

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Standard may be light at 1 level, usually sound at 2 level
Resp: 1 over 1 F1r may be 4 cards; INT nat doesn't promise stop;
From 2♣ through support are transfer or cue See note 4
Jump cue = limit raise; jump raise = pree;
2NT = good support 12+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (system on)
10-13 bal position
15-17 4 th live (system on)
JUMP OVERCALL
If natural is weak, but 1♣ 2♦, 1x - 3♣/3♦ are art. twosuiters unlimited See note 2
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ - 2♣ = at least 9 cards in Majors
1♦ - 2♦ = at least 5-5 in majors
1♥ - 2♥ = at least 5-5 ♠ + ♣
1♠ - 2♠ = at least 5-5 ♥ + ♣
1♥/♠ - 3♥/♠ = asks stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong Dbl = 4 Major+5+minor; 2♣ = 4+ 4+ in majors;
2♦ = multi 6+ ♥ or ♠ or may be a stron twosuiters M/m;
2♥/♠ = 5+ cards 4+ m; 2NT = both m
Weak jumps
Vs weak or reop. Dbl = standard take out, 2♣ = 4+ 4+ in majors;
2♦/♥ = trans; 2♠ = 4 cards+ minor 3♣/♦ = 5+ card + 4♥
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2♦ multi: dbl as vs 2♠ opening; 2NT = bal 15-17
Vs 3♣/♦/♥/♠ special twosuiters See note 5
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: Dbl = ♣ + ♥; 1NT = minors; 2♣ =4+-4+ M; 2♦ weak 1 M; 2♥ = 5-5+ M not forcing; 2♠ :or 5.5 M strong or preempt in a minor
2NT/3♣/♦ twosuiters ♦ + ♥/ ♦ + ♠ NF/ ♦ + ♠ F
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ →inverted dbl
New suit: F1r

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Rusinow/Attitude	Standard/count ***	
NT	Rusinow/Attitude	Standard/count ***	
Subseq	Standard - Attitude	Standard/count ***	
Other ***: In partner suit we lead with normal count except if the suit has been supported in that case we lead attitude			
LEADS			
	LEAD	VS. SUIT	VS. NT
Ace		AK+; AKJx; AKJ10;Ax(+)	AK; AKx(+); AKJx;
King		AK+ K(x)	AKJ10x; KQJ10(x); KQ109x
Queen		KQ(x) Q(x);	KQ+ ; QJ10(x); AQJ ;Qx
Jack		QJ(10x); Jx	QJ(x)+; J10(9+) Jx
10		HJ10(9)x; 10x; J10(x)	HJ109+; 10x; 109x
9		9x; H98+ H109+ 109(x) 98(x)	H109x; H98x(+) 9x
Hi -x		Sx; xSSx+; xSx	Sx; xSSx+ ; xSx;
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Odd encouraging Even discouraging	Reversed count	Odd encouraging Lavinthal
2	Suit preference		
3	Reversed count		
NT 1	Same	Smith (high encouraging)	Smith (high enc)
2		Reversed count	Odd encouraging Lavinthal
Signals (including Trumps): Lavinthal; in NT Smith;			
Ace asks suit preference, King rev count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, max in competition, max overcall			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Sputnik, responsive, lead direct, max hand			
1NT ! - !! = texas to 2♣ , may have 5+♣ or 5+♦			
In forcing situations, also at high level, double asks to bid and pass asks double (not obliged) for penalty or a stronger hand			

