DEFENSIVE AND COMPETITIVE BIDDING

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

Natural also weak.

DBL = Standard

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

2nd position 15-18 → System on;

If dobled: Rbdl = 5+♣; Other = Tsf

4th position 11-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump

1♣ - 2♦ = Ms; Other: Ghestem

1♥/♠ - 2nt = Minors; 3♣: OM + ♦

Reopen: Over 1♣/♦ only 2♦ Ms; Over 1♥/♠ Ghestem

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

1♣ - 2♣ = nat; 1♣/♦ - 2♦ = 5-5 Ms; 1♣/♦ - 2nt = Om + ♥

1♣ - 3♣= 5-5 ♦/♠; 1♦ - 3♣ = 5-5 ♣/♠ NF; 1♦ - 3♦ = 5-5 ♣/♠ F

1♥/♠ - Cuebid = OM + ♣; 1♥/♠ - 2NT = 5-5 ms;

1♥/♠ - 3♣ = OM + ♦; 1♥/♠ - 3♥/♠ = Ask stop

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

Strong nt: DBL = good hand; 2♣ = Ms or ♦

2♦ =1M or strong 5M-5m; 2♥-2♠ = 5+ with minor; 2nt = ms

Reopening: same

Weak nt: same;

Reopening: same

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

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

2♦(multi) - pass and after 4♣/♦ = 5+♠-5+♣/♦;

2♥/♠ - Cue = ms; 2♥/♠ - 4♣/♦ = OM - 5+♣/♦;

VS. ARTIFICIAL STRONG OPENINGS

Strong ♣: Dbl = both reds or blacks; 1♦ = both ms or Ms;

2♣ = ♣+♥ or ♦+♠; 1♥/♠ = nat; 1nt = 1 ms; 2♦= 1 Ms;

2♥-♠ = 6M

Strong 2♣: DBL =Landy others see VS. NT

OVER OPPONENTS' TAKEOUT DOUBLE

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

1♥/♠ - ! - 3 Jump = Fit showing; 1♥/♠ - ! - 4♣/♦ = Splinter

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st 3rd and 5th	Same
NT	1st 3rd and 5th	Same

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ace or AK (not bare)	AK ask preference
King	KQ or AK bare	KD10+, AKJ10
Queen	QJ+, Dx	DJ+, KD+
Jack	J10+, Jx	J10+,
10	109+, 10x, HJ10+	109+, HJ10+
9	98+, 9x, H109+	98+, H109+
Hi-X	Even number	Same
Lo-X	Odd numer	Same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit1	Reverse count	Reverse count	Reverse count
2	S/P	S/P	S/P
3	Odd = enc	Odd = enc	Odd = enc
NT1	Same	Same	Same
2			
3			

Signals (including Trumps): Lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Distributional or any strong hand

Responses: Cuebid = F1

Reopening: 8+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

When the opponents are defending DBL = Wants to play

Inverted DBL = 2/3 cards

WBF CONVENTION CARD

COUNTRY: **ITALY**

TEAM:

PLAYERS: **Buratti A. – Failla G.**

EVENT:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 cards major

1♣: Bal 12-14, Nat 11+.poss 4/5♦ Bal

1♦: unbalanced nat. poss 4♦/5♣ or 18/19 (20) bal

1NT: 15-17

2♣: GF or Bal 22/23 or Bal 24/+

2♦: 20/22 Bal or 6♥/♠ = 4/9 P.O.

2♥/♠: 6 cards 10/13 P.O.

3♣/♦: Good Pree ♣/♦ (normally A in all position except in 3)

3♥/♠: Pree nat

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SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦: 20/21 Bal or 6♥/♠ = 4/9 P.O.

2♥/♠ = 6 cards 10/13 P.O.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES:

OPENING	ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		12-14 Bal (poss 4/5♦ Bal) Natural 11+	Nat; 1♦poss 3/3/3/4♣; 1NT : 5♣ NF 2♣ = F to 3♣; 2♦/♥ = Tsf w or GF 2♠ = 5/5 min weaak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♠ = singleton in ♥/♠ 5/4 both minors	Chek back Lebenshol	
1♦		2		11-22 5+♦ 4 cards with 3 suit or with 5♣ (rare) 18/19(20) Bal.	1♥/♠ = Nat poss 3; 1nt = ♣ GF; 2♣ = ♦ weak or GF or ♣ weak ; 2♦/♥ = Tsf w or GF; 2♠ = 5/5 min weaak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♠ = singleton in ♥/♠ 5/4 both minors	1♦ - 1♥/♠ - 1nt = 18/19 bal 1♦ - 1♥/♠ - 2nt = 4+♦ with support 18+ or strong one suit Chek back Lebenshol	
1♥		5		11-22	nat. ; 2♣ = GF ; 2♦ = nat 5+ ♦ GF or 3/7 with 3 supp; 2NT fit limit or more Raise splinter in Tsf; 3♣/♦ = 6+♣/♦ Limit;	1♥ - 1♠ - 2♣ = 5♥ - 4♣ 12-14; ore any 15+ 1♥ - 1♠/NT - 2NT = 6♥ - 4x 15-17 or 18-20;	
1♠		5		11-22	nat. ; 2♣ = GF ; 2♦ = nat 5+ ♦ GF or 3/7 with 3 supp; 2NT fit limit or more Raise splinter in Tsf; 3♣/♦ = 6+♣/♦ Limit;	1♠ - 1NT - 2♣ = Nat or any strong hand; 1♠ - 1NT - 2NT = 6♠ - 4x 15-17 or 18-20	
1NT				15-17 Bal	2♣ = Mini stayman; 2♦/♥ = TSF; 2♠ = 5/5 min weaak or GF or 6♦ GF solid suit 2NT = pree in 1m or 6♣ GF solid suit 3♣/3♦ = nat with 4/1 in M GF 3♥/♠ = singleton in ♥/♠ 5/4 both minors;		
2♣	X	0		23/+ bal. GF	2♦ = R; 2♥/♠= 5+ cards ♠/♥ AK, AD, KD 2nt = 5/5 Both Majors 5/7		
2♦	X	0		Multi = Bal 20 – 21 (22) 6♥/♠ 3-9	2♥/♠ = Pass or correct; 2nt = R; 3♣ 5/4 M;3♦ = 4/4 M	2♦ - 2♠ - 3♣ = Sngl min - 3♦ = Sngl OM - 3♥/♠ = No sngl min/max	
2♥		6		10-13 hcp	2♠ = R; 2nt = 5+♠; 3♣/♦ = Nat F1 round	2♥ - 2♠: 2nt = 6-4x - 3♣ = Sngl min - 3♦ = Sngl ♠ - 3♥/♠ = No sngl min/max	
2♠		6		10-13 hcp	2nt = R; 3♣ = 5+♥; 3♦ = F1 round; 3♥ = ♣	2♠ - 2nt: 3♣ = 6-4x - 3♦ = Sngl min - 3♥ = Sngl OM - 3♠/nt = No sngl min/max	
2NT				20-22 bal 5/3/3/2 not 5♣	3♣ = Baron; 3♦/♥ = Trsf; 3♠ = ms		
3♣/♦		6/7		Good pree const. (not in 3)	New suit F1R		
3♥/♠		6/7		Preemptive	New suit F1R		
3NT	X			8 tricks in 1M	4♣ = ask M		
4♣/	X	7		Preemptive			
4♥/♦	X	7		Preemptive			
4NT				Blackwood		Mixed Cue Bids; Turbo (cue = odd number of KC); Lead directing bid;	