

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Natural also weak. Tsf on overcalls of 1♥ or 1♠ double
1NT = two suits
Jump 2NT = limit raise; Jump CUEBID = better limit raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position 15-18 → Natural at level 2 and Tsf at level 3;
If dobled: Rdbl = 5+♣; Other = Tsf
4th position 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump
1♣ - 2♦ = Ms; Other: Ghestem
1♥/♠ - 2NT = 5-5 ms; 1♥/♠ - 3♣ = OM + ♦;
Reopen: Over 1♣/♦ only Cue = Ms; Over 1♥/♠ Michaels
2nt = 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ - 2♣ = clubs 1♣/♦ - 2♦ = 5-5 Ms; 1♣/♦ - 2nt = Om + ♥
1♣ - 3♣ = 5-5 ♦/♠; 1♦ - 3♣ = 5-5 ♣/♠ NF
1♥/♠ - Cuebid = OM + ♣; 1♥/♠ - 2NT = 5-5 ms;
1♥/♠ - 3♣ = OM + ♦; 1♥/♠ - 3♥/♠ = Ask stop
VS. NT (vs. Strong/Weak; Reopening)
Strong nt: DBL = good hand; 2♣ = Ms
2♦ = 1M or strong 5M-5m; 2♥-2♠ = 5+ with minor; 2nt = ms
Reopening: same
Weak nt: same;
Reopening: same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O; 2♦ (multi) - 4♣/♦ = 5+♥-5+♠/♦; 2♦ (multi) - 4♣/♦ =
5+♥-5+♠/♦; 2♦ (multi) - pass and after 4♣/♦ = 5+♠-5+♣/♦;
2♥/♠ - Cue = ms; 2♥/♠ - 4♣/♦ = OM - 5+♣/♦;
VS. ARTIFICIAL STRONG OPENINGS
Strong ♣: Dbl = 5♣+5M; 1♦ = ♥; 1♥ = ♠; 1♠ = ♦; 1nt = 5♦+5M;
2♣ = Nat; 2♦ = 5♠-5♥; 2♥/♠ = weak; 2nt = minors
Strong 2♣: Natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+; 1♥ - ! - 1nt/2♣/♦ = TSF; 1♠ - ! - 1nt/2♣/♦/♥ = TSF;
1♥/♠ - ! - 3 Jump = Fit showing; 1♥/♠ - ! - 4♣/♦ = Splinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Same	
NT	1 st /3 rd /5 th	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace or AK (not bare)	AK ask preference	
King	KQ or AK bare	KD10+, AKJ10	
Queen	QJ+, Dx	DJ+, KD+	
Jack	J10+, Jx,	J10+, AQJ	
10	109+, 10x, HJ10+	109+, 10x; HJ10+	
9	98+, 9x, H109+	98+, 9x; H109+	
Hi-X	Even number	Same	
Lo-X	Odd number	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit1	Reverse count	Reverse count	Odd = enc
2	S/P	S/P	S/P
3	Odd = enc	Odd = enc	Reverse count
NT1	Same	Same	Same
2			
3			
Signals (including Trumps): Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Distributional or any strong hand			
Responses: Cuebid = F1			
Reopening: 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - 1♦ - DBL = 4+♥; 1♣ - 1/2♥ - DBL = 4+♠; 1♣ - 1/2♠ - DBL = 4+♥			
When the opponents are defending Pass = Forcing			
Inverted DBL = 2/3 cards			

WBF CONVENTION CARD
COUNTRY: ITALY
TEAM: Addaura
PLAYERS: Failla G. - De Michelis L.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 cards major
1♣: Bal 12-14, Nat 12+
1♦: 5+ cards (4 cards only with 4441)
1NT: 15-17
2♣: GF
2♦: 22-23 Bal or 6♥/♠ = 3-8 hep
2♥/♠: 6 cards 10-13 hep
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = GF.
2♦: 22-23 Bal or 6♥/♠ = 3-8 P.O
2♥/♠ = 6 cards 10-13 hep
1♣ - 1♦/♥ = Tsf; 1♣ - 1♠ = No M; 1♣ - 1nt = 5+♠-5+♥ 4-7 hep
1♥/♠ - 3♣ = Raise 6-8; 1♥/♠ - 3♦ Raise with any void
1♥/♠ - 3nt/4♣/♦ = Tsf splinter; 1♥/♠ - 2♦ Nat GF or weak raise
1NT - 2♣ = Mini Stayman
SPECIAL FORCING PASS SEQUENCES
When the opponents are clearly defending: Pass is forcing
IMPORTANT NOTES:

