

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural; responses: new suit not forcing Cue-bid = Weak jump shift Reopening = natural 8+ HCP
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP : like on 1NT opening : 2♣ Stayman not GF 4 <sup>th</sup> 1NT = 11-14 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2♥, 2P, 3♦ = weak one suite: 3♣ over 1♦, ♥, ♠ or 2♦ over 1♣: 5-4 (L&H range) ex 1♠-3♣= ♣♥ 2NT = the 2 lowest of the 3 remaining suits Reopen = weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE-BID = 2suiter in the 2 highest remaining suits
1♣ - 2♣ = ♥♠; 1♦ - 2♦ = ♥♠; 1♥ - 2♥ = ♦♠; 1♠ - 2♠ = ♦♥ JUMP CUE-BID = one suiter 7 <sup>th</sup> of AKQ in any of 3 other suits, without opening strength Example: 1♦ - 3♦ = 7 <sup>th</sup> of AKQxxxx in ♣ or ♥ or ♠
<b>VS. 1NT (vs. Strong/Weak; Reopening; PH)</b>
Second: 2♣ = 4-4♥/♠ (Landy); 2♦ = Multi with 6♥ or ♠; 2♥ = 5♥ + 4/5♣♦; 2♠ = 5♠ + 4/5♣♦; 2NT = 5-5♣♦; Double on 1NT Strong = same strength or 6/7 tricks Double on 1NT Weak = same strength or 6/7 tricks Fourth: 2♣ = Landy ♥/♠; 2NT = 5-5♣♦; others natural Double = vs strong 1NT: non vuln. 9+ HCP, vuln. 11+ HCP Double = vs weak 1NT: 12/15 HCP
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = T/o; cue-bid = 2suiter; Jump in a minor = 2suiter forcing with the minor and other Major; NT bids = natural; vs 2♦ multi: Double shows ♦ or any strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 1♦</b>
Natural; weak jump shift; 1NT = any 2suiter with opening suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 9+ ; new suit= not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	In Raised Partner's Suit
Suit	Attitude	Count	Attitude
NT	Attitude	Count	Attitude
Subseq	Attitude	Count	Attitude
Other:			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	AKx (x)		asks K's unblock or count
King	KQ; KQx (x); AK -		asks Q's unblock or count
Queen	QJ; QJx (x)		asks J's unblock or count
Jack	J10; J10x (x)		same
10	10 9; 10 9x (x)		same
9	highest		same
Hi-X=odd count	Lo-X=even count		same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1 <sup>st</sup>	Odd/Low encouraging	Odd encouraging	Odd encouraging
2 <sup>nd</sup>	H-L = odd count	same	same
3 <sup>rd</sup>	Lavinthal	same	same
NT 1 <sup>st</sup>	Odd/Low encouraging	same	same
2 <sup>nd</sup>	H-L = odd count	same	same
3 <sup>rd</sup>	Lavinthal	same	same
Signals (including Trumps):			
In trump suit low-high = even number of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 <sup>nd</sup> : natural : over Major : other Major or strong (standard)			
4 <sup>th</sup> : 9 HCP or more			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
inverted double: a) 1 NT - Double - Redouble			
b) 1 suit - Double - Redouble			
1x - 1y - Double - Redouble = A or K in Partner's suit			

W B F CONVENTION CARD	
<b>CATEGORY:</b> Green	
<b>NCBO:</b> Italy	
<b>EVENT:</b> 16 <sup>th</sup> World Bridge Games Buenos Aires (AR), October 21 <sup>st</sup> – November 3 <sup>rd</sup> 2024	
<b>PLAYERS:</b> Ezio Fornaciari – Antonio Vivaldi	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural;	
5 <sup>th</sup> Majors;	
1♦ = 4 <sup>th</sup> + unbalanced (even 3suiter);	
1♣ = 4 <sup>th</sup> + unbalanced (even 3suiter) <u>or</u> balanced 15-17 HCP;	
1NT = 11-14 HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Open 2♦	weak 6♥/♠ - <b>or</b> balanced 18-19 HCP
Open 2♥	5 cards & 4 in a minor, 0-9 HCP
Open 2♠	5 cards & 4 in a minor, 0-9 HCP
Open 3 NT	any AKQxxxx suit
Resp 1♦	on 1♣ see inside and/or "Explanations" page
Resp 2♦	on 1♣/♦ Major one suite 7-10 HCP
Resp 2♦	on 1♥/♠ 3 options, see inside
Resp 2♥	on 1♣/♦ weak 5+♠ & 4+♥
Resp 2♠	on 1♣/♦ limit 5+♠ & 4+♥
Resp 2♠	on 1♥ raise in 4+♥, with 1 single, limit or more
Resp 2♠	on 1NT strength relay
Resp 2 NT	on 1♥ forcing game with ♠ 6 <sup>th</sup> + suit
Resp 2 NT	on 1♠ raise in 4+♠, with 1 single, limit or more
Resp 3 NT	on 1♥/♠ raise with void in other Major
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rare	

