

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 (2 nd /4 th 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 /4th through declarer	3/5	
Low from xX and Honors (not if p bid the 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,109xx+	
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	count	count	Odd = enc.
Suit 2	attitude	Suit preference	U/D count
3	Suit preference		Suit preference
1	count	Suit preference	Odd = enc.
NT 2	attitude	count	U/D count
3	Suit preference		Suit preference
Signals (including Trumps):			
STANDARD at trick 1 - After trick 1 UDCA - O/E discards			
NO SMITH but SUIT PREFERENCE – on declarers lead count or SP			
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: 1♣: 10-13 Bal or nat, 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 can have 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+♥ (5-11); 2♦ = 6♣ or 5♣-4♦ GF; 2♥/♠ = 5♣-4♥/♥ GF; 2NT = ♣ pree or 1suit hand GF; 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 4♠/♥ = TRF ♥/♠	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 = 8-11 4+♥; 3♣ = 9-12 3♥; 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♠/2nt/3♣/♦ = Fit with shortness in trsf inv; o/comp=TRF
1♠		5		11-22 hcp	1nt = NF but may have fit; 2♣ = GF Relay; 2♦ = nat GF; 2NT = 8-11 4+♠; 3♣ = 6+♥ invit; 3♦ = 9-12 3♠ 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/3♠/♦/3♥ = Fit with shortness in trsf o/comp=TRF
1NT				15-17 (semi)bal 5 card M 5-4 or 6m Fav or 4 th seat = 14-16	2♣ = ask can be weak, limit+ (5 responses). 2♦/♥ = trf; 2♠ = 6+♣ or Bal inv or 6+♦ inv 2NT = puppet stayman (can have 54m (31)); 3♣ = ♦ 3♦ = 6-4 m; 3♥/3♠ = 5-5m short ♥/♠ 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♣ = ♦, 2♦/♥ = Trsf 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 with fit in ♥♠; when fit in ♣ or ♦: first step = minimum, other steps turbo; exclusion RKCB; lead directing bid; mixed cue-bid; last train bid; DOPI; Splinter and TRF splinter.	
4♣♦♥♠		7		Preempt			
4NT				Specific Aces asking	0/♣/♦/♥/♠/2Aces		

Supplementary Notes: Andrea Manno - Massimiliano Di Franco, 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♦ = 54 Short L >> R >> Min -Max/Medium
3♥ = Short H >> R >> Min/Medium
3♠/NT = No Short 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+

With fit or 10 cards all ranges are 1hcp less

(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♦ = Set the suit of the 2nd most economic game
| 4OM = Set the suit of the 3rd most economic game

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

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