W B F CONVENTION CARD
CATEGORY: . Green
NCBO: ITALY
PLAYERS: Gabriella Olivieri – Gianna Arrigoni
EVENT Women teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card M; 1♦ =4+; 1♣ = 2+ / with 4♣ + 4♦ = 1♣
1NT = 15-17 may be any 5 th
2♣ = bal 20-23 or FG any unbal distribution
2♦ = multi: or bad weak 1 Major 6+(2-8) or bal 24+
2♥/♠ = good weaktwo in 1 Major 6+ (8-12)
2♣ resp: art FG except on 1♥/♠ op may be inv 3 cards supp
2 over 1 resp (2♦/♥) nat. FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ op: bad weaktwo in a M or bal 24+
2♥/♠ = constr. weak two (8-12)
3NT op = weak preempt in a minor
4♣/♦ op = 8 tricks with 7+♥/♠ solid or semisolid
Transfer Splinters
Special checkback 2♣
After our op 1♣/♦-2♦ = weak 6+ one Major or 5-5 in Majors any strenght; 2♥ = 5+♠ and 4+♥ 3-8; 2♠=5+♠ and 4+♥ 9-11
See note 1 supp.sheets
Twosuiters overcall = modified Ghestem see note 2
Vs art 1♣/♦ - our 2♦ is multi (weak one 6+ Major), 2♥ = 5-5 in M not F ; 2♠ = multi: or 5-5 in M strong or a weak jump in a minor. See note 3
In competition many negative doubles and transfer bids
SPECIAL FORCING PASS SEQUENCES
In forcing situations pass may be for penalty or to show extra strength.
IMPORTANT NOTES
Inverted doubles after redouble or forcing situations
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♠	12-14 BAL or 11+ NAT	1♦/♥/♠/NT= NAT; 2♣= GF art 2♦ = multi 6 M weak or 5-5 in maj any strength 2♥/2♠= 5+ ♠+4+ ♥ resp. 3-8/9-11 See note 1 2NT = pre-empt in ♣ or GF with ♣ 3♣=6+♣ limit ; 3♦/3♥/♠= preempt	1♣ 1x 2NT = 17+ 4 cards support 1♣ - 1♦ - 2♥ or 1♣ - 1♥/♠ - 2♦ multirever See note 6	After opp. Overcalls See note 8
1♦		4	4♠	12-14 BAL or 11+ NAT	1♥/♠/NT= NAT; 2♣= GF art-; 2♦ 2♥ 2♠ = as above 2NT = preempt in ♦ or GF in ♦ 3♣=inv supp in ♦ with stop in ♣; 3♦ = inv no stop in ♣	1♦ 1x 2♣ art. May be or nat 12-22 or 17+ onesuiter See note 6	
1♥		5	4♠	10-22 NAT	1♠/1NT = nat.; 2♣= GF artificial or 3 cards supp inv); 2♦= nat FG; 2♥= 3+ cards supp weak 0-9 2♠= nat. weak 2NT= 4+ cards supp inv or FG or slam try 3♣/3♦= 4 card supp 6-9 with/without SGL 3♥= weak jump raise; 3NT 4♣/♦= transfer splinter	1♥ 1x 2♣ = art. May be or nat 12+ or any 16+ distribution See note 6	2♣ and 2♦ Drury
1♠		5	4♥	10-22 NAT	see 1♥ op.; 2♣= GF may be artificial or 3 cards supp inv); 2♦/♥ = nat. FG; 2NT= fit ♠, inv + others= as above 3♣ = 6+ ♥ inv; 3♦/♥ 4 card supp 6-9 with/without SGL	1♠ 1NT 2♣ = art. May be or nat 12+ or any 16+ See note 6	2♣ and 2♦ Drury
1NT			4♠	BAL 15-17 May have any 5 cards suit	STAY may be weak; 2♦/♥/♠/NT transfers. 3♣ twosuit minors inv; 3♦ = twosuit minors FG 3♥/♠ = SGL with 5-4 minors; 4♣/♦ = texas 4♥/♠ = texas for ♣/♦ ; 4SA = quantitative	1NT - 2♣ - 2♦ - 2♥ = P/C weak 2♠ = relay 2NT= 5♠ + 4♥ inv	
2♣	*	0	4♠	Art.: or 20-23 BAL or FG any unbal distribution	2♦ = relay waiting; 2♥/♠ = 5+ cards FG; 2NT = 5+5+ majors; 3♦/3♣ = 6+ ♣/♦ FG	2♣ - 2♦ - 2♥ = may be nat. FG or balanced 22-23 → force 2♠, except special distr.	
2♦	*	0	4♠	Or weak 1 Major 6+ cards (3-8) Or bal 24+	2♥ = P/C 2♠ = P/C with ♥ fit ; 2NT = Pos. relay 3♥/♠ = P/C competitive; 4♣ = bid your suit in transfer		
2♥		6	4♠	Constructive 6+ cards (8-12)	2NT= pos relay; 2♠/3♣/♦ = nat F1r		
2♠		6	4♥	Constructive 6+ cards (8-12)	As above but 3♣ = F1R with ♥ and 3♥ = FG with ♣		
2NT			4♠	18-19 bal no 5 card Major	3♣ = Special Puppet see note 7 ; 3♦/♥ = Texas 3♠ = transfer to 3NT; 3NT = 5-5 minors NF 4♣/♦ = texas 4♥/♠ = texas for ♣/♦		
3♣/♦/♥/♠		6		Preempt undisciplined			
3NT	*			Bad preempt in a minor	4♣ = p/c; 4♦ = F asks the suit	HIGH LEVEL BIDDING	
						4NT = RKCB 1430; DOPI ROPI	
4♣	*	0		8 tricks with 7+ ♥ solid or semi	4♦ relay	Cue style: 1 st or 2 nd round control, repetition shows 1 st r. control	
4♦	*	0		8 tricks with 7+ ♠ solid or semi	4♥ = relay	Doubled cue: Rdbl = 1 st round; bid = 2 nd round or Queen; pass = no cue or waiting	
4♥/♠				Preempt und		Lightner dbls Transfer Splinters	

