

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD																				
OVERCALLS	OPENING LEADS STYLE																					
1M: 6-16 (17); 5+ or 4 good cards, light style. 2L: 10-16	<table border="1"> <tr> <td></td> <td>Suit</td> <td>NT</td> </tr> <tr> <td>General</td> <td>3/low</td> <td>2/4</td> </tr> <tr> <td>Pd's suit</td> <td>3/5</td> <td>3/5</td> </tr> <tr> <td>Middle of game</td> <td>Attitude</td> <td>Attitude</td> </tr> </table>		Suit	NT	General	3/low	2/4	Pd's suit	3/5	3/5	Middle of game	Attitude	Attitude	<table border="1"> <tr> <td>Category</td> <td>Green</td> </tr> <tr> <td>NCBO</td> <td>England</td> </tr> <tr> <td>EVENT</td> <td>All Events</td> </tr> <tr> <td>PLAYERS</td> <td>Stefano TOMMASINI – Marusa GOLD</td> </tr> </table>	Category	Green	NCBO	England	EVENT	All Events	PLAYERS	Stefano TOMMASINI – Marusa GOLD
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PLAYERS	Stefano TOMMASINI – Marusa GOLD																					
2L Vul = sound, Nvul = may be lighter																						
single/jump raise = preemptive																						
1NT OVERCALL		GENERAL APPROACH AND STYLE																				
Live: 15-18, System ON	<table border="1"> <tr> <td>A</td> <td>AK+</td> <td rowspan="2">Asks to unblock an honour one below or give attitude for any honours above or two below</td> </tr> <tr> <td>K</td> <td>KQ+ or AK dub</td> </tr> <tr> <td>Q</td> <td>QJ+</td> <td></td> </tr> <tr> <td>J</td> <td>JT+, HJT+</td> <td>JT+, HJ10+</td> </tr> <tr> <td>10</td> <td>109+, HT9+</td> <td>109+, H109+</td> </tr> </table>	A	AK+	Asks to unblock an honour one below or give attitude for any honours above or two below	K	KQ+ or AK dub	Q	QJ+		J	JT+, HJT+	JT+, HJ10+	10	109+, HT9+	109+, H109+	2/1 5533						
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Balancing: (1m) 11-14, System ON		1NT Opening – (14+)15-17 (may have 5422, 6m)																				
(1M) 11-16 System ON (two-range Stayman)		2♦/♥/♠ Openings – Weak Twos																				
JUMP OVERCALLS																						
Direct: weak																						
Balancing: intermediate (10-15)																						
DIRECT and JUMP CUE	1st trick REVERSE ATTITUDE																					
(1m) 2♦ = Michael's Cue Bid, (1M) 2M = Michael's Cue Bid	REVERSE ATTITUDE, REVERSE COUNT, STD SP																					
(1m) 3m = natural preemptive, (1M) 3M = asks for stopper	REVERSE SMITH in NT																					
(2M) 3M = weaker Michael's Cue Bid, (2M) 4m = strong Michael's Cue Bid	1st discard REVERSE ATTITUDE																					
(2M) 4M = strong with minors	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENCE																				
(2m nat) 3m = both Majors, 4♣ = ♥+om, 4♦ = ♠+om	<table border="1"> <tr> <td></td> <td>SUIT</td> <td>NT</td> </tr> <tr> <td>1</td> <td>Reverse attitude</td> <td>Reverse attitude</td> </tr> <tr> <td>2</td> <td>Reverse count</td> <td>Reverse count</td> </tr> <tr> <td>3</td> <td>Standard SP</td> <td>Standard SP</td> </tr> </table>		SUIT	NT	1	Reverse attitude	Reverse attitude	2	Reverse count	Reverse count	3	Standard SP	Standard SP	Some transfers in competition								
	SUIT	NT																				
1	Reverse attitude	Reverse attitude																				
2	Reverse count	Reverse count																				
3	Standard SP	Standard SP																				
		1M (DBL) transfers; (1X) 1M (DBL) transfers																				
		2M (DBL) transfers; 1																				
		1m (1♥) 1♠=no 4♣, DBL=4-5♠, 2♥=6+♠, 2♠=limit+raise																				
		1♦ (2♣) 2♦=♥, 2♥=♠, 2♠=limit raise																				
VS.NT	K asks for count at 4MX or higher.																					
DBL = good hand (4M5+m by PH), 2♣ = MM, 2♦ = one M, 2M = M+m																						
2N = mm																						
VS. PREEMPTS																						
3C: 4♣ = MM, 4♦ = ♦+M																						
3D: 4♣ = ♣+M, 4♦ = MM																						
3M: 4♣ = ♣+OM, 4♦ = ♦+OM																						
VS. ARTIFICIAL STRONG OPENING	DOUBLES																					
(1♣) X = MM, 1N = mm (also after 1♣-1♦)	TAKE OUT DOUBLES	SPECIAL FORCING PASS SEQUENCES																				
(2♣ or any strong art opening) X = MM	Lighter if proper (ex: 4441) distribution in any position																					
	Most low level DBLs are T/O or COMP																					
OVER OPPONENTS DOUBLE	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																				
1m/M (DBL) RDBL = 10+ (then one T/O double between us)	Lead directing DBL																					
1M (DBL) transfers from 1N+	Support DBL/RDBL; PEN DBLs after opening Weak 2/3																					
	Game try DBL when there is no space; (3 in our Suit is COMP)																					
		PSYCHES																				
		Rare.																				

