

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard style usually 5 card at level 1 and 6 cards or 5-4 at level 2
Conventional responses not passed hand on 2 minor overcalls 1major
Reopening very light at level one
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 2 nd
10-14 reopening
Transfer respomses if 1nt overcalls a major
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣ or 1♦ → 2♥ / 2♠ = ♥♣ / ♠♣
1♥→/ 2♠ natural weak
1♦ → 3♣ weak in clubs
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem style two suiter (see Notes 1)
Michels style reopening
Jump cue bid = Strong one suiter
Reopening the same
VS. NT (vs. Strong/Weak; Reopening;PH)
Double over 1NT 15-17 shows a minor with a major
2♣ Landy , 2♦ multi,
2♥ / 2♠ = ♥♣ or ♥♦ / ♠♣ or ♠♦
Reopening 1NT 15-17 : double = a minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double standard ; reopening may be distributional
4♣ and 4♦ → two suiters
3♥ / 3♠ → 4♥ / 4♠ a solid suit , 4NT = minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double shows both majors
NT shows minors
Jump 2♥ : weak in ♥ or ♠ 2♣ = ♣ or ♦
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♦ doubled : 1NT, 2♣ transfer
transfer responses over 1♥ or 1♠ doubled

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th and 5th	count	
NT	Attitude	count	
Subseq	Attitude		
Other: Reverse			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK x (x) Ax(x) AQx(x)	AKJx AKQx AKx	
King	KQx(x)	AKQ10x KQ109 AKJ10	
Queen	QJx(x)	QJ10 QJ9 QJ8 KQ9x KQ10x	
Jack	J10 x(x)	J10x(x)	
10	109x(x) K109x Q109x	109x(x) KJ10x AJ10x	
9	98xx K98x Q98x J98x	A109x K109x Q109x K98x	
Hi-X	Xx xXx xXxx	xXxx xXx xXxx xXxxx	
Lo-X	KxXx QxxxX xxXxx	KJxxX QxxxX 10xxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd encourages	Hi = odd number	Odd encourages
Suit 2	Hi = odd number	Hi= Hi suit preference	Hi prefers Hi suit
3	Hi = Hi suit prefers	Odd = encourages	Hi = odd number
1	Odd encourages	Hi= Hi suit preference	Hi = odd number
NT 2	Hi = odd number	Hi = odd number	Odd encourages
3	Hi= Hi suit prefers	Odd encourages	Hi prefers Hi suit
Signals (including Trumps):			
Smith signal against no trump: high encourages in the opening lead suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard style . Distributional double at high level			
Reopening could be light at level one			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double at 2 nd round from opener or overcaller shows strong hand			
Support double rare just only after 1♣ /1♦-1♥/1♠ - x - 2♥/2♠			
Redouble s.o.s. after a takeout double passed			
Redouble over a transfer bid doubled usually denotes stop			