SUPPLEMENTARY NOTES

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NOTE 1 – Our artificial responses after 1♣ or 1♦ openings

After our opening 1♣ or 1♦: (nat, at 1 level)

2♣ = artificial FG

2♦ = weak 1 major 6+ cards; or 5+♥ + 5+♠ inv. or GF. →

2♥ = 3-8 p. 5+♠ and 4+♥

2♠ = 9-11 p. 5+♠ and 4+♥

2NT = 6+♣ preemptive in ♣ or FG6+♣ unbalanced

NOTE 2 – Our twosuit overcalls

Twosuiters after opponent's natural opening 1♣ or 1♦:

1♣/1♦ (nat) - 2♦ = twosuit at least 5-5♥-♠

Opp - 2♥/♠ = natural weak jump

- 2NT = Twosuit ♥ + other minor

- 3♣ = Twosuit ♠ + other minor NF

- 3♦ = Twosuit ♠ + other minor strong

Twosuiters after opponent's nat opening 1♥ or 1♠:

1♥/♠ - cue = Twosuit ♣ + other Major

- 2NT = Twosuit ♦ + other Major

- 3♣ = minors NF

- 3♦ = minors strong

NOTE 3 Artificial overcalls after opponent's artificial strong opening 1♣

1♣ (opp) - ! = twosuit ♥ + ♠

2♣ at least 4-4 majors

2♦ = weak onesuit in a major. Responses as after a multi 2♦ opening.

2♥ = Twosuit ♥ + ♠ NF

2♠ = Multi: 1) Preemptive in a minor (as a weak jump)

2) Twosuit ♥ + ♠ strong

Responses: 2NT = pos. relay; 3♣ = p/c with 1) or 3♥/3♠ (min/max) with 2)

2NT = Twosuit ♥ + other minor (♦)

3♣ = Twosuit ♠ + other minor (♦) NF

3♦ = Twosuit ♠ + other minor (♦) strong

Artificial overcalls after opponent's artificial opening 1♦

1♦ (opp art) - ! e 2♣ nat

2♦ = weak onesuit in a major. Responses as after a multi 2♦ opening.

2♥ = Twosuit ♥ + ♠ NF

2♠ = Multi: 1) Preemptive in a minor (as a weak jump)

2) Twosuit ♥ + ♠ strong

Responses: 2NT = pos. relay; 3♣ = p/c with 1) or 3♥/3♠ (min/max) with 2)

2NT = Twosuit ♥ + other minor (♣)

3♣ = Twosuit ♠ + other minor (♣) NF

3♦ = Twosuit ♠ + other minor (♣) strong

NOTE 4 our responses on partner's overcall

1 ♣ (opp) - 1 ♥ - P - 1 ♠ = nat 4+ cards F1r
1NT = nat doesn't promise stop
2 ♣ = cue-bid F1r
2 ♦ = support in ♥, constructive
2 ♥ = weak support in ♥
2NT = good 4 cards support, 12+
3 ♣ = 4 card support 8-11
3 ♥ = preemptive

1 ♣ (opp) - 1 ♠ - P - 1NT = nat doesn't promise stop
2 ♣ = cue-bid F1r
2 ♦ = transfer in ♥
2 ♥ = constructive support in ♠
2 ♠ = weak support in ♠
2NT = good 4 cards support, 12+
3 ♣ = 4 card support 8-11
3 ♠ = preemptive

