



DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 <b>WBFC Convention Card</b> 
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Overcalls at 1 level 7/17, Overcall at 2 level 11/17, jump Overcalls weak		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker: <b>GREEN</b>
	Suit	3rd/5th	3rd/5th or attitude after raise		Country: <b>ITALY</b>
TWO SUITES OVERCALLS GHESTEM	NT	Attitude		3rd/5th or attitude after raise	Event:
1♠/♦ → 2♦ = MAJORS, 2NT = ♥ + OTHER MINOR, 3♠ = ♠ + OTHER MINOR	Subseq	Top	Top		Players: <b>ALESSANDRO GANDOGLIA / IRENE BARONI</b>
1♥/♠ → 2♥/♠ = ♠ + other M, 2NT=minors, 3♠ = ♠ + other M	Other:				
REOPENINGS = as in 2 <sup>nd</sup> position less 3/4 hcp, exclude 1♥/♠ → 2NT = 18/2					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2nd/4th = 15/18bal → system on		Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
reopening 4th position = 11/14 bal → system on	Ace	A, AKx, Ax(x)	Ax(x), AKx(x), AKJx, AKQx		2/1, 5 cards major, 1♣ 2+ cards, 1♦ 4+ cards unbalanced
	King	AK, KQx(x), Kx	AKQ10(x), AKJ10(x), KQJ10(9), KQ109, KQ10		1NT variable: NV vs V and NV vs NV 1/2nd position 10/13. 4th position 12/14. Other positions 14+/17
	Queen	Q, Qx, QJ(x)	KQ(x), AQJ(x), QJ10(9)		
	Jack	J, Jx, J10(x), KJ10(x)	J10(x), KJ10(x), AJ10(x)		2 OVER 1 Respons Game Forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10, 10x, 109(x), Q109(x), K109(x)	10x, 109(x), Q109(x), K109(x)		
1-Suit: WEAK	9	9, 9x, KJ9(x)	A98(x), K98(x), Q98(x), J98(x), A(K)J98(x)		OPENING'S BID
2-Suit: GHESTEM	Hi-x	count "even"	attitude		1♣ = any balanced hand also with 4/5♥ 11/14 or (14/16) or natural unbalanced 11/21
	Lo-x	count "odd"	attitude		1♦ = 4+♠ unbalanced 11/21
Reopening: in second seat exception 1♥/♠ → 2NT = 18/20 bal	SIGNALS IN ORDER OF PRIORITY			1♥/1♠ = 5+ cards 11/21	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1NT = 10/13 NV vs V or NV vs NV 1/2nd, 14+/17 vulnerable or NV vs NV 3/4th
Direct CUE BID = Ghestem	Suit: 1st	reverse count	reverse count	odd encourage	2♣ = GF any or bal 22/23
JUMP CUE BID = 7+ solid cards in minor ♣ or ♠ AKQ(J)10xxx ask stop fo	Suit: 2nd	small encourage	preferential	reverse count	2♦ = 17+/19 balanced w/out 5M
	Suit: 3rd	Lavinthal		Lavinthal	2♥/♠ = weak 5/10
	NT: 1st	reverse count	reverse count	odd encourage	2NT = 20/21 balanced possible 5M
VS. NT (vs. Strong/Weak; Reopening;PH)	NT: 2nd	small encourage	preferential	reverse count	RESPONSE'S BID
DBL = points same range +	NT: 3rd	Lavinthal		Lavinthal	1♣ → TRANSFER RESPONSES (1NT any FG balanced)
2♠ = majors 4+4+, 2♦ = multi 6+ ♥/♠ or two suites 5M+5m strong	Signals (including Trumps):		Lavinthal		1♠/1♥/1♠ → Natural responses 2/1 FG
2♥/♠ = 5+ with 4+ minor, 2NT = 4♠ + long minor, 3♠/3♦ = 4♥ + long ♠/♦					3 way check back : 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣
Reopenings: same					
	DOUBLES				
	TAKEOUT DOUBLES (Style;Responses;Reopening)				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE				
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 9+				
3♠/♦ → 4♠ = 5 other minor with 5M, 4♦ = majors 55	REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)				SPECIAL FORCING PASS SEQUENCES
