGN; 3OM=MAX w/o SGN;3M=6M MIN; 3NT= 6M w 4OM; 4m= 6M5m; 4M= 7M	Same
2NT/3♣	Y	6	4SP	♣/♦ PRE or 55+ ♣/♦ & ♥ 4-losers, 15+ HCP	3♣- to play;3♦/3♥/3♠- 5+ FG; 2NT-4♣= RKCB ♣; 3♣- 4♦ = RKCB ♦; 4M- to play		
3♦	Y	6	4SP	♥PRE or 55+ ♥ & ♠ 4-losers, 15+ HCP	New suit=NAT, FG 4♣ - ART S/T ♥	<b>High Level Bidding</b> =Cue= 1 <sup>st</sup> & 2 <sup>nd</sup> equally. Exclusion (5 level only)= 1430; After RKCB first step= Q trump ASK, 5NT - K ASK, 6x = ASK for 3 <sup>rd</sup> control Unserious 3NT (usually w 9+ Major fit); Lightner doubles. Pass then pull is a slam try. After ask for Q trump - min return in our trump suit = no Qtr, Slam in our trump - Qtr but nothing in reserve, New suit at level 6= Qtr + K in the bid suit, 5NT = Qtr + some values. RKCB - 5NT = EVEN KC w/ a void. RKCB - 6x-ODD KC w/ void in the suit.	
3♥	Y	6	4SP	♠PRE or 55+ ♠ & m 4- losers, 15+ HCP	New suit = Nat, FG 4♣- ART S/T ♠		
3♠	Y	5	4SP	Game forcing with both minors 5+5+	4m - 4+fit; 4♥ - Slam try in ♣ with 3c fit; 4♠ - Slam try in ♦ with 3c fit;		
3NT	Y	7	No	Solid 7+ Major, denies a void;	4♣ - asks shortage = N, L, M, H; 4♦ - asks how many cards in the suit; 4M - p/c;		

## SUPPLEMENTAL NOTES Tiholov/Gold 2020

**Note 1:** We lead 3<sup>rd</sup>/5<sup>th</sup> vs Suits at Trick 1. In partner's suit, K=AK or KQ, 9/10 = 0 or 2 higher, Jack = top card. At 5+ level, A = requests attitude, K from AK requests count. Rev attitude vs NT. 3<sup>rd</sup>/5<sup>th</sup> in Ps suit when we haven't shown support, attitude when we have.

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**Note 2:** 1♣ - 1♦ - 1M = 4+, F1. Could have 4441 or 4M with longer minor;  
1NT- 0-5 any; 2♣ - ART 6-7, no 3M; 2♦ - ART 5-7 3fit; 2M = 4fit, 0-5; 2OM – Nat;  
1♣ - 2♣ - 2NT asks –L, M, M, H; When 3 suits in focus: 4♣ - Pup to 4♦ for slam try; 4♦ Pup to 4♥ for out; 4♥/♠/NT = RKC in L,M,H suits;  
1♣ - 3♣ - 3♦ asks for shortage – L,H,L,H; 1♣-3♦-3♥ asks for shortage – L,H,L,H;  
1♣ - 3♥ (5+/5+ ♥+♣, 8-11 hcp) - 3♣ asks for shortage – L,H,L,H voids;  
1♣ - 1♦ - 2♥ = ART, FG w 4♥ w longer minor or 23-25 Bal, Pup to 2♣;  
1♣ - 1♦ - 2♠ = ART, FG w 4♠ w longer minor or 26-27 Bal, Pup to 2NT;  
1♣ - 1♦ - 2NT = 20-22 Bal or semi bal;  
1♣ - 1♦ - 3m = NAT, FG w 6+ minor; 3M response = Stopper +.  
1♣ - 1♦ - 3M = FG w 6+ Major; Any bid = 1<sup>st</sup>/2<sup>nd</sup> R control; 3NT - No control 5-7;  
1♣ - 1♦ - 3NT = To play, could have a long minor;  
1♣ - 1♦ - 4m = NAT, Slam try w 6+ minor;  
1♣ - 1♥ - 1NT – Relay; 1♣-1♥-2♠ = Any 4441; 2NT asks- L,M,M,H;  
When 3 suits in focus: 4♣ - Pup to 4♦ for slam try; 4♦ Pup to 4♥ for out.  
4♥/♠/NT = RKC in L,M,H suits;

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**Note 3:** 1♦ - 1M - 2M can be 3c; 2NT asks (INV+) = 3♣ - 3c raise; 3♦ - 4c+ SNG;  
3M - Min w 4c; 3OM - Max w 4c not suitable for NT; 3NT – Max w 4 good for NT;  
1♦ - 2NT – Pre in ♣, FG w Bal hand, 4M possible or 18-19 Bal; Pup to 3♣;  
1♦ - 3♣ - both minors 5+/4+ less than INV.  
1♦ - 3M – NAT, Inv with good suit;  
1♦ - 1♥ - 1♠ could be bal, 2 way checkback after that;  
1♦ - 1♥ - 1♠(1NT) – 3♥ - NAT, Slam try in ♥;  
1♦ - 1♥ - 1♠ - 3♠ - NAT, Unbal Inv ♠;  
1♦ - 1M - 2OM - ART, Max, Any splinter (2NT asks - L, M, H)