W B F CONVENTION CARD
CATEGORY: i.e. Green
NCBO: ITALY
PLAYERS: MINA ALDO – PULGA RUGGERO
EVENT (Senior)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2 cards
1♦ = 4 card (sometime 3 very good when two small clubs)
2♣ = G.F.
2♦ = 18-19 balanced or like 4441 G.F.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = Pre in a minor
1♥ or 1♠ → 2♦ Zanzibar: weak support or ♦ 10+ H.P.
2♦ = 18-19 balanced or like 4441 G.F.
1♣ or 1♦ or 1NT → 3♥ / 3♠ = 543♥1♠ / 543♠1♥
1♣ or 1♦ → 2♠ = 5♠4+♥ 8-11 H.P.
1♥ or 1♠ - 2NT minors – Low cue support, Hi cue other majot
SPECIAL FORCING PASS SEQUENCES
1♥ - 1♠ - 2NT - 3♠
3NT - 4♠ - pass is forcing cause 3NT establishes forcing pass
IMPORTANT NOTES
Different responses with passed hands: Drury , jumps ...
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♠	balanced 12-14 may be 4♣4♦ 4+ ♣ 11-23 H.P	2♣ = g.f. ♣ or balanced 2♦/2♥ = 6+♥/♠ or 2-6, or solid 10+ 2♠ = 5+♠ 4+♥ 8-10	1♣ ⇒ 1♦ ⇒ 1♥ ⇒ 1♠ relay 1RF 1♣ ⇒ 1♥/1♠ ⇒ 2♦ = multi 17+ ⇒ 2NT relay	1♣ /1♦-1♥-x = 4+♠ 1♣ /1♦-1♠-x = 4+♥ 1♣ /1♦-1♥/1♠-2♦ = 6+♠/♥
1♦		4	4♠	balanced 4♦12-14 also 4♣4♦ 4+♦ 11-23 H.P	3♥ / 3♠ = 543♥1♠ / 543♠1♥ 4♣ Gerber, 4♦/4♥ = transfer 4♥/4♠	1♦ ⇒ 1♥ ⇒ 3♣ g.f. 1♦ ⇒ 1♥/1♠ ⇒ 2♠/2♥ = multi 17+	1♣ /1♦-1♥-1♠ = not 4+♠ 1♣ /1♦-1♠-2♥ = not 4+♥
					1♥ ⇒ 2♠ = or solid ♠ or strong 2 suiter ♠+♣/♦ 1♥/1♠/ ⇒ 1♠/1NT ⇒ 2♣ = F1G std or any strong 2♦ = ♦ 10+ or weak fit. ♥/♠	⇒ 2NT relay ; ⇒ 3♠/3NT/cue = 5+♥4♠ ⇒ 2♣ ⇒ 2♦ = 8+ H.P. 1♥/1♠ ⇒ 2♦ ⇒ 2♥/2♠ = weak over support 1♥/1♠ ⇒ 2♣ ⇒ 2♦ = minimum not 4♠/4♥	1♥/1♠-x-1NT, 2♣ = transfer 2way 1♥/1♠-2x/3x-4♣ = a good 4♥/4♠ 1♥/1♠-2x- cue = 10+ raise ♥/♠
1♥		5	4♦	11-22	2♣ = GF relay or ♣ 10+; 2NT = Jacoby & competitive	⇒ 2♦ = no major ⇒ 2♥/2♠ = puppet style	INT- 2♥/2♠ = Rubenshol transf
1♠		5	4♥	11-22	2♥/2♠ = transfer	⇒ 2♠/2NT = max 4♥/4♠; splinters	
INT			4♥	15-17 may be 5 card major	2♦ waiting	⇒ 2♥ balanced 25+ or ♥	2♣ - 2♥/2♠ - 2NT = ♠/♥
					2♥/2♠ = 6+♠/6+♥	⇒ 2♠/3♥ accept	2♣ - 2♥/2♠ - transfers
2♣	*	0	4♥	23+ balanced or any G.F.	2♥/2♠/2NT = multi transfers 2♠/2NT/3♣ 3♣ = puppet ; 3♦/3NT = majors ; 3♥/3♠ = shortness	⇒ 2♥/⇒ 2♠ = not 4♠, 2NT = 4♠, others 444g.f. 2♦ = 3♣ ⇒ 3♦ ⇒ 3NT = invitational 4♥+4♠	2♦ - 2♥/2♠ - x = 4+♠/4+♥
2♦	*	1	4♥	18-19 balanced or like 444 g.f.	2NT relay, 2♠ = 5(4)♠ relay, 3NT asking for Aces by four and K side	distributional responses 0A max K, 1A, 1A + 7 cards, 1A+K, 2A	Double at level means limit raise
2♥		5	4♦	6-9 may be minor side	2NT relay, 3♣ = ♥, 3♦ = ♣, 3♥ = ♦	distributional responses	
2♠		5	3♥	6-9 may be minor side	3♣ Puppet, 3♦, 3♥ transfers 3♠ = minors 4♣/4♦ invitational ♥/♠; 4♥/4♠ invitational ♣/♦	3♣ ⇒ 3♥ = no major, ⇒ 3NT = 5♥ 3NT usually denies minors K.C. with better support then two small cards	
2NT			4♥	20-22 may be 5 card major	3♦ asking for side values, 4♦ asking for ♣ 4♣ asking for ♦ 4♣ asking for Aces by four and K side 4♣ asking for Aces by four and K side		
3♣		6		Pre			
3♦		6		Pre			
3♥		6		Pre			
3♠		6		Pre			
3NT	*			pre in a minor			
4♣	*	0		solid pre ♥	4♦ relay	4♥ no A side nor void	
4♦	*	0		solid pre ♠	4♥ relay	4♠ no A side nor void	
4♥		6		Pre			
4♠		6		Pre			
4NT	*			Good pre in a minor			
5♣		7		Pre		HIGH LEVEL BIDDING	
5♦		7		Pre		Usually we play cue bids and turbo convention that means :	
5♥		7		Pre		when a minor is fixed 4 the minor or 4NT show first even number of aces then Q	
5♠		7		Pre		when a major is fixed 3NT or 4NT show first even number of aces then Q	
						When a big two suiter is in front of a balanced : we play 6 K.C.	
						KC Blackwood : responses depend on strongness ; 5NT pick a slam	
						In competitive bidding: 4NT general forcing or general cue	

(Note 1) GHESTEM

1♣ Polish o ♦ unbal : 2♥, 2♠=♣♥, ♣♠ (2♠ nat, 2NTask as 1♠→2♠),

2♦=♥♠

2NT=♦♥

3♣=♦♠

1♣ (2+cards) 2♥, 2♠: ♦♥, ♦♠.

2NT=♦♥ or ♦♠ less than 4 losers.: 3♣ relay→

3♦=5+♦5♥n.f.°, 3♥/3♠=6♥/6♠-5♦, 3NT=5+♦5♠

3♣= 7+cards solid suit,

3♦= weak 6+cards

1♦ (3+cards) 2♦ ♥♠

2♥, 2♠ ♣♥, ♣♠,

2NT = ♣♥ or ♣♠ less than 4 losers : 3♣ relay→

3♦=5+♣5♥, 3♥/3♠=6♥/6♠-5♣, 3NT=5+♣5♠

3♦= 7+cards solid suit,

3♣= weak 6+cards

1♦ (1/2+cards) 2♦ nat,

2NT = ♣♥

3♣ = ♣♠

2♥ = ♥♠ N.F.

3♦ = ♥♠ G.F.

2♠ = ♦♥ or ♦♠ → 2NT relay→ 3♣=♥, 3♦=♠

1♥

2♥=♠♣

2NT=♦♠

3♣=♣♦

1♠

2♠=♥♣

2NT=♦♥

3♣=♣♦