OPENING	ART	MIN	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1♣		3	4♥	3+♣. 11-14 balanced 18-19 balanced 11+ unbalanced	1♦=4+ (FG if 4M), 1M=4+F1, 2♣=nat FG, 2♦ = nat weak, 2♥ = 55MM less than INV, 2♠ = limit raise, 2N nat INV, 3♣=mixed/weak, 3♥♠ = preemptive.	2-way NMF (2N relay to 3♣: to play there or show a big hand with ♣ fit) 1♣-2♣: 2♠ from either is 15+. 1♣-1♦/M-2N: transfers, 1♣-1M-3♦=18-19 bal w/ 4M	2-way NMF is ON (2♦ = nat INV). Inverted minors are OFF.
1♦		3	4♥	3+♦. 11-14 balanced 18-19 balanced 11+ unbalanced	1M=4+F1, 2♣=nat FG, 2♦=nat FG, 2♥ = 55MM less than INV, 2♠ = limit raise, 2N nat INV, 3♣=nat INV, 3♦=mixed/weak, 3♥♠ = preemptive.	2-way NMF (2N relay to 3♣: to play there or show a big hand with ♦ fit). 1♦-2♦: 2♠ from either is 15+. 1♦-1M-2N: transfers, 1♦-1♠-3♥ =18-19 bal w/ 4♠	2-way NMF is ON (2♦ = nat INV). Inverted minors are OFF.
1♥		5	4♦	5+♥. 11-14 balanced 18-19 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2♠=nat weak, 2N=4+♥ INV+, 3m=nat INV, 3♥=mixed/weak, 3S=unspecified splinter 9-11, 3N=♠ void 9-11, 4m=m void 9-11.	<i>Swedish Style Jacoby</i> 1♥-2N: 3♣ any min (then 3♦ asks: NLMH, 3♥=to play, 3♠/N/4♠=LMH), 3♦=extras no short (then 3H+=NLMH), 3♥/♠/N=extras LMH 1♥-1♠-2N: transfers; 1M-2M-2M+1=only GT, else ST	2♣=3/4-card Drury, 2N=best 4c raise, fit jumps.
1♠		5	4♥	5+♠. 11-14 balanced 18-19 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2N=4+♠ INV+, 3m=nat INV, 3♥=nat INV, 3♠=mixed/weak, 3N=unspecified splinter 9-11, 4m/♥=void 9-11.	<i>Swedish Style Jacoby</i> 1♠-2N: 3♣ any min (then 3♦ asks: NLMH, 3♥/N/4♠=LMH, 3♠=to play), 3♦=extras no short (then 3H+=NLMH), 3♥/♠/N=extras LMH	2♣=3/4-card Drury, 2N=best 4c raise, fit jumps.
1NT		-	4♥	(14+)15-17 balanced May have 5M or 6m	2♣=Stayman, 2♦/♥=trsf, 2♠=range ask or ♣, 2NT=♦ or mm weak, 3♠=Puppet Stayman, 3♦=55+mm FG, 3♥/♠=(13)(54), 4♠/♦=trsf, 4♥/♠=to play.	1N-2♣: 2♠ from responder 5♣ INV, Smolen, delayed South African Transfers. 1N-2♦/♥: transfers after transfers 1N-2♠: 3L from responder shortage w/ ♣	Same.
2♣	Y	-		Strong, forcing to game or 22+balanced	2♦=waiting, 2M=nat positive (good suit) ♣♦♥♠	2♣-2♦-3M=4M5+♦ Kokish: 2♣-2♦-2N=22-23, 2♣-2♦-2♥=24+bal or ♥ (then switch 3♠/3♥)	Same.
2♦		5		Weak Two 5+♦	2M=F1, 2N=enquiry, 3M=INV, 4♣=PMKC	2♦-2N: 3♣=med+ (3♦ asks M short), 3♦=min, 3♥/♠/N=4♥/♠/♣ (4♣ sets the second suit).	Same.
2♥		5		Weak two 5+♥	2N=inquiry, new suit=F13♠=INV, 4♣=PMKC, 4♠=to play	2♥-2N: 3♣=med+ (3♦ asks NLMH), 3♦=6♥4m (3♥ asks LH), 3♥=min, 3♠=nat 6♥4♠, 4m=nat 6♥5m.	Same.
2♠		5		Weak Two 5+♠	2N=enquiry, new suit=F1, 4♣=PMKC	2♠-2N: 3♣=med+ (3d asks NLMH), 3♦=6♠4m (3♥ asks LH), 3♥=nat 6♠4♥, 3♠=min, 4m=nat 6♠5m.	Same.
2NT		2		(19+)20-21 balanced May have 5M or 6m	3♣=Stayman (Smolen), 3♦/♥=transfers (complete promises fit), 3♠=mm, 4L=ST ♥/♠/♣/♦	2N-4M- step=KC	Same.
3♣/♦		6		Natural preemptive	New suit forcing. 4m=KC	HIGH LEVEL BIDDING RKCB: 1430 KC when not 4N: 3041 EXCB: 3041 PMKC: 0/1/1+Q/2/2+Q Step Q ask: natural K responses 5N K ask: natural up the line responses Non serious 3♠ (over ♥) and 3N (over ♠) in FG auctions when M fit is found. When one hand is limited to a 4 point range and a M fit is found we play NLMH shortage.	
3♥/♠		6		Natural preemptive	3M-4♠=KC		
3NT	Y	7		Gambling 7+solid minor	4♠=P/C, 4♦=shortage ask.		
4♣/♦/♥/♠		5		Natural preemptive	4♣-4♦=KC		