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**Note 4:** 1♥ - 1♠ - 2♥ - 2♠ - ART, FG Relay: 2NT- 4♣; 3♣- 4♦; 3♦ - 6♥+3♠;  
3♥ - No other suit, no 3♠;  
1M-2NT- INV+ w 4+fit; ART responses; 3♣- Any Max (3♦ asks for  
shortage- N,L,M,H);  
1M-2NT- 3♦ - Min unbal or semi bal; 3OM asks for shortage; N,L,M,H)  
1M-2NT- 3M – Min bal;  
1M-2NT- 3♠ - Non min w any void – 3NT asks – L, M, H;  
1M-2NT- 3NT – 6322 Good for NT, soft values;  
1M-2NT- 4m – 5+/5+ or 6-4 w controls in all suits;  
1M-2NT- 4M – 10-12 w 6+M, 6322, denies 2 keycards;

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**Note 5:** 1NT- over Stayman we play Transfers by the responder. Over that steps show shortages – Low, Mid, High. Transfers in competition. In competition Over penalty X – redbl shows 1 minor or both Majors; 2♣/2♦ - 4+m + higher suit; 2M – NAT. Over non pen. X – System on, XX 8+ hcp.

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**Note 6:** 2♣ comp - redbl = penalty oriented, 2♦ - Relay, System on; Over overcall 2NT and 3♣ are natural, 2M is NF, Transfers on level 3♦+, INV+.

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**Note 7:** 2♦ comp – redbl = asks opener to bid 2♥; pass – showing ♦; DBL of 2 Major overcall = T/O; DBL of 3♣ overcall – Penalty; DBL of 3♦ - asks for longer Major;

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**Note 8:** 2M comp – redbl = TRF to ♣; 2NT – System on; Transfers on level 3;

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**Note 9:** 1♣ comp – Over X – pass 0-5 or trap; 1♦ - 6-7 hcp; XX – FG no good bid; In comp all new suits are FG 5+, 8+ with jumps = solid suit, sets trump. Cue – 8+ FG no good bid. Jump cue – FG 4441; Over overcall up to 2♥ - X 6-7 hcp; 2♠ and higher – X – FG no good bid.

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**Note 10:** 1♦ comp – Over X – Transfers starting from XX showing 4+♥; 1♥ - 4+♠; 1♠ - trf to NT; 1NT – trf to ♣; 2♣ - trf to ♦; 2♦ - FG w 5+♣; Higher bid = System on; All transfers are NF+. Over 1M overcall – 2m – NAT, INV+; Cue bid – FG w 5+ OM;

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**Note 11:** 1M comp – Transfers over X starting with 1NT = ♣; XX – 10+ penalty oriented. Jumps on level 3 – Nat, 6+ good suit, denying fit; Jumps on level 4 – Fit showing. Over overcall – 2m – Nat, F1; 2OM – Nat, NF; Transfers over Michaels cue bid = 2OM – FG w 4fit; 2NT – 5+♣; 3♣ - 5+♦; 3♦ - Good raise in M, 11+; 3M – Comp; 3OM – FG w 4fit.

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**Note 12:** 1♠ - 2♥ - 3♥ [non min to max raise] Now 3♣ asks for shortage – N, L, M, H;  
1M - 2♦ - Now 3♣ shows diamond support (3-4♦), [3♦ asks for shortage N, L, H]  
3♦ shows 4+♣ (any 5-5 or if only 5-4 very good suits)  
3OM and 4♣ show splinters, 4+♦ at least 2 keycards;

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**Note 13:** 1♦ - 1M - 2♦ - 2NT [INV+, F1, some slam interest opposite a suitable shortage -  
3♥ - Max w shortage, 3♦ - Min, 3NT – Max, no shortage]  
1♦ - 1♠ - 2♦ - 2OM - Pup to 2♠, weak or FG;  
1♦ - 1♥ - 2♦ - 2OM - **ART FG**, normally w 6♥;

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**Note 14:** 1♥ - 1♠ - 2♥ - 2NT [INV+, F1 - 3♣/♦/♠ - Max w shortage and good ♥ suit;  
3♥ - Min, might have a shortage [3♣ asks- N,L,M,H] , 3NT – Max w no shortage]

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**Note 15:** 1♦ - 1M - 2M - New suit from responder = Unbal slam try w 5+ good trumps;  
[w bal slam try responder bids 2NT]  
1♦ - 1M - 2M - Now 4♣ = RKCB - 1430, next step = Queen ask;

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**Note 16:** 1♣ - 1♦ - 1M - 2M - 4♣ = RKCB - 1<sup>st</sup> step - No A or Qtr, 2<sup>nd</sup> step - Qtr, 3<sup>rd</sup> - A;

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**Note 17:** 1♣ - 2♦ - 2M = Nat, step responses 1<sup>st</sup> step - 2fit, 2<sup>nd</sup> step - 3fit, 3<sup>rd</sup> step - 4fit;

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**Note 18:** 1M - 2♣ - **ART FG**, **ART Responses** - 2♦ = 4+OM, 2OM = 4+♦; Step and artificial responses on;