

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at level 1 (4 cards possible) and preempts;
Sound at level 2
New suit = F1 at any level
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15 -18. system on
11-14 at reopening (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jumps, 2♦, over 1m = majors, 2NT vs 1x= 2 lowers suits
Reopen: 10-13 6+ cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) - 2M = other M + ♣, 2NT = minors, 3♣ = other M + ♦
(1m) - 2♦ = Majores, 2NT = other m + ♥, 3♣ = other m + ♠
Style: Aggressive weak or very strong
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy;
Reopening: Dbl = 5m + 4M
1m – (1NT) = multi land. Passed hand = natural
1M – (1NT) = 2m = 5m + 4OM. Passed hand = natural
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2/3♦, 4♦=majors, 4♣=♣+major
Vs 2/3♥, 4♣=♣+S, 4♦=♦+♠, 4♥=minors stronger than 4NT
Vs 2/3♠, 4♣=♣+♥, 4♦=♦+♥, 4♠=minors stronger than 4NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1M – (X), (1m) - 1M – (x)
weak jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4	
Subseq			
Other: A att, K cont at level 5+			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK(x); cont	cont	
King	K, KQ(JT); att	att	
Queen	QJ, KQT9; att ou desbl	att ou unbl	
Jack	J, JT(x), KJT(x)	J, JT(x), JT(x)	
10	T, T9(x), HT9(x)	T, T9(x), HT9(x), HJT(x)	
9			
Hi-X	X, Xx	Xx, xXx(x)	
Lo-X	xxX	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	att
Suit 2	count		
3	lav		
1	Att	count	lav
NT 2	count		att
3			
Signals (including Trumps):			
udca, lavinthal vs NT, eco smith high enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light with distribution,			
aggressive reopening			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
3 card supp,			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Brazil
PLAYERS: BIONDILLO, Aline – DORIA, Lucia
EVENT: Venice Cup 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5533
2/1 = invit. With minors or an GF
2♦, = one major, weak
2♥/♠ = M + minor, weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦, = one major, weak
2♥/♠ = M + minor, weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21, nat	nat, inv jumps (6 + cards)		
					2♣ = inv +,		
1♦		3		11-21, nat	nat, inv jumps (6 + cards) 2♦ = inv +,		
1♥		5			2NT = Jacoby 3♣ = invit. w/ 3; 4OM333 GF or GF spl 3♦ = inv wuith 4+♥ drury, splinter,	1♥ - 1(♠/NT) - 2NT = art gf	2♣ = invit. Supp with 3 or 4 2♦ = 4 cards sup 7-9 2nt = good supp inv with 4 or 5 cards Jumps = fit showing
1♠		5			2NT = Jacoby 3♣ = invit. w/ 3; 4OM333 GF or GF spl 3♦ = inv wuith 4+♠ drury, splinter	1NT = semi-forcing	2♣ = invit. Supp with 3 or 4 2♦ = 4 cards sup 7-9 2nt = good supp inv with 4 or 5 cards Jumps = fit showing
INT				14+ - 17- Bal - 5M and 6m possible. Off shape possible (rare)	Transfers, 3♣ = puppet stay, 3♦ minors, 3♥ = 9 minors, sing ♥, 3♠ = 9 minors, sing ♠		
2♣	x			art gf	2♦ = pos; 2♥ = neg; kokish relay; 2♣ - 2♥ - 2♠ = relay GF		
2♦	x			(5)6 card major, weak	2/3♥ = corrigible, 2♠ = corrigible, 2NT = asks 3♣/♦/♠ = fl 4♣ = ask to bid in transfer 4♦ = asks to bid our suit 4♥/♠ = to play	2♦ - 2NT 3♣ = max any, 3♦ = min♥, 3♥ = min♠	2♦ - X - ? P = ♦ XX= bid your major 2♥/♠ = to play
2♥		5		5+♥, 4+ minor, weak	2NT = asks, 3♣ = corrigible.	2♥ - 2NT 3♣/♦ = min with this suit 3♥ = max with ♣ 3♠ = max with ♦	
2♠		5		5+♠, 4+ minor, weak	2NT = asks, 3♣ = corrigible.	2♠ - 2NT 3♣/♦ = min with this suit 3♥ = max with ♣ 3♠ = max with ♦	
2NT					Mod Puppet stayman, transfers, 3♠ = minors		
3♣/♦/♥/♠		6/7		preempt			
3NT	x			Gambling			
4♣/♦/♥/♠		7/8		preempt			
5♣/♦/♥/♠				preempt			
						HIGH LEVEL BIDDING	
						RKC 1430, DOPI, ROPI	
						5NT = odd RKC with void 6X=2rkc with void	
						Exclusion RKC answers 012	