O.B. DESCRIPTION	if artificial*	RESPONSES	SUBSEQUENT ACTIONS	COMPETITIVE AND PASSED HAND BIDDING
<b>1 ♣ *</b> natural unbalanced 11-21 HCP included ♦ singleton 3suiter, <b>OR</b> balanced 15 – 17 HCP <b>min. cards 2</b> <b>neg dble 4♥</b>		1♦: a) 0+ HCP natural; b) weak 0-7 HCP: with only ♣, <b>or</b> with 4♥&4♠, <b>or</b> 4♥-3♠-5♣ 1♥♠: 0+ HCP natural (1♥ 8+ HCP if with 4♥&4♠) 1NT: 8-11 HCP; 2♣: 1RF (further rebid on ♣=limit 6°+) 2♥: <b>Garozzo</b> , Major one suiter 6 <sup>th</sup> +, limit, 7-10 HCP 2♥♠: <b>Garozzo</b> (2suiter: 2♥=weak 0-7 HCP; 2♠=limit 8-11 HCP) 2NT: natural 12 HCP, with only ♣, <b>or</b> maybe balanced with 4♦	1♣ - 1 any - 2♣: natural unbalanced 1♣ - 1 any - 1NT: balanced 15-17 HCP 1♣ - 1♦ - 2♥♠: natural reverse, 18-21 HCP 1♣ - 1♥♠ - 2♦: fit 4 <sup>th</sup> in Majors, 15-17 HCP, any distribution 1♣ - 1 any - 2NT: reverse 18-21 HCP, one suite ♣ 1♣ - 1♦ any - 3♠: reverse 15-17 HCP, one suite ♣ 1♣ - 2♦ - 2♥♠: <b>Pass</b> or correct; 1♣ - 2♦ - 2NT: asking (xfer)	1♣ - (1♦) - <b>X</b> =4/5♥; 1♥=4/5♠; 1♠=like <b>X</b> w.o.M; 1NT=8/11 HCP w. stop; 2♣ - 2suiter M; 2♦=1M 6 <sup>th</sup> + 7/10; 2♥♠=6 <sup>th</sup> + limit; 2NT=12 HCP; 3♣=6 <sup>th</sup> + <b>GF</b> ; 3♦=5/5 M <b>GF</b> ; 3♥♠=6 <sup>th</sup> + <b>GF</b> 1♣ - (1♥) - <b>X</b> =4/5♠; 1♠=w/o ♣; 1NT=8/10 w. stop; 2♣=5+♣, 9/11; 2♦=♠6 <sup>th</sup> + 7/10; 2♥=6 <sup>th</sup> + invitation 11/12 HCP; 2♠=6 <sup>th</sup> + <b>GF</b> ; 2NT=5♦ & 5♣ <b>GF</b> ; 3♣/♦=6 <sup>th</sup> + <b>GF</b> ; 1♣ - (1♠) - <b>X</b> =4/5♥; 1NT=8/10 w. stop; 2♣=nat. 1RF <b>or X</b> w/o ♥;
<b>1 ♦</b> natural unbalanced 11-21 HCP included 3suiter with sgl ♣♥♠ <b>min. cards 4</b> <b>neg dble 4♥</b>		2♣: a) <b>GF</b> : natural; any balanced fit ♥; <b>or b) Limit</b> with 6 cards 2♦: <b>Garozzo</b> , Major one suite 6 <sup>th</sup> +, limit, 7-10 HCP 2♥♠: <b>Garozzo</b> (2suiter: 2♥=weak 0-7 HCP; 2♠=limit 8-11 HCP) 3♣: raise 4 <sup>th</sup> ♦ limit; 3♦: natural weak raise 3♥♠: natural pre-emptive	1♦ - 1♥♠ - 1NT: any unbalanced with 15-17 HCP 1♦ - 1♥♠ - 2♣: as <b>Gazzilli</b> : nat. 11-14 or any unb. 15-17 HCP 1♦ - 1NT - 2NT: 15-17 HCP 3suiter with singleton ♣ 1♦ - 2♦ - 2♥♠: <b>Pass</b> or correct; 1♣ - 2♦ - 2NT: asking (transfer)	2♦=♥6 <sup>th</sup> + 7/10; 2♥=6 <sup>th</sup> invitation 11/12 HCP; 2♠=6 <sup>th</sup> + ♥ <b>GF</b> ; 2NT=5♦ & 5♣ <b>GF</b> ; 3♣/♦=6 <sup>th</sup> + <b>GF</b> ; 1♣ - (1NT) - <b>X</b> =penalty 10+ HCP; Other bids=like opp.open 1NT max 10 HCP; 2♣= <b>Landy</b> ; 2♦=1 suit M; 2♥♠=5 <sup>th</sup> + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♥♠=pre-empt.