OPENING	ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THROUGH				
				DESCRIPTION	RESoPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		12-14 Bal (also 5♦) Natural 12+	1♦/♥ = Tsf; 1♠ = No M; 1nt = 5+♠-5+♥ 3-7 hcp. 2♣ = 5♦ GF; 2♦ = Multi 3-7; 2♥ = 5+♠-4+♥ 8-10 2♠ = 6+♣ GF;	1♣ - 1♦/♥ - 2nt = 4+♣ with support 18+	
1♦		4		11-22 5+♦ 4 cards with (1-4-4-4; 4-1-4-4; 4-4-4-1)	1♥/♠/nt = Nat; 2♣ = GF; 2♥ = 5+♠-4+♥ 3-7; 2♠ = 5+♠-4+♥ 8-10;	1♦ - 1♥/♠ - 1nt = Any 15+ 1♦ - 1♥/♠ - 2nt = 4+♦ with support 18+	
1♥		5		11-22	1♥ - 2♦ Nat GF or Limit raise; 3♣ = Raise 6-8; 3♦ = Raise with a sngl; 3nt/4♣/♦ = Tsf void	1♥ - 1♠/NT - 2♣ = Nat or any 15+ 1♥ - 1♠/NT - 2NT = 6♥ - 4x 15-19;	
1♠		5		11-22	1♠ - 2♦ Nat GF or Limit raise; 3♣ = Raise 6-8; 3♦ = Raise with a sngl; 3nt/4♣/♦ = Tsf void	1♠ - 1NT - 2♣ = Nat or any 15+ 1♠ - 1NT - 2NT = 6♠ - 4x 15-19;	
1NT				15 -17 Bal may have 5 cards Ms	2♣ = Mini stayman; 2♦/♥ = TSF; 2♠ = ♣ or 55 minors gf; 2NT = ♦ or Weak 55♣/♦; 3♣ = puppet stayman of short ♣; 3♦ = short; 3♥/♠ = short		
2♣	X	5		GF or 20-21 Bal	2♦ = R; 2♥ = 5+♠; 2♠ = 5+♥; 2nt = 55 or 6-4 Majors; 3♣/♦ = 6♦/♣		
2♦	X	0		Multi = Bal 22-23 6♥/♠ 3-9	2♥/♠ = Pass or correct; 2nt = R; 3♣ = 54 Ms; 3♦ = 4-4 Ms; 3♥ = 3-3 Ms; 3♠ = Pree in a minor; 4♣/♦ = Nat game try; 4♥/♠ = To play		
2♥		6		10-13 hcp	2♠ = R; 2nt = 5+♠; 3♣/♦ = Nat F1 round	2♥ - 2♠: 2nt = 6-4x - 3♣ = Sngl min - 3♦ = Sngl ♠ - 3♥/♠ = No sngl min/max	
2♠		6		10-13 hcp	2nt = R; 3♣ = 5+♥; 3♦ = F1 round; 3♥ = ♣	2♠ - 2nt: 3♣ = 6-4x - 3♦ = Sngl min - 3♥ = Sngl ♠ - 3♠/nt = No sngl min/max	
2NT				18-19 Bal may have 5 cards Ms	3♣ = Puppet; 3♦/♥ = Trsf; 3♠ = ms 4♣ = ♥ - 4♦ = ♠ - 4♥ = ♣ - 4♠ = ♦ Slam	2nt - 3♣: 3♦ = 1 or 2 Ms - 3♥ = No Ms - 3♠ = 5♠ - 3nt = 5♥	
3♣		7		Preemptive	New suit FIR		
3♦		7		Preemptive	New suit FIR		
3♥		7		Preemptive	New suit FIR		
3♠		7		Preemptive	New suit FIR		
3NT				Gambling			
4♣		0		8 winners ♥			
4♦		0		8 winners ♠			
4♥		7		Preemptive			
4♠		7		Preemptive			
4NT						HIGH LEVEL BIDDING	
5♣						Mixed Cue Bids; Turbo (cue = even number of KC);	Lead directing bid;
5♦						Splinters; TRSF splinters;	Exclusion RKC/B;
						Josephine	