



DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 WBFC Convention Card 			
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: GREEN		
		Suit	3rd/5th	3rd/5th or attitude after raise		Country: ITALY		
TWO SUITES OVERCALLS SYSTEM "GHESTEM"		NT	Attitude	3rd/5th or attitude after raise		Event:		
1♠/♣ → 2♠ = MAJORS, 2NT = ♥ + OTHER MINOR, 3♠ = ♠ + OTHER MINOR		Subseq	Top	Top		Players: BARONI IRENE - GANDOGLIA ALESSANDRO		
1♥/♣ → 2♥/♣ = Bico ♣ + altro maggiore, 2NT = minori, 3♣ = ♦ + altro maggi		Other:	Standard smith					
REOPENINGS = as in 2 nd position less 3/4 hcp, exclude 1♥/♣ → 2NT = 18/2								
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2nd/4th = 15/18bal → development system		Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE		
reopening 4th position = 11/14 bal → development system		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				
		Queen	Q, Qx, QJ(x)	KQ(x), AQJ(x), QJ10(9)		1NT Openings:		15/17 5M
		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			10x, 109(x), Q109(x), K109(x)			
1-Suit: WEAK		9			9, 9x, KJ9(x)			
2-Suit: GHESTEM		Hi-x			count "even" attitude			
		Lo-x			count "odd" attitude			
Reopening: as second position exclude 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 = 15/17 balance possible 5M
Direct CUE BID = Ghestem		Suit: 1st		reverse count		reverse count		odd encourage
JUMP CUE BID = 7+ solid cards in minor ♠ o ♦ AKQ(J)10xxx ask stop for		Suit: 2nd		low encourage		Lavinthal		reverse count
		Suit: 3rd		Lavinthal		Lavinthal		2♥/♣ = weak 5/10
		NT: 1st		reverse count		reverse count		odd encourage
VS. NT (vs. Strong/Weak; Reopening;PH)		NT: 2nd		low encourage		Lavinthal		reverse count
DBL = 15+		NT: 3rd		Lavinthal		Lavinthal		2NT = 20/21 balanced possible 5M
2♣ = majors 4+4+, 2♦ = multi 6+ ♥/♣ or two suites 5M+5m strong		Signals (including Trumps):			Lavinthal			
2♥/♣ = 5+ cards e 4+ minor, 2NT = 6+ ♠ 4♣, 3♠/3♦ = 6+ ♣/♦ 4♥								
Versus weak NT (14/16 Or less) all the same except dbl = 12+		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 and 5+major, 4♦ = 5+5+ majors		REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)						SPECIAL FORCING PASS SEQUENCES
3♥/♣ → 2nd position 4♠/4♦ natural, 4th position two suites 55 minor+ other								
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
DBL = both majors		1♣ → 1♦ → DBL = 4/5♥ // 1♣ → 1♦ → 1♥ = 4/5♠						
1NT or 2NT = two suites 54/64 4major + long minor								IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
jump 2♦ or 3♦ = weak in 1Major ♥ or ♣								TWO SUITES OVERCALLS "GHESTEM"
2♥/♣ = 5+ cards and 4+ minor								WEAK JUMP
OVER OPPONENTS' TAKE OUT DOUBLE								
RDBL = 10+ any distribution								Psychics: RARE
New suit at level = transfert								

OPEN.	ART.	MIN N. OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND AUCTION
1♣	*	2	5♥	any 12/14 balanced, also with 4/5♦	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 or 15/17 with 6♣ w/out 3 cards major	1♣ - 2♣ = 5♣ 10/11
					1NT = 12+ any FG balanced, 2♣ = 5+ cards FG unbalance	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	1♣ - 2♦ = 6♦ 9/11
					2♦ = 6+ cards FG, 2♥ = 5+♠ 4+♥ 3/8, 2♠ = 6+♣ 10/11 inviting	1♣ - 1X - 2♦ = multirever	others = same
					2NT = inviting balanced, 3♣/3♦/3♥/3♠ = pree		
1♦		4	5♥	11/21 5+ 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♣ or 4♦ 5♣ with singleton and bad suit ♣	2♥ = 5+♠ 4+♥ 3/9, 2♠ = 4+♦ 10/11 inviting		
				only in third seat can be 5332 (for direction lead)	2NT = 4+♦ FG unbalanced, 3♣ = 4+♦ 6/9, 3♦ = pree 3♥/3♠ = 4+♠ short ♥/♠	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 3/5 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♥	15/17 balanced (usually w/out 5M)	2♣ = stayman, 2♦/2♥/2♠/3♣ = transfert, 2NT=puppet		same
					3♦ = 55MM inviting, 3♥ = both minors short ♥, 3♠ = both minors short ♠		
2♣	*	0	5♥	any FG unbalanced	2♦ = waiting or 5+♥, 2♥ = 5+♠, 2♠ = 55 minors	2♣ - 2♦ - 2♥ = 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	both major at least 65			
4♣/4♦		7	NO	pree, very weak			
4♥/4♠		7	NO	pree better than 3♥/3♠			
4NT	*		NO	6/6 or 7/6 minors (not strong)			
5♣/5♦		8	NO	big distribution			
							HIGH LEVEL BIDDING
						RKCB = 4130	
						DOPI - ROPI - EXCLUSION BLACKWOOD	
						TURBO ONLY WITH MINOR TRUMP → 1 step 1/3/5 KC, cue 0/2/4	
						4NT = QUANTITATIVE ONLY OVER NT BID	
						JUMP TO 5NT JOSEPHINE OR PICK UP SLAM	