

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat style
2 level sound
Reop. 1 level nat .2 level sound
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2°= 15 17 – resp. Trf - Stayman
4°=11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak up to medium values (6-10) or two suiter (Ghestem)
Reopen: as 2°
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1 ♣-2 ♣ nat. others jump cue: Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
Versus str.nt=! T/O—2 ♣=Landy—2 ♦=1 M—2 ♥-2 ♠=two suiter with 1 m.—2 nt =two suiter m.
Versus weak nt !=13+ 2♣ Landy, others as above
Weak nt !=>answers from 2nt up in trf; but 2 ♣=no 5 cards+ any
Reop. 1nt p-p-! >-2 ♣ no5 cards any other level 2 nat; from 2nt and up transfer bids
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Nat- cue=two suiter –jump=two-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Weak jumps
OVER OPPONENTS’ TAKEOUT DOUBLE
!!=9 hcp+--new suit f1 round
See note 6

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Highest from 2 small-3° or 5° others	same	
NT	Attitude	Standard count	
Subseq	Reverse count		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A Kxx	AKxxx	
King	AK KQxx	AKJ10x-KQJ10xx	
Queen	QJxx	KQxxx-QJ10xx	
Jack	J10xx-HJ10xx	J10xx-HJ10xx	
10	109xx-H109xx	109xx-H109xx	
9	98xx-H98xx	Like suit	
Hi-X	Hi		
Lo-X	Hi		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	rev count	rev count	odd
Suit 2	odd		rev count
3			
1			
NT 2	Same as above lavinthal	Same as above lavinthal	
3			
Signals (including Trumps): rev count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Nat style 2° seat-4°seat=!8-11 hcp or 15+--1nt=10-14-- 1 suit nat--ghstem			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1x-1y-!-!= top card.in y			

W B F CONVENTION CARD
CATEGORY: NCBO: ITALY
PLAYERS: Cristina MARCELLI – Marilina VANUZZI
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards major—1nt 15-17 possible 5 card major
1♠ at least 2 cards ---- 1♦ 4+ cards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 ♣ gf. any or bal 24+
2 ♦ multi: weak in one M or bal 22-23
2 ♥/♠ 6 cards ♥/♠ 9-12
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		10 -21or bal. or nat	2♣fg-2♦weak in♥or♠3-8 -2♥=5+♠4♥3-8 hcp-2♠5+♠4♥9-10 hcp -2nt pre♣-3♣ inv.	1♣-2♣2♦=12-14 others 15+, exception: strong with♦: 3♦—1♣2♦-2♥/2♠ pass or correct; 2 nt=rf.ask for points and distr.	
						See Note 1	
1♦		4		10 21	2♣fg 2♦weak♥♠ 2NT pre♦/strong 3♦ inv	1♦2♣as above 1♣2♣	
					1♦1X2♠=nat 11-21	See Note 2	
1♥		5		10 21	2♣fg.r.-2♦nat fg. or♥supp.8-11 or 10-11 bal.-2♠weak jump-2nt 4+♥lim+ 3♣,♦ nat lim- 3♥preempt	1♥-2♣-2♦min --1♥-2♦ See Note 3 -1♥-2nt See Note 4	2♣Drury – 2♦= 4♥10-11 – 2NT= 4♥8-9
					See Note 6	Gazzilli	
1♠		5		10 21	As above	As above	2♣Drury 2♦/2NT as above♠
INT				15 17 any 5 cards	2♣nf. Stay-2♦-2♥-2♠-2nt trf.; 3♣=5/5 m weak; 3♦5/5 M inv +; 3♥/3♠=5-4m.singl M.; 4♣=♥4♦=♠-4♥/♠ nat.	After overcall, from 2NT and up transfer bids	
						After opp overcall see Note 5	
2♣		0		Fg unbal or 24 + bal	2♦waiting; 2♥=5♥GF; 2♠=5♠GF; 2NT=5 5 maj; 3♣=5good♣; 3♦=5 good♦	After 2♣-2♦>>>>3♥/♠=4♥/♠+5♦	
2♦		0		Weak one suit major or 22 23 bal	2♥-2♠=pass.or correct—2 nt= Rf1 round—3♣3♦=nat f. 3♥-3♠= pass or correct. 4♠= ask suit in trf.- 4♦=ask suit nat	See note 7	
2♥		6		9-12	2♠R; 2NT fg♠	See note 8	
2♠		6		9-12	2NT R		
2NT				20-21 may 5 cards major	3♠=puppet stay. 3♦-3♥=trf—3♠=minors 5/4 3 nt = two suiter M	See Note 9	
3♣		6		preemptive	New suit f.		
3♦		6		preemptive	As above		
3♥		6		preemptive	As above		
3♠		6		preemptive	As above		
3NT				gambling	4♣pass or correct; 4♦f R		
4♣				Namyats♥	4♦= R f. 4♥=to pass		
4♦				Namyats♠	4♥=R f. 4♠= to pass		
4♥				nat			
4♠				nat			
4NT				Good 5♣or♦9/10 tricks		HIGH LEVEL BIDDING	
5X				nat		cue-kcb-Josephine. Exclusion Blackwood (0-1-2)	