<b>1 ♥</b> 11-21 HCP, natural, 5 <sup>th</sup> + <b>min. cards 5</b> <b>neg dble 4♦</b>		2♣: a) <b>GF</b> : natural; any balanced fit ♥; <b>or b) Limit</b> with 6 cards 2♦: a) nat. <b>GF</b> : b) <b>Limit</b> 6 cards ♦; c) <b>weak</b> raise ♥ 2♥: <b>Limit</b> raise 8-10 HCP; 3♣: <b>Limit</b> raise 10-12 HCP 2♠: <b>Limit</b> + (up to slam) 4 <sup>th</sup> + raise ♥ with one singleton; 2NT: <b>GF</b> with ♠6 <sup>th</sup> +; 3♦: <b>Limit</b> + (up to sl) 4 <sup>th</sup> + raise ♥ w/o sgl 3♥: pre-emptive 4 <sup>th</sup> + raise; 3♠: natural weak, 6 <sup>th</sup> + 3NT4♣♦: void <b>Splinter</b> (3NT = ♠ void); 4♣: natural to play	1♥ - 1♠/1NT/2♣/2♦ - 2NT: 5♥ balanced reverse 1♥ - 2♣ - 2♦ - 3♣: 6+ cards limit 1♥ - 2♦ - 2♥ - 3♦: 6+ cards limit 1♥ - 1♠/1NT - 2♣: <b>Gazzilli</b> : nat. 11-14 <b>or</b> any 15-17 HCP 1♥ - 1♠/1NT - 2♣ - 2♦: relay 9+ HCP	1♦ - (1♥) - <b>X</b> =4/5♠; 1♠=like <b>X</b> w.o. ♣; 1NT=8/10 HCP with stop; 2♣=natural 1RF (no forcing only rebid 3♣); 2♦=♠6 <sup>th</sup> + 7/10; 2♥=♠6 <sup>th</sup> + invitation 11/12 HCP; 2♠=6 <sup>th</sup> + <b>GF</b> ; 2NT=2suiter with 4+♦ & 5+♣ <b>GF</b> ; 3♣=fit ♦ 4 <sup>th</sup> + invitation; 3♦=fit ♦ 4 <sup>th</sup> + weak; 1♦ - (1♠) - <b>X</b> =4/5♥; 1NT =8/10 with stop; 2♣=natural 1RF <b>or X</b> w/o ♥ 2♦=6 <sup>th</sup> + ♥ 7/10; 2♥=6 + ♥ invitation 11/12; 2♠=6 + ♥ <b>GF</b> ; 2NT= 2suiter with 4+♦ & 5+♣ <b>GF</b> ; 3♣=fit ♦ 4 <sup>th</sup> + invitation; 3♦=fit ♦ 4 <sup>th</sup> + weak; 1♦ - (1NT) - <b>X</b> =penalty 10+ Other bids=like opp.open 1NT max 10 HCP; 2♣= <b>Landy</b> ; 2♦=1 suit M; 2♥♠=5 <sup>th</sup> + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♥♠=pre-empt.
<b>1 ♠</b> 11-21 HCP, natural, 5 <sup>th</sup> + <b>min. cards 5</b> <b>neg dble 4♥</b>		2♣: a) <b>GF</b> : natural; any balanced fit ♥; <b>or b) Limit</b> with 6 cards 2♦: a) <b>GF</b> : natural; b) <b>Limit</b> 6 cards ♦; c) <b>weak</b> raise ♠ 2♥: 1RF (at least 2NT), 5 <sup>th</sup> +; 2♠: <b>Limit</b> + 4 <sup>th</sup> + raise ♠ with one sgl 2NT: <b>Limit</b> + (up to slam) 4 <sup>th</sup> + raise ♠ with one singleton 3♣: <b>Limit</b> raise 8-10; 3♦: <b>Limit</b> + (up to sl) 4 <sup>th</sup> + raise ♠ w/o sgl 3♥: natural <b>Limit</b> , 6 <sup>th</sup> +; 3♠: pre-emptive 4 <sup>th</sup> + raise 3NT4♣♦: void <b>Splinter</b> (3NT = ♥ void); 4♥: natural to play	1♠ - 1NT/2♣/2♦ - 2NT: 5♠ balanced reverse 1♠ - 2♣ - 2♦ - 3♣: 6+ cards limit 1♠ - 2♦ - 2♥ - 3♦: 6+ cards limit 1♠ - 1NT - 2♣: <b>Gazzilli</b> : nat. 11-14 or any 15-17 HCP 1♠ - 1NT - 2♣ - 2♦: relay 9+ HCP	1♦ - (1♥) - <b>X</b> =4/5♠; 1♠=like <b>X</b> w.o. ♣; 1NT=8/10 HCP with stop; 2♣=natural 1RF (no forcing only rebid 3♣); 2♦=♠6 <sup>th</sup> + 7/10; 2♥=♠6 <sup>th</sup> + invitation 11/12 HCP; 2♠=6 <sup>th</sup> + <b>GF</b> ; 2NT=2suiter with 4+♦ & 5+♣ <b>GF</b> ; 3♣=fit ♦ 4 <sup>th</sup> + invitation; 3♦=fit ♦ 4 <sup>th</sup> + weak; 1♦ - (1NT) - <b>X</b> =penalty 10+ Other bids=like opp.open 1NT max 10 HCP; 2♣= <b>Landy</b> ; 2♦=1 suit M; 2♥♠=5 <sup>th</sup> + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♥♠=pre-empt.
