DEFENSIVE AND COMPETITIVE BIDDING

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

May be light if good suit or good shape

Responses: 2/1 Constructive NF, 2♣=always cue-bid (if not passed)

Jump 2NT = 8-11; 3M = mixed raise, Cue= ♣ NF

Jump cue= 12+ 4+cards fit, Trsf splinter 3♠/NT/♣/♦

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

2nd position 15-17 → system on

If doubled: RDBL = 5+♣; Other = TRF

4th position 11-14 → system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

1♣ - 2♦ = Mjs; 1♣ -2♥/♠=5-5♠/♥+♦ ;1♦ -2♥/♠=5-5♠/♥+♣

1♥ - 2♠ = 5-5 minors;1♠ -3♣/♠ = 5-5 minors; 1♣ - 2nt = 5-5 minors

1♦ - 2NT =Mjs(strong); 1M - 2NT =5OM-5♦

Reopen: vs 1M open 2NT = 18-19 BAL (SYS ON). 2M = abt 10-13

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣ -2♣ =5+-4 Mjs; 1♣/♦ -2♦ = 5-5 Mjs; 1♣/♦ -3♣/♦ = ask stop;

1♥/♠ - Cuebid = OM + ♣;1♥ -3♥= Ask stop,1x-3NT=good 4M

Resp:2NT asks for the quality of the hand, **Reopen**: Michaels

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

Strong nt: DBL = Strenght; 2♣=Mjs;2♦ =1M or strong 5M-5m

2♥-2♠ = 5+ with minor;2nt = minors

Weak nt: same; but 2nt=4 ♥+5+ minor; 3♣/♦ =5+cards with 4♠

Reopening: same but 2♣ =Majors or ♦

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl = T/O;2♦(multi)-4♣/♦ = 5+♥-5+♣/♦; pass and4♣/♦ = 5+♠-5+♣/♦;

2♥/♠ - 3♠ =5-5 minors; 2-3♥/♠ - 4♣/♦ = OM - 5+♣/♦;

3♣/♦-4♣=Om+M;4♦=Majors; 3M-4M=OM-minor strong

VS. ARTIFICIAL STRONG OPENINGS

Strong 1♣: Dbl =♦; 1♦ =♥; 1♥ =♠;1♠=♣;1nt =♦♥ or ♣♠;2♣=♥♣ or ♠♦;

2♦=5-5 Mjs 2♥/2♠= weak 5+; 2nt=minors

Strong 2♣: dbl= Ms; 2♦ = 1M ;2♥-2♠ = 5+ with minor, 2nt=minors

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+; 1♥ -! - 1nt/2♣/♦ = TRF; 1♠ -! - 1nt/2♦/♣/♥ = TRF

1♥/♠ -! – 3nt/4♣/♦ = TRF Splinter; After 1♣ (D) SYS/TRF ON

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd & low	3/5+ Att after supp
NT	Attitude	3/5 + Att after supp
Subseq	2nd/4th thru declarer	3/5

Incluse low xX and Honors (not in p's suit), vs 5+ lev: Rusinow from AK

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ace or AK (not bare)	AK ask attitude
King	KQ or AK (Rus vs 5+ lev)	KD10+, AKJ10 (ask UB)
Queen	QJ+, Dx	DJ+, KD+
Jack	J10+, Jx, HJ10	J10+, HJ10+
10	109+, 10x, H109+	109+, H109+,10x
9	9x,	H98(+),9x, 9xx
Hi-X	Even number	No interest in the suit
Lo-X	Odd number	Interest in the suit

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	STD count	U/D count	U/D count
Suit	2	STD attitude	Suit preference	Odd = enc.
	3	Suit preference		Suit preference
	1	STD count	Suit preference	U/D count
NT	2	STD attitude	U/D count	Odd = enc.
	3	Suit preference		Suit preference

Signals (including Trumps):

In Smith eco situations we use Suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Distributional or any strong hand

Responses: Cuebid or 2NT= F1, trf responses after (1Maj)– dbl –(p)-

Reopening: 8+ hcp

Over direct Double vs a weak 2 open 2NT shows a positive,3 level bid 0-7

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣ - 1♦ - DBL = 4+♥; 1♣/♦ - 1/2♥ - DBL= 4+♠; 1♣/♦ - 1/2♠ - DBL= 4+♥

When the opponents are defending DBL = want partner to bid

Dbl vs slam when we have been competing suggests sacrifice holding 1 trick.