3♥/3♠ → 4♠/4♦ 5 in minor + 5 in other M					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL = both majors	1♣ → 1♦ → DBL = 4+♥				
1NT or 2NT = two suites 4M + long minor	1♠/1♦ → 1♥ → DBL = 4/5♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
jump 2♦ or 3♦ = weak in 1Major ♥ or ♠	1♠/1♦ → 1♠ → DBL = 4/5♥				
2♥/2♠ = 5+ cards and 4+ minor	1♠/1NT/2♥/2NT → 3♥ → DBL = 4/5♠ (3♠=t.o. w/out 4+♠)				
OVER OPPONENTS' TAKE OUT DOUBLE					
RDBL = 10+ any distribution					Psychics: RARE
New suit at level = transfer					
1♣/1♦ → DBL → jump suit al level 2 = Natural 5+ cards and 3/4 ♠/♦ support					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	11/14 (14/16) balanced, also with 4/5♦ and 5M (14/15)	1♦ = 4+♥, 1♥ = 4+♣	1♣ - 1M-1 - 1M = 3 cards, 1NT = 2 cards	1♣ - 1NT = 10/11 balanced
				11/21 4+♣ unbalanced	1♣ = TRSF to 1NT, weak no major, minors invit+, 5♦ 4M FG, weak/invit ♦	1♣ - 1M-1 - 2NT = 15+ 4 cards support M	1♣ - 2♣ = 5♣ 10/11
					1NT = 12+ any FG balanced, 2♣ = 5+ cards FG unbalanced	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	1♣ - 2♦ = 6♦ 9/11
					2♦ = 5+ cards FG, 2♥ = 5+♣ 4+♥ 3/8, 2♣ = 6+♣ 10/11 inviting	1♣ - 1X - 2♦ = multirever	others = same
					2NT = inviting balanced, 3♣/3♥/3♠ = pree		
1♦		4	5♥	11/21 4+ cards unbalanced	1♥/1♣/1NT/2♦ = natural, 2♣ = FG any balanced or natural 5+♣	1♦ - 1M - 1NT any rever 16+	1♦ - 2♣ = drury 3/4 cards support 9/11
				can have 4 only with 4441♣ 11-21 or 4441♠ 11/17	2♥ = 5+♣ 4+♥ 3/9, 2♣ = 4+♦ 10/11 inviting	1♦ - 1NT any rever 16+	
				only in third seat can have balanced hand (direction lead)	2NT = 4+♦ FG unbalanced, 3♣ = 4+♦ 6/9, 3♥/3♠/3♣ = pree	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	
						1♦ - 1NT - pass only with singleton ♣	
1♥/1♠		5	5♦	11/21 5+ cards	1NT = 5/11 NF (can have 3 cards support with 3/6 hcp)	1M - 1X - 2♣ = gazzilli (any 15+ or natural 54 11/14)	drury
					1M - 2M = 3 cards 6/9, 2NT = 3/4 cards inviting, 1M - 3♦ = any splinter	3 way check back	1♥ - 2♣ = minors 55 9/11
					1♣ - 3♣ = 6+♥ inviting, 1M - 3M = pree, 1M - 3NT = void ♣	2/1 FG	
1NT			5♥	10/13 NV vs V or NV vs NV 1/2nd, 12-14 4th. 14+/17 vulnerable or NV vs NV 3th	2♣ = relay at least invitation, 2♥/2♥/2♠/3♣ = transfert		same
					2NT = puppet stayman, 3♦ = 55 MM inviting, 3♥/3♠ = both minors + shortness		
2♣	*	0	5♥	any FG unbalanced	2♦ = waiting, 2♥ = 5+♣, 2♣ = 5+♥	2♣ - 2♦ - 2♥ = Kokish forced 2♠ natural or 24+ balanced	
				any 22+ balanced	2NT(♣) 3♣(♦) 3♥(♥) = 6+ cards 2HH or 1H 7+ cards		
2♦	*	2	5♥	18/19 balanced	Transfert responses, 3♣ = relais ask 4 cards major		
2♥/2♠		6	3♥	weak 2, 5/10 6 cards (rare 5)	2NT = relais F1, 2♠ - 3♣ = 5+♥ F1		
2NT			5♥	20/21 balanced	Transfert responses, 3♣ = puppet stayman		
3♣/3♦		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3♥/3♠		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3NT	*		NO	6-5 in majors	4♣ =ask major -1		
4♣/4♦		7	NO	pree, very weak			
4♥/4♠		7	NO	pree better than 3♥/3♠			
4NT	*		NO	6/6 or 7/6 in minors (not strong)			
5♣/5♦		8	NO	big distribution			
						<b>High Level Bidding</b>	
						RKCB = 1430	
						DOPI - ROPI - EXCLUSION BLACKWOOD	
						4NT = QUANTITATIVE ONLY OVER NT BID	
						JUMP TO 5NT JOSEPHINE OR PICK UP SLAM	