<b>1 NT *</b> 11-14 HCP balanced, no 5 <sup>th</sup> Majors <b>neg dble 4♦</b>		2♣: asking 1RF; 2♥: <b>Texas</b> ; 2♠: strength relay 2NT: minor one suit <b>weak or Slam Trial</b> 3♣: weak 5♣&5♦; 3♦: <b>GF</b> 5♣&5♦; 3♥♠: <b>GF</b> Splinter 5+4 minors 4♣: <b>Texas</b> ♥; 4♦: <b>Texas</b> ♠; 4♥♠: to play; 4NT: <b>Blackwood</b> (4)	1NT - 2♣ - 2♦: no Majors; 1NT - 2♣ - 2♥ - 3♣: 4 <sup>th</sup> possible also ♠ 4 <sup>th</sup> ; 1NT - 2♣ - 2♠: 4 <sup>th</sup> after 2♦ - 2♣ from respondent: re-asking relay on 2♣: 2NT minimum; 3♣ maximum new suit after <b>Texas</b> : <b>forcing</b> 1 round	<b>Pass</b> - (Pass) - 1 any - (Pass) - 2♣=natural weak <b>Pass</b> - (Pas Pass s) - 1♥♠ - (Pass) - 2♦=same as usual
<b>2 ♣ *</b> any strong hand, 22+ HCP <b>or</b> 3 or less losers. <b>min. cards 0</b> <b>neg dble 4♥</b>		2♦: generic relay, excludes all the following situations: 2♥♠: natural 5 <sup>th</sup> +, 6/7 + HCP; 2NT: 5-5 minors, 6/7 + HCP; 3♣♥♥♠: 6 <sup>th</sup> with two Major honors in suit; 3NT: any AKQxxx; 4NT: any AKQxxxx	2♣ - 2♦ - 2♥: natural (may be canapé) or 24+ HCP balanced in last case, possible any 5 <sup>th</sup> or 3suiter m. sngl 2♣ - 2♦ - 2♠: natural (may be canapé) 2♣ - 2♦ - 2NT: balanced 22-23 HCP, possible any 5 <sup>th</sup> or 3suiter minor singleton	
<b>2 ♦ *</b> <b>min. cards 0</b> 0-10 HCP, 6 cards ♥ <b>or</b> ♠ <b>or</b> balanced 18-19 HCP		<b>Pass</b> : 0-3 HCP with 4 + ♦; 2♥ not forcing; 2♣ asking relay 2NT: transfer for 3♣; 3♣♥♥♠: natural forcing; 3NT: to play 4♣: ask to bid transfer; 4♦: ask to bid the suit; 4♥♠: to play	2♦ - 2♣: 2NT balanced 18-19 HCP; 2♦ - 2♣ - 3♣♦: minimum (up to 7 HCP), transfer for ♥/♠ 3♥/♠: 6 <sup>th</sup> with maximum (8-10 HCP)	
<b>2 ♥♠</b> <b>min. cards 5</b> 0-9 HCP, 5+ cards M. & 4+m.		2NT: relay asking for minor; 3♥♠: not forcing raise New suit: forcing	after asking 2NT: <b>forcing</b> raises on minor and <b>limit</b> on Major new suit: <b>forcing</b>	
<b>2 NT *</b> 20-21 HCP, balanc. may include 5 <sup>th</sup> Major and 3suiter minor single		3♣: <b>Puppet</b> ; 3♥♠: transfer 3NT: 5+♠ & 4+♥; 4NT: <b>Blackwood</b> ; 5NT: limit 4♣♥♥♠: natural 6 <sup>th</sup> + for slam		
<b>3 ♣♥♥♠</b> <b>min. cards 6</b> natural pre-emptive, 0-9 HCP		Natural		
<b>3 NT *</b> any <b>7 cards</b> suite AKQ		4-5-6♣; 4♦: known suit, asks cue-bid		
<b>4 ♣♥♥♠</b> <b>min. cards 7</b> natural pre-emptive, 0-9 HCP		Natural		
<b>4 NT *</b> solid 5 ♣ <b>or</b> ♦ opening		5-6♣: <b>Pass</b> or correct; 5♦: known suit, asks cue-bid		