Inverted DBL in penalty situations: (note 5)

DBL of the cue-bid from who has bid the suit asks for another lead

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Italy

PLAYERS: Andrea Manno – Massimiliano Di Franco

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣: 2+cards Bal (11)12-14, Nat 11+ (Trf responses)

1♦= 4♦+ Not Bal

5M, 2/1 responses = GF

1NT opening: 15-17

2♦ opening: 18-19 hcp balanced

Fav or 4th seat: 1NT :14-16, 2♦ :17-18 Bal

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦: 18-19 Balanced (17-18 at Fav or 4th seat)

1♦ →2♦= 1 Maj invitational +

1♦→2♥= 5♠-4♥ 9-11 hcp;1♥/1♠ →3♦/3♥=Raise with any sing GF

1♣ open possible 5♦332 (NV we open any 11 bal, Fav good 10 bal)

TRF resp to 1♣ opening

3NT opening = constructive 4♥ or 4♠ opening

Jump overcalls at the 2 level to 1 level opening bid shows 2 suiter

We use many TRF when opponents bid after our opening bid

In relay auctions often choose to show single A/K as no single

SPECIAL FORCING PASS SEQUENCES

When forcing situation pass ask partner to double and DBL

invites strongly to Bid

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL.THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		Bal 11-14, Nat unbal 5♦332 possible Fav: 10-13 Bal, Nat unbal	1♦/♥ = 4+ card ♥/♠ ;1♠ =4+♦ or (4♣333 or 5♣ 332);1NT = GF Relay; 2♣=♣ weak or 5+♠-4+♥ weak; 2♦=6♣ or 5♣-4♦ GF; 2♥/♠=5♠-4♠/♥ GF;2NT=♣ pree or 1suited hand;3♣=mixed 6+♣;3♥/♠=nat ; 4♣/♦=TRF ♥/♠	1♣ - 1♦/1♥- 1♥/♠=a)3cards unbal/ bal b) 4 unbal 1♣ - 1♦/1♥- 2♠/♥ =16+hcp with 3 cards fit (NOTE 4) 1♣ - 1♦/1♥- 2NT= 4 cards fit unbal 15+ 1♣ - 1♦/1♥- 2♦= a) 6♣ 15+, b) 5♣-4♦/OM 16+	o/comp=TRF;
1♦		4		11-22 4+♦ unbal; 4 cards only with (4441) (4144)	2♣=GF Relay;2♦=1 Maj invit +;2♥=5♠-4♥ (9-11); 2♠=mixed raise ♦;2NT=♦ limit or 1Mj strong 3♦=weak;3♥/♠=nat pree	1♦ - 1♥/♠ - 1nt = Any 15+ or 5♦-4♥ 12-14 1♦ - 1♥/♠ - 2nt = 4 cards support 15+hcp 1♦ -1♥/♠- 2♠/♥ =16+hcp with 3 cards fit (NOTE 4)	o/comp=TRF
1♥		5		11-22 hcp	1nt=NF but may have fit; 2♣=GF Rel; 2♦=nat GF; 2♠=1 suited hand GF;2NT=8-13 3 cards ♥;3♣=8-12 4+♥; 3♦=GF raise + any sing; 3♥=mixed raise 3♠/3nt/4♣=void in ♠/♣/♦	1M - 1x - 2♣= nat or any 15+hcp 1M - 1x - 2NT=6M-4m 15+ hcp	2♣ Drury; 2♦=Nat 2♠=any sing inv min;2nt/3♣/♦=sing and good hand, o/comp=TRF
1♠		5		11-22 hcp	1nt=NF but may have fit;2♣=GF Relay; 2♦=nat GF; 2NT=8-13 3♠; 3♣=6+ ♥ invit;3♦=8-12 4+♠ 3♥= GF raise any sing; 3♠=mixed raise 3nt/4♣/♦=void in ♣/♦/♥	1M - 1x - 2♣= nat or any 15+hcp 1M - 1x - 2NT=6M-4m 15+ hcp	2♣ Drury; 2♦=Nat 2nt=any sing inv min;3♣/♦/3♥=sing and good hand; o/comp=TRF
1NT				15-17 (semi)bal 5 card M 5-4 or 6m Fav or 4ʰ seat= 14-16	2♣=NF Stayman, doesn't promise M; 2♦/♥=trf;2♠= 6+♣ or 5-5 or 64min 2NT = 5-5 min weak or 6+♦;3♣=puppet 3♦=5♠/4+♦ invite; 3♥=Short (4144 or 54min), 3♠=13(45) 4♣=minors ISL,4♦/♥=TRF♥/♠	1NT -2♣-2♦-2♠ =ask min/max (Can have 5M332 invite). 1NT -2♣-2♦-2nt= puppet 3♣	X: xx=♣,2♠=♦, other=System on o/comp=2N and 3 level=TRF inv+
2♣	X	0		Any GF or 22+ Balanced	2♦=waiting; 2♥=5+♠; 2♠=5+♥ 2nt/3♣/♦/3♥ =6+♣/♦/♥/♠ good suit	2♣ -2♦-2♥ = 4+♥ or bal 24+	o/comp=TRF; dbl of 2Mj promise 4+ OMj
2♦	X			18-19 balanced Fav or 4-th seat =17-18 balanced	2♥=4+♠ or Rel;2♠=4+♥;2nt=pupp to ♣, 3♣=5♠-4♥ or 4-4 MM;3♦=5♥-4♠; 3♥/♠= short 4♣=5-5 minors;4♦/♥=TRF ♥/♠	2♦-2♥-2♠ /2♠-3♣ = Bal with 4♠/♥	o/comp=TRF;dbl of 2Mj promise 4+ OMj
2♥		5		NV: 5+ ♥ 3-8 V: 6 ♥ 7-10	NV→2♠/3♦=NF;2NT=ask ;3♣= p/c on minors V →2♠=R; 2nt =5+♠;3♣/♦ = Nat F1 round		NV→Over X TRF, after overcall: dbl t/o V→Over X: TRF, overcall: x= penalty
2♠		5		NV: 5+ ♠ 3-8 V: 6 ♠ 7-10	NV→3♣= p/c on minors; 2NT=ask, 3♦/♥= NF V→2nt = R; 3♣ =5+♥;3♦ = F1; 3♥ = ♣ F1		NV→Over X TRF, after overcall: dbl t/o V→Over X: TRF, overcall: x= penalty
2NT				20-21 bal may have 5 cards M Fav or 4ʰ seat=19-20 hcp	3♣ = Puppet;3♦/♥ = TRF;3♠ = TRF to 3nt 3nt=minors; 4♣ = ♥;4♦ = ♠;4♥ = ♣;4♠ = ♦ Slam try	2nt -3♣: 3♦ = 1/2 Mjs ;3♥ = No Mjs 3♠ =5♠ ;3nt =5♥	o/comp=TRF
3♣♦♥♠		6 (7)		Aggressive (NV), sound (V)	On 3♣/♦: New suit =NF;3♦ over 3♣ =TRF to 3♥, 3♥ over 3♦=TRF to 3♠, 4om= OPKC	**HIGH LEVEL BIDDING**	
3NT	X			Good 4♥/♠ opening	4♣ asks for TRF Slam try; 4♦=Bid your suit 4♥= P/C	RKCB 4♠/nt-1430; when fit in ♣ or ♦: first step=minimum, other steps turbo; exclusion RKCB; 5nt (Josephine); lead directing bid; mixed cue-bid;last train bid; DOPI; Splinter and TRF splinter.	
4♣♦♥♠		7		Preempt			
4NT				Specific Aces asking			

