

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/♠/♦
INT 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♦ = ♥+♦ NF; 1♣ - 2♥=♠+♦; 1♦ - 2♥/♠=5-5♠/♥+♣, 1♣-2♠= nat wk
1♥ - 2♠ = 5-5 minors; 1♠ - 3♣/♠ = 5-5 minors; 1♣ - 2nt = ♥+♦ F
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♣ = 5-5 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 and 4♣/♦ = 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	3 rd & low	3/5+ Att after supp	
NT	Attitude	3/5 + Att after supp	
Subseq	2 nd /4 th thru declarer	3/5	
Include 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+	109x, H109+, 10x	
9	9x,	H98(+), 9x, 9xx, 1098x+	
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	Odd = enc.
Suit 2	STD attitude	Suit preference	U/D count
3	Suit preference		Suit preference
1	STD count	Suit preference	Odd = enc.
NT 2	STD attitude	U/D count	U/D count
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			
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 4 th seat: 1NT :14-16, 2♦ :17-18 Bal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: 18-19 Balanced (17-18 at Fav or 4 th 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 & PASSEDBAND BIDDING
1♣	X	2		Bal 11-14, Nat unbal 5♦332 possible Fav: 10-13 Bal, Nat unbal	1♦/♥ = 4+ card ♥/♠; 1♠ = no majors (can have M with 5+♦ gf); 1NT = GF Relay; 2♣ = 5+♠-4+♥ weak or limit; 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) 3 cards unbal/ bal b) 4 unbal 1♣ - 1♦/1♥ - 2♣/♥ = 16+hcp with 3 cards fit 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♠ = 8-11 raise ♦; 2NT = GF+ one suited; 3♦ = mixed raise; 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	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 4 th seat = 14-16	2♣ = NF Stayman (5 responses); 2♦/♥ = trf; 2♠ = Bal inv or 6+♣ 2NT = 5-5 min weak or 6+♦; 3♣ = puppet 3♦ = 5♣5♦ or 6♦-4♣ GF; 3♥ = Short (4144 or 54min), 3♠ = 13(45) 4♣ = minors ISL, 4♦/♥ = TRF ♥/♠	1NT - 2♣ - 2♦ - 2♠ = ask min/max (Can have 5M invite). 1NT - 2♣ - 2♦ - 2nt = puppet 3♣ 1NT - 2♣ - 2NT/3♣ = 4-4 Majors Min/Max	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 4 th 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			