

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Standard	
RISPOSTE: cue F1R jump new suit limit	
Su 1♥/♠---->2NT=limit raise	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15 17 Bal.	
RISPOSTE: 2♣ = Stayman Texas	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak / medium	
Reopen: Weak / medium	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
2 suiters Ghestem	
RISPOSTE: Cue forcing Jump raise limit	
VS. NT (vs. Strong/Weak; Reopening;PH)	
DBL= 14+ 2♣=Landy 2♦/♥= Texas	
4 POS :2♣ =Landy	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL T.O.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
DBL = majors	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL 10+	
New suit at 1 level F1R	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 5		
NT	Attitude		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK KQx	For coun or unblock	
Queen	Standard	KQx / Standard	
Jack	F10x / KF10	F10x / KF10	
10	109 x 10 x H109	109 x 10 x H109	
9	Standard	Standard	
Hi-X	3 5	Attitude	
Lo-X	3 5	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Odd/even	Odd/even
Suit 2	Count		
3			
1	Attitude	Odd/even	Odd/even
NT 2	Count		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural Style			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Dbl Responsive DBL Max DBL			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO:	
PLAYERS: Attanasio Zaleski	
EVENT Open	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = 1) 15+ natural /2) 15 17 Bal. /3) any GF	
1NT= 12 14 Bal	
2♣ = 9 14 Precision Style	
2♦ = Bil. 18 19	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Risposte transfer vs.1♣ Opening	
1♦---->♥♠----->1SA = 15+ any distribution	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:rare	

OPENING				
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	AL ARTIFICIAL TICK	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	0	4♣	Bal 15 17 Nat 15 + Any GF	1♥/2♣/3♥/4♠ = Transfer 3♣ = 6cards limit 3♥ = Sgl	1NT = bal 15 17 no fit other natural	
1♦		4	4♣	Natural 11-21	2♥ = transfer 2♠ = support Limit +	1♦ → 1♥ → 1SA = 15+ any distribution	
1♥		5	4♣	Natural 11+ no 5332 12 14	2NT = fit 3 / 4 limit 3♥ = Pree	1♦ → 1NT → 2♣ = F1R 3+♣	Drury
1♠		5	4♣	Natural 11+ no 5332 12 14	2NT = fit 3 / 4 limit 3♠ = Pree	1♥ → 1NT → 2♣ = Gazzilli 1♠ → 1NT → 2♣ = Gazzilli	Drury
INT				Balanced 12 14 Any 5 cards	Stayman no forcing Transfer 3♥ = Sgl		
2♣		5	4♣	Precision Style 9 14	Transfer		
2♦		0	4♣	Bal 18 19	2♥ = Transfer 3♣ = Stayman		
2♥		6	No	weak 6 cards	2♠ = Relais 2NT = ♠		
2♠		6	No	weak 6 cards	2NT = Relais		
2NT				Bal. 20 22	Puppet Transfer 3♠ = minors		
3♣		7	No	Pree	New suit F1R		
3♦		7	No	Pree	New suit F1R		
3♥		7	No	Pree	4♣/♦ = cue		
3♠		7	No	Pree	4♣/♦ = cue		
3NT			No				
4♣		8	No	Pree			
4♦		8	No	Pree			
4♥		8	No	Pree			
4♠		8	No	Pree			
4NT							
5♣							
5♦							
5♥							
5♠							
HIGH LEVEL BIDDING							
RKCB CUE JOSEPHINE FORCING PASS							