

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 WBF 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						
Suit 3rd/5th		3rd/5th or attitude after raise	Category i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN						
NT Attitude		3rd/5th or attitude after raise	Country: ITALY						
Subseq Top		Top	Event:						
Other:			Players: B, Dessi - F, Tersch						
Reopenings = same as 2 nd seat with 3/4 hcp less, except 1 \heartsuit / \diamond → 2NT = 18/20 bal									
INT 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 \spadesuit 2+ cards, 1 \diamond 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 \spadesuit = any balanced hand 11/14 or natural unbalanced 11/21				
		Lo-x	count "odd"	attitude	1 \diamond = balanced hand with 4+ 11/14 or natural unbalanced 11/21				
SIGNALS IN ORDER OF PRIORITY									
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1NT = 14+/17 any 5				
Direct CUE BID = Ghestem		Suit: 1st	reverse count	odd encourage	2 \spadesuit = GF any or bal 22+				
JUMP CUE BID = 7+ solid cards in minor \spadesuit or \diamond AKQ(J)10xxx ask stop for 3NT		Suit: 2nd	small encourage	preferential	2 \spadesuit = Multi 20/21 balanced or weak 6 cards \heartsuit / \diamond 3/8 hcp				
		Suit: 3rd	Lavinthal		2 \spadesuit /2 \diamond = 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 \spadesuit / 1 \heartsuit / 1 \diamond / 1 \clubsuit → Natural 2/1				
2 \spadesuit = majors 5+4+, 2 \heartsuit = multi 6+ \heartsuit or two suites 5M+5m strong		Signals (including Trumps): Lavinthal							
2 \heartsuit / \diamond = 5+ with 4+ minor, 2NT = minors					3 way check back : 2 \spadesuit force 2 \heartsuit , 2 \heartsuit any FG, 2NT force 3 \spadesuit				
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 \spadesuit / \heartsuit → 4 \spadesuit = 5 other minor with 5M, 4 \heartsuit = majors 55		REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)							
3 \heartsuit /3 \diamond → 4 \heartsuit /4 \diamond 5 in minor + 5 in other M									
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES									
DBL = both majors		1 \spadesuit → 1 \heartsuit → DBL = 4 \heartsuit							
1NT or 2NT = two suites 4M + long minor		1 \spadesuit /1 \heartsuit → 1 \heartsuit → DBL = 4/5 \heartsuit							
Jump 2 \heartsuit or 3 \heartsuit = weak in 1Major \heartsuit or \diamond		1 \spadesuit /1 \heartsuit → 1 \heartsuit → DBL = 4/5 \heartsuit							
2 \heartsuit /2 \diamond = 5+ cards and 4+ minor									
OVER OPPONENTS' TAKE OUT DOUBLE									
RDBL = 10+ any distribution									
New suit at level = transfer									
1 \spadesuit /1 \heartsuit → DBL → jump suit at level 2 = Natural 5+ cards and 3/4 \heartsuit support 6/9									
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE									
TWO SUITES OVERCALLS "GHESTEM":									
1M-2M= other M + clubs, 1M-2NT = minors , 1M-3C = other M + diamonds									
Psychics: NONE									



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♥/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	