

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div><div></div></div> <div>WBF Convention Card</div> <div><div></div></div>
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
Overcalls at 1 level 7/17, Overcalls at 2 level 9/17, 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: LEONARDO CIMA - BARBARA DESSI'
1♥/♠ → 2♥/♠ = ♣ + other major, 2NT = minors, 3♣ = ♦ + other major	Other:	VS 4/5/6 level opening: A ask for preference and K ask for count		
REOPENINGS = same as in 2 nd seat 3/4 hcp less, 1♥/♠ → 2NT = 18/20 bal				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd/4th = 15/18 bal → system on		Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
reopening 4th seat = 11/14 bal → system on	Ace	A, AKx, Ax(x)	Ax(x), AKx(x), AKJx, AKQx	2/1 GF, 5 cards major, 1♣ 2+ cards, 1♦ 4+ cards
	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: (14+)15/17 any 5 ⁺
	Jack	J, Jx, J10(x), KJ10(x)	J10(x), KJ10(x), AJ10(x)	2 over 1 Responses: 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 (see above)	Hi-x	count "even"	attitude	1♣ = 2+ cards balanced hands 11/14 or natural unbalanced 11/21
	Lo-x	count "odd"	attitude	1♦ = 4+ ♦ 11/21
	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
Direct CUE BID = Ghestem (see above)	Suit: 1st	reverse count	reverse count	odd encourage
JUMP CUE BID = 7+ solid cards in minor AKQ(J)10xxx asks for stop	Suit: 2nd	small encourage	preferential	reverse count
	Suit: 3rd	Lavinthal		Lavinthal
	NT: 1st	reverse count	reverse count	odd encourage
VS. NT (vs. Strong/Weak; Reopening;PH)	NT: 2nd	small encourage	preferential	reverse count
DBL = 15+	NT: 3rd	Lavinthal		Lavinthal
2♣ = majors 4+4+, 2♦ = multi 6+ ♥/♠ or two suites 5M+5m strong	Signals (including Trumps):		Lavinthal	1♥/1♠ → Natural responses 2/1 GF
2♥/♠ = 5+ minor				3-way checkback
2NT=4♠ and long minor, 3♣/3♦ = 4♥ and longer minor				Transfer responses over 1M opening and dbl from opp
Reopenings = same as 2 nd seat 3/4 hcp less	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 + 5M, 4♦ = 5+5+ majors	REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)			SPECIAL FORCING PASS SEQUENCES
3♥/♠ → 4♥/4♠ = 5 + 5 other major				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
DBL = both majors	1♣ → 1♦ → DBL = 5+♥ // 1♠ → 1♦ → 1♥ = 5+♠			
1NT or 2NT = two suites minor+major	1♣/1♦ → 1♥ → DBL = 4/5♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				TWO SUITES OVERCALLS "GHESTEM" (see overcall Section)
				WEAK JUMP
OVER OPPONENTS' TAKE OUT DOUBLE				
RDBL = 10+ any distribution				Psychics: RARE
New suit at level = Natural 5+ cards Not forcing				
1♣/♦ → DBL → jump suit at level 2 = 5+ cards and 3/4 ♣/♦ support 6/9				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	2+♣ 11/14 balanced	1♦ (can be 3 cards with 4/5♣ weak hand) / 1♥/1♠ = natural	2♣ check back	1♣ - 1NT = 10/11 balanced
				11/21 4+♣ unbalanced	1NT = any GF balanced 12+	1♣ - 1M- 2NT = 15+ 4 cards support M	1♣ - 2♣ = 5+♣ 10/11
					2♣ = MULTI weak in 1 major or invit+ with both major 55+	False reverse = first reverse shows 6+ cards minor or natural reverse	1♣ - 2♥/2♠ = 5 cards + 4♣ 8/10 hcp
					2♦ = GF with 6+♣ or with 5+♣ and 4♦		
					2♥/2♠ = GF 5♣ + 4 cards in major // 2NT = pree 6+♣ // 3♣ = invit 6+♣		
1♦		4	5♥	11/21 4+ cards	1♥ (can be 3 cards)/1♠ natural, 1NT = any GF balanced 12+	2♣ check back	1♦ - 1NT = natural
					2♣ = MULTI weak in 1 major or invit+ with both major 55+ or 6+♣ FG	1♦ - 1M- 2NT = 15+ 4 cards support M	1♦ - 2♣ = 5+♣ 10/11
					2♥/3♦ = weak support 3+♥/4+♦	False reverse = first reverse shows 6+ cards minor or natural reverse	1♦ - 2♥/2♠ = 5 cards + 3+♦ 8/10 hcp
					2♥/2♠ = GF 5♣ + 4 cards in major // 2NT = pree 6+♣ // 3♣ = invit+ 4+♦		
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	check back	1♥ - 2♠ = minors 55 9/11
					1♠ - 3♣ = 6+♥ inviting, 1M - 3M = pree, 1M - 3NT/4♣/4♦ = splinter void	2/1 GF	
1NT			4♥	(14+) 15/17 balanced can have 5M	2♣ = stayman (inviting or GF unbalanced) // 2♦/2♥/2♠ = transfer // 2NT = puppet stayman		
					2SA = Puppet stayman 3♣ = TRSF ♦ weak or GF 3♦ = 5♥ 5♠ invit, 3♥/3♠ short		
2♣	*	0	6♥	any FG unbalanced	2♦ = waiting, 2♥ = 5+♠, 2♠ = 5+♥, 2NT = 55 majors, 3♣ = 6+♦ 3♦ = 6+♣	2♣ - 2♦ - 2♥ = Kokish relais, forces 2♠ (natural 5+♥ or 24+ balanced)	
				any 22+ balanced	3♥/3♠ = singleton with 55 minors		
2♦	*	2	5♥	18/19 balanced	Transfer responses, 3♣ = puppet stayman		
2♥/2♠		6	3♥	weak 2, 5/10 hcp usually 6 cards (rare 5)	2NT = relais F1, 2♠ - 3♣ = 5+♥ F1		
2NT			5♥	20/21 balanced	Transfer 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	solid 4♥ o 4♠ opening	4♣ = ask M, 4♦ = slam try		
4♣/4♦		7	NO	pree, very weak		High Level Bidding	
4♥/4♠		7	NO	pree better than 3♥/3♠		RKCB = 1430	
4NT	*		NO	6/6 or 7/6 minors (not strong)		DOPI - ROPI - EXCLUSION BLACKWOOD	
5♣/5♦		8	NO	big distribution 8/4 or 9+ cards		4♣/4♦ TURBO ONLY WITH MINOR TRUMP → 1 step with 1/3/5 Key Cards, cue with 0/2/4 Key Cards	
						4NT = QUANTITATIVE ONLY OVER NT BID	