


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div><div></div><div>WBF Convention Card</div><div></div></div>
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> Country: <b>ITALY</b> Event: Players: <b>B. Dessi - F. Tersch</b>
	Suit	3rd/5th	3rd/5th or attitude after raise	
	NT	Attitude	3rd/5th or attitude after raise	
	Subseq	Top	Top	
	Other:			
Reopenings = same as 2 <sup>a</sup> seat with 3/4 hcp less, except 1♥/♠ → 2NT = 18/20 bal				
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
	King	AK, KQx(x), Kx	AKQ10(x), AKJ10(x), KQJ10(9), KQ109, KQ10xx	1NT 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 Response: 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 11/14 or natural unbalanced 11/21
	Lo-x	count "odd"	attitude	1♥ = balanced hand with 4+♥ 11/14 or natural unbalanced 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	1NT = 14+/17 any 5
Direct CUE BID = Ghestem	Suit: 1st	reverse count	reverse count	2♠ = GF any or bal 22+
JUMP CUE BID = 7+ solid cards in minor ♣ or ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	small encourage	preferential	2+ = Multi 20/21 balanced or weak 6 cards ♥/♠ 3/8 hcp
	Suit: 3rd	Lavinthal	Lavinthal	2♥/2♠ = 6 cards 9/12 hcp
	NT: 1st	reverse count	reverse count	2NT = 18/19 balanced w/o 5M
VS. NT (vs. Strong/Weak; Reopening; PH)	NT: 2nd	small encourage	preferential	RESPONSE'S BID
DBL = points same range +	NT: 3rd	Lavinthal	Lavinthal	1♠ /1♥/1♠ → Natural 2/1
2♠ = majors 5+4+, 2♥ = multi 6+ ♥/♠ or two suites 5M+5m strong	Signals (including Trumps): Lavinthal			
2♥/♠ = 5+ with 4+ minor, 2NT = minors				3 way check back : 2♠ force 2♥, 2♥ any FG, 2NT force 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♥			TWO SUITES OVERCALLS "GHESTEM":
2♥/2♠ = 5+ cards and 4+ minor				1M-2M= other M + clubs, 1M-2NT = minors , 1M-3C = other M + diamonds
OVER OPPONENTS' TAKE OUT DOUBLE				
RDBL = 10+ any distribution				Psychics: NONE
New suit at level = transfer				
1♠/1♥ → DBL → jump suit al level 2 = Natural 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♥	11/14 balanced, can be 2 if 4432	1♦/1♥/1♠/1NT = natural, 2♣ = FG any balanced or natural 5+♣	3 way check back	
				11/21 4+♣ unbalanced	2♦ = weak 6♥/♠ 3/8 hcp, 2♥ = 5+♣ 4+♥ 3/8, 2♠ = 6+♣ 10/11 inv		
					2NT = inv balanced, 3♣/3♦/3♥/3♠ = pree		
					Transfer after opp DBL		
1♦		4	5♥	11/14 balanced with 4/5 ♦	1♥/1♠/1NT/2♦ = natural, 2♣ = FG any balanced or natural 5+♣	3 way check back	
				11/21 4+♦ unbalanced	2♥ = 5+♣ 4+♥ 3/9, 2♠ = 6+♣ 10/11 inv		
					2NT = inv bal, 3♣ = 4+♦ inv, 3♥/3♠ = pree		
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 inv, 1M - 3♦ = any splinter	3 way check back	
					1M - 3♣ = mixed raise, 1M - 3M = pree, 1M - 3NT = void other M	2/1 FG	
1NT			5♥	14+/17 bal (may have 5M if 14/15 hcp)	2♣ = relay at least inv, 2♥/2♦/2♠/2NT = transfer		
					3♣ = puppet stayman, 3♦ = 55 MM inv or ISL, 3♥/3♠ = both minors + shortness		
2♣	*	0	5♥	any FG unbalanced	2♦ = waiting	2♣ - 2♦ - 2♥ = Kokish forced 2♠ natural or 24+ balanced	
				any 22+ balanced			
2♦	*	2	5♥	Multi = 20/21 balanced or weak 6 cards ♥/♠ 3/8 hcp	2♥/2♠ = P/C, 2NT = relais F1		
2♥/2♠		6	3♥	6 cards 9/12 hcp	2♠/2NT = relais F1		
2NT			5♥	18/19 balanced without 5M	Transfer responses, 3♣ = 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	good preemptive in one major, promise 2KC	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			
						High Level Bidding	
						RKCB = 1430	
						DOPI - ROPI - EXCLUSION BLACKWOOD	
						4NT = QUANTITATIVE ONLY OVER NT BID	
						JUMP TO 5NT JOSEPHINE OR PICK UP SLAM	