Supplementary Sheet

Note 1) 1 ♣-1♥/♠-3♦: 18-19 bal with 4♥/♠

1 ♣-1X-2NT 18/19 bal or strong one suit ♣ >>> 3 ♣ R>>> 3♦= one suit strong ♣; 3♥= 3 cards (if resp 1♥); 3♠= 3 cards (if resp 1♠); 3NT= nothing of the previous ones

Note 2) 1♦-1X-2NT: 18-19 bal 5.3.3.2 or one suit strong ♦>>>3♣ R>>>3♦= one suit strong ♦; 3♥= 2 cards ♥; 3♠=2 cards ♠; 3NT=2 cards ♣

Note 3) 1♥-2♦ = either nat f. or ♥ supp. 8/9-11 or 10-11 bal.----- 1♠-2♦ = either nat f. or ♠ supp. 8/9-11 or 10-11 bal.>>> 2ntR 14+>>> 3♥ = inv. ♥; 3♣ R (♦ nat)>>> 3♦=♦, 3♥ one suit, 3♠=♣, 3NT bal,

Note 4) 1 ♥ or ♠-2 nt=4 cards supp. from lim. to strong

Note 5) 1nt-2 ♣

1nt-2 ♣ (both M opp.) != TO

1nt-2M(opp.) 2nt trf ♣

3 ♣=slam inv.

2 ♦=noM>>>>>>2 ♥ no f.

 $2 \blacklozenge = \text{s.o.} \blacklozenge$

3 ♣=trf ♦

3 ♦=game inv.

2 ♠ f R

2 ♥- ♠=stop

3 ♦=trf other M

3 ♥-♠=min.

$$2nt=5-4 \text{ m inv}+$$

3 M=three-suiter singl M

3 ♣=5-5m weak

3 other M=ask stop

3 ♦=5-5m inv+

1nt-2 ♦(multi opp.) 2nt= trf ♣

3 ♥= strong with ♣

3 ♣=trf ♦

3 ♠ = strong with ♦

3 ♦=trf ♥

3 ♥=trf ♠

Note 6) 1 ♥- DBL (opp)>>>>>>>>>> 1NT = ♣or lead ♣+ 3 cards fit

2 ♣ = ♦ or lead ♦ + 3 cards fit

2 ♦ = 8-11 fit ♥

2 ♥= 3-7 fit ♥

2 NT= 4 cards fit inv and up

 $3 \not/\diamond = \text{nat. inv.}$

1 ♠- DBL (opp)>>>>>>>>>> 1NT = ♣or lead ♣+ 3 cards fit

2 ♣ = ♦ or lead ♦ + 3 cards fit

2 ♦ = ♥ or lead ♥ + 3 cards fit

2 ♥ = 8-11 fit ♠

2 ♠= 3-7 fit ♠

2 NT= 4 cards fit inv and up

3 ♣/♦= nat. inv.

Note 7) 2 ♦-2 ♥/2 ♠=pass or correct

2 nt=fr>>>>>>>>>>3 ♣=min ♥

3 ♦=min ♠

3 ♥= max ♠

3 ♠= max ♥

3nt= solid suit any

4 ♣=22-23or 5m or 44m

4 ♦=22 23 1 or 2 M

4 ♥/ ♠=22 23 5 ♥/5 ♠

4nt=4m 333

3 ♣-3 ♦=f nat

3 ♥-3 ♠=pass or correct

4 ♣=ask suit in trf(4nt answer if strong bal)

4 ♦=ask suit direct(4nt if str. Bal)

Note 8) 2 ♥ > 2 ♠ =ask R >>> 2NT=6/4>>>3♣ R >>> 3♦=♣/3♥=♦/3♠=♠

2 ♥ > 2 NT = ♠ forcing

3♠= sing m 3♦= sing M 3♥=no sin min 3NT AKQ

Note 9) 2nt-3 ♣= modified Puppet>>>>>>>>>>>>>>>>3 ♥(no 4/5 M)>>>>3P = trf to 3 NT ; 3NT = 5 ♠+ 4 ♥

3 ♦/♥= trf>>>>>>>>>>>>>>>>3 ♥/♠= no fit

3 ♠=minors

4 ♣/♦/♥/♠= ♥/♠/♠/♦