1 ♦ (opp) - 1 ♥ - P - 1 ♠ = nat 4+ cards F1r
1NT = nat doesn't promise stop
2 ♣ = cue-bid F1r
2 ♦ = support in ♥, constructive
2 ♥ = weak support in ♥
2NT = good 4 cards support, 12+
3 ♦ = 4 card support 8-11
3 ♥ = preemptive

1 ♦ (opp) - 1 ♠ - P - 1NT = nat doesn't promise stop
2 ♣ = cue-bid F1r
2 ♦ = transfer in ♥
2 ♥ = constructive support in ♠
2 ♠ = weak support in ♠
2NT = good 4 cards support, 12+
3 ♦ = 4 card support 8-11
3 ♠ = preemptive

NOTE 5 Our twosuit overcalls vs preempts

3 ♣ or 3 ♦ (opp) - 4 ♣ = twosuit with ♦ + a Major
- 4 ♦ = twosuit ♥ + ♠

2/3 ♥ or 2/3 ♠ (opp) - 4 ♣ = twosuit with ♣ + the other major
4 ♦ = twosuit with ♦ + the other major

Vs 2 ♦ multi we bid directly as vs 2 ♠ opening (4 ♣ = ♣ + ♥ e 4 ♦ = ♦ + ♠) and we pass e then bid as vs 2 ♥ opening (4 ♣ = ♣ + ♠ e 4 ♦ = ♦ + ♠)

NOTE 8 Our responses after opp's overcall

After our opening 1 ♣ or 1 ♦ and opponent's overcall, we bid:

(we) (opp) (we)
 1 ♣ - 1 ♦ - ! = 4+ ♥
 1 ♥ = 4+ ♠
 -1 ♠ = no 4 card major
 -2 ♣ = both majors at least 4-4, 8+ ♠

(we) (opp) (we)
 1 ♣ - 1 ♥ - ! = 4+ ♠
 - 1 ♠ = no 4 ♠

(we) (opp) (we)
 1 ♣ - 1 ♠ - ! = 4+ ♥
 1SA nat may have no stop
 2 ♣ NF
 2 ♦ transfer 5+ ♥
 2 ♥ Take out no 4 ♥
 2 ♠ = ♦ FG
 2NT preempt or GF with ♣

Details:

1 ♣ - !

- pass = nat
- 1 ♦/♥/♠ = nat forcing 1 round, may be 4 cards
- !! = 10/+ ;
- 1 SA = fit in ♣ better than 2 ♣
- 2 ♣ = weak
- 2 SA = preemptive in ♣ or slam try
- 3 ♣ = inv
- 2 ♦/♥/♠ = as without dbl (multi/5 ♠+ 4+♥).
- 3 ♦/♥/♠ = pree

1 ♦ !

- pass = nat
- !! = 10/+
- 1 ♥/♠ = nat. Forcing 1 round, may be 4 cards
- 1SA = transfer for ♣
- 2 ♣ = transfer with fit in ♦
- 2 ♦/♥/♠ = as without dbl (multi/5 ♠+ 4+♥).
- 2SA = pree in ♦ or slam try
- 3 ♣/♦ = inv raise in ♦ with/without stop in ♣

1 ♥ - !

- pass = nat
- 1 ♠ = nat forcing 1 round, may be 4 cards
- !! = 10/+
- 1SA/2 ♣ = Transfers
- 2 ♦ = good 2 ♥
- 2/3/4 ♥ = pree
- 2 ♠ = nat, weak
- 2SA = fit in ♥ inv or strong → 3 ♣ = slam try → cue
- 3 ♣/♦ = nat. inv 3 ♦ = game forc → 4 ♥ lim; cue = slam↓
- 3 ♠ = pree 3 ♥ = discouraging
- 3SA = to play 4 ♥ with points values
- 4 ♣/♦ = good suit + fit

1 ♣ - 1 ♦ - ! = 4 + ♥

→ 1 ♥ = 3 cards or 4 if very min bal,

2 ♥ = 4 cards bal or unbal min

2NT = fit IV° forcing game

3 ♥ = unbal. also min

2 ♦ = any strong hand

3 ♦ = splinter

1SA = bal no 3 ♥ may have 4 ♠

-1 ♥ = 4+ cards ♠

→ 1 ♠ = 3 cards or 4 if min bal,

Others = as above

-1 ♠ = no majors, may have 5 cards di ♣ limit → opener's 1SA doesn't promise stop and
2 ♣ nat weak; other forcing game

-1 SA = nat

-2 ♣ = both majors (at least 4-4) see after

-2 ♦ = 5+ ♥ and 5+ ♠ inv or slam try

-3 ♦ = GF 5+ ♥ and 5+ ♠

-2 ♥ / ♠ = nat weak.