Supplementary Notes: Andrea <u>Manno</u> - Massimiliano <u>Di Franco</u>, Italy

(Note 1) Relay Auctions after opener show 2 suits over 2♣ GF ask:

    3♣ = 64/65 >> R >> 6-4 short L, 6-4 Short H Min or Max, 6-4 Short H Medium,65 Max/Medium/Minimum
    3♣ = 64/55/74/65 >> R >> 64 or 74, 55 Min or Max, 55 Medium, 65 Max/Medium/Min
    3♦ = 5422 >> R >> Min -Max/Medium
    3♥ = Short L >> R >> Min/Medium
    3♠/NT = Short H Min-Max/Medium
    2NT = 74/55 >> R >> 74 Min+/ 55 short L/55 Min or max short H/55 Medium short H
    2NT = 74/65 >> R >> 74 Min or Max/ 74 Medium/65 Min or Max/65 Medium

(R= relay, L=low, M=medium, H=high)
Min=12-14, Medium=15-17, Max=18+

(Note 2) Relay Auctions after 1♣/♦ opener show 2 suits:

    2NT = R >> 3♣ = 3-suited or 55 mm *
                 3♦ = 54 >> 3♠=ask stopper
                 3♥ = 64 with short in your suit >> R = ask stopper
                 3♠ = 64 with short in the 4th suit

    3♣ = R >> 3♦ = 54 >> 3♠=ask stopper
              3♥ = 64 with short in your suit >> R = ask stopper
              3♠ = 64 with short in the 4th suit

  *3♣: 55 mm >> R >> 3♥ = 55 with short in your suit >> R = ask stopper
                  3♠ = 55 with short in the 4th suit
  3♣: 3-suited >> R >> 3♥/♠/NT = 4441 Min/Max, 544 Min, 544 Max

(Note 3) Rule about setting 3 suits when the hand is shown at 3♠/NT level:

    3♠/NT >> | 4♣ = Set the suit of the most economic game
           | 4♦ = Sign off any >> 4♥ forced >> Sign off
           | 4♥ = Set the suit of the 2nd most economic game
           | 4♠ = Set the suit of the less economic game

(Note 4) Relay Auctions when opener shows 3-cards fit at 2 level:

    2NT = R >> 3♣ = 5m-3M-(41) or 4441 >> R >> 5-3 short L/H/H/4441 short L/H
              3♦/♥/♠/NT = 6m 22/L/H/H
              4♣/♦ = 544 Void L/H

(Note 5) Inverted DBL in penalty situations:

DBL= 2/3 card*; PASS=1 or 4+ cards F1, over pass: dbl from partner is penalty (dbl with 1-2 or 4+)
(Pass and bid by opener is stronger than a direct bid).
*DBL from the 3rd seat opener after a penalty situation just shows a full opening bid