## HIGH LEVEL BIDDING

cue-bid 1<sup>st</sup> and 2<sup>nd</sup> round; Splinter; RKCB; Josephine.  
after RKCB response 5♣: 5♦ (if not corresponding trump s.):  
after RKCB response 5♦: 5♥ (if not corresponding trump s.):

4NT = RKCB (5); 5♣ = 0-3; 5♦ = 1-4; 5♥ = 2 w/o Q trump;  
asking Q trump + K: 5♥ = no Q; 5♠ = with Q + 0/3 K;  
asking Q trump + K: 5♠ = no Q; 5NT = with Q + 0/3 K;

5♠ = 2 with Q trump  
5NT = with Q + 1K; 6♣ = with Q + 2K  
6♣ = with Q + 1 K; 6♦ = with Q + 2K

## ***EXPLANATIONS OF BIDS and INTEGRATIONS IN THE CONVENTION CARD***

CATEGORY: **Green** – NCBO: Italy – EVENT: 16<sup>th</sup> WORLD BRIDGE GAMES – Buenos Aires (AG) – 21<sup>st</sup> October/3<sup>rd</sup> November 2024

PLAYERS: **Ezio Fornaciari** – **Antonio Vivaldi**

### **SIGNALS IN ORDER OF PRIORITY ON PARTNER'S LEAD**

Encouraging: odd card

Without odd cards, encouraging is low card. Three is the most encouraging card

### **ON 1♣ OPENING, RESPONSE 1♦ MEANS:**

A - Natural with 0+ HCP

B - Weak 0-7 HCP, with only ♣

C - Weak 0-7 HCP, with 4♥ and 4♠

D - Weak 0-7 HCP, with 3♠, 4♥, 1♦, 5♣

### **ON 1♣ OPENING, RESPONSE 2♥♠ MEANS:**

2♥: Garozzo, 0-7 HCP, with at least 5♠ and at least 4♥

2♠: Garozzo, 8-11 HCP, with at least 5♠ and at least 4♥

### **ON 1♥♠ OPENING:**

Void Splinter means void in the suit declared, with at least 4 cards fit (raise) in the opening suit slam trial

3NT means void in the other Major suit, 4+ cards fit (raise), slam trial

### **TEXAS MEANS:**

Transfer into the suit specified in the convention card

### **BLACKWOOD MEANS:**

Asking for the number of Aces

### **RKCB MEANS:**

Roman Key Card Blackwood, i.e. asking for the number of Aces, considering the K of trump as the 5<sup>th</sup> Ace

### **PUPPET MEANS:**

Asking for Majors, 5<sup>th</sup> or 4<sup>th</sup>

### **STAYMAN MEANS:**

Asking for 4<sup>th</sup> Majors, maybe not GF

### **LANDY MEANS:**

On 1NT opponent's bid, at least 4♥ and 4♠, up to the same strength of the 1NT opening

### **MULTICOLOR (or MULTI) MEANS:**

On 1NT opponent's bid, onesuiter Major

### **LAVINTHAL MEANS:**

Defensive signal, indicating preference in low rank, or high rank

### **JOSEPHINE MEANS:**

Asking for two of the three Majors honor for Grand Slam bidding