-2 SA = pree with 5+ ♣ or 6 ♣ F.G. with hand unbal

-3 ♣ = inv. nat.

-4 ♣ / ♦ = twosuit ♣ ♥ / ♠ FG

1 ♣ - 1 ♦ - 2 ♣ - pass

2 ♦ relay → 2 ♥ = 8-11 with 4-4 or 7-11 with 5 ♥ and 4 ♠ or 6-7 with 5-5

2 ♠ = 5 ♠ and 4 ♥ and 7-11 → 3 ♠ inv and 3 ♥ inv and 2SA relay see 2 ♥

2SA = 4-4 with stop, 12+ HCP → 3 ♣ = nat max; 3 ♥ / ♠ fix

3 ♣ = 4-4 with 3 ♣ and 12+

3 ♦ = 4-4-no stop

3 ♥ / ♠ = 5 cards + 4 other major, 12+

2 ♥ / ♠ = fit 3°+ min → 2 ♠ = 5-4 inv and 2SA = 44 forcing

2SA = hand strong or with stop a ♦

3 ♣ = no 3 cards major, 6+ ♣, hand min

3 ♦ = asks stop

3 ♥ / 3 ♠ = fit 4°, inv (bal max or a unbal min)

1 ♣ - 1 ♥ - ! = 4+ cards in ♠

→ 1 ♠ = may be 3 cards or 4 if min bal

Others = as above

-1 ♠ = no ♠, may have 5 ♣ or ♦ inv → 1SA not prom stop and 2 ♣ weak and

-1 SA = nat

2 ♦ rever

-2 ♣ = weak nat

-2 ♦ = FG nat

-2 ♥ = 5-5 with other two (♦-♠) inv or slam try

-2 ♠ = nat weak

-2 SA = pree with 5+ ♣ or 6 ♣ F.M. with stop or slam try |

-3 ♣ = 6 cards **inv...**

-3 ♦ = 6 cards **inv**

-3 ♥ = 5-5 with other two (♦-♠) game F

-4 ♣ / ♦ = 5-5 ♣+♦ and ♣+♠

1♦ - 1♥ - ! = 4+ cards in ♠ → 1♠ may be 3 cards or 4 if min bal
Others = as above

- 1♠ = no ♠, may have 5/6 cards in ♣ limit → 1SA not promises stop and 2♣ weak
- 1SA = nat
- 2♣ = GF nat
- 2♦ = nat. weak
- 2♥ = 5-5 ♣ + ♠ limit or +.
- 2♠ = nat weak
- 2SA = pree with 5+♦ or 4+♦ F.M. unbal

1♣ - 1♠ - ! = 4+ cards in ♥ → 1SA/2♣/♥ = nat. min hand
2♦ = nat strong
2NT = = fit IV° forcing game
2♠ = strong onesuiter
3♠ = splinter

- 1SA = nat may have no stop
- 2♣ = nat NF
- 2♦ = 5+♥ forc 1 round
- 2♥ = GF no 4+♥
- 2♠ = GF 5+♦
- 2SA = pree with 5+♣ or 6♣ F.M. unbal
- 3♣♦♥ nat inv
- 3♠ 5+5♦ + ♥

1♦ - 1♠ - ! = 4+ cards in ♥ 1SA/2♣/♦/♥ = nat. min hand
2NT = = fit IV° forcing game
2♠ = any strong hand
3♠ = splinter

- 1SA = nat may have no stop
- 2♣ = 5+♥ forc 1 round
- 2♦ = nat NF
- 2♥ = GF no 4+♥
- 2♠ = GF 5+♣
- 2SA = 4+♦ pree or GF. unbal
- 3♣/♦/♥ nat inv
- 3♠ 5+5♣ + ♥

1♣/♦ - 1NT (15-17) - ! = 8+ p. proposes penalty
2♣ = at least 5-4 in majors
2♦ = 6+ cards in one major
2♥ = 5+♥ and 4+ minor
2♠ = 5+♠ and 4+ minor
2NT = minors