

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Standard style usually 5 card at level 1 and 6 cards or 5-4 at level 2 Conventional responses not passed hand on 2 minor overcalls 1 major Reopening very light at level one
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17 2 nd	
10-14 reopening	
Transfer responses if 1nt overcalls a major	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♠ or 1♦ → 2♥ / 2♠ = ♥♠ / ♠♠	
1♥ → 2♠ natural weak	
1♦ → 3♠ weak in clubs	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Chestern style two suiter	
Michels style reopening	
Jump cue bid = Strong one suiter	
Reopening the same	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Double over INT 15-17 shows a minor with a major	
2♣ Landy, 2♦ multi,	
2♥ / 2♠ = ♥♠ or ♥♦ / ♠♠ or ♠♦	
Reopening INT 15-17 : double = a minor	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double standard ; reopening may be distributional	
4♠ and 4♦ → two suiters	
3♥ / 3♠ → 4♥ / 4♠ a solid suit , 4NT = minors	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣	
Double shows both majors	
NT shows minors	
Jump 2♥ : weak in ♥ or ♠ 2♠ = ♠ or ♦	
OVER OPPONENTS' TAKEOUT DOUBLE	
Over 1♦ doubled : INT, 2♠ transfer	
transfer responses over 1♥ or 1♠ doubled	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	Lead	In Partner's Suit
Suit	3th and 5th	count
NT	Attitude	count
Subseq	Attitude	
Other: Reverse		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK x (x) Ax(x) AOX(x)	AKIx AKQx AKx
King	KQx(x)	AKQ10x KQ109 AKJ10
Queen	QJx(x)	QJ10 QJ9 QJ8 KQ9x KQ10x
Jack	J10 x(x)	J10x(x)
10	109x(x) K109x Q109x	109x(x) KJ10x AJ10x
9	98xx K98x Q98x 198x	A109x K109x Q109x K98x
Hi-X	Xx xXx xXxx	xxXx xxX xXxx xXxxx
Lo-X	Kxxx Qxxxx xxxXx	KLxxx Qxxxx 10xxxx
SIGNALS IN ORDER OF PRIORITY		
Partner's Lead	Declarer's Lead	Discarding
1 Odd encourages	Hi = odd number	Odd encourages
Suit 2 Hi = odd number	Hi = Hi suit preference	Hi prefers Hi suit
3 Hi = Hi suit prefers	Odd = encourages	Hi = odd number
1 Odd encourages	Hi = Hi suit preference	Hi = odd number
NT 2 Hi = odd number	Hi = odd number	Odd encourages
3 Hi = Hi suit prefers	Odd encourages	Hi prefers Hi suit
Signals (including Trumps):		
Smith signal against no trump: high encourages in the opening lead suit		
DOUBLES		
Standard style . Distributional double at high level		
Reopening could be light at level one		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Double at 2 nd round from opener or overcaller shows strong hand		
Support double rare just only after 1♠ / 1♦ - 1♥ / 1♠ - x - 2♥ / 2♠		
Redouble s.o.s. after a takeout double passed		
Redouble over a transfer bid doubled usually denises stop		

W B F CONVENTION CARD	
CATEGORY: i.e. Green	
NCBO: ITALY	
PLAYERS: MINA ALDO – PULGA RUGGERO	
EVENT (Senior)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♠ = 2 cards	
1♦ = 4 card (sometime 3 very good when two small clubs)	
2♠ = G.F.	
2♦ = 18-19 balanced or like 4441 G.F.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT = Pre in a minor	
1♥ or 1♠ → 2♦ Zanzibar: weak support or ♦ 10+ H.P.	
2♦ = 18-19 balanced or like 4441 G.F.	
1♠ or 1♦ or INT → 3♥ / 3♠ = 543♥1♠ / 543♠1♥	
1♠ or 1♦ → 2♠ = 5♠4♥♦ 8-11 H.P.	
1♥ or 1♠ - 2NT minors – Low cue support, Hi cue other majot	
SPECIAL FORCING PASS SEQUENCES	
1♥ - 1♠ - 2NT - 3♠	
3NT - 4♠ - pass is forcing cause 3NT establishes forcing pass	
IMPORTANT NOTES	
Different responses with passed hands: Drury , jumps ...	
PSYCHICS: very rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♣	balanced 12-14 may be 4♣4♦ 4+♣ 11-23 H.P	2♣ = g.f. ♣ or balanced 2♦/2♥ = 6+♥/♠ or 2-6, or solid 10+ 2♠ = 5+♣ 4+♥ 8-10	1♣ ⇒ 1♦ ⇒ 1♥ ⇒ 1♠ relay 1RF 1♣ ⇒ 1♥/1♠ ⇒ 2♦ = multi 17+ ⇒ 2NT relay	1♣/1♦-1♥-x = 4+♣ 1♣/1♦-1♠-x = 4+♥ 1♣/1♦-1♥/1♠-2♦ = 6+♠/♥
1♦		4	4♣	balanced 4♦12-14 also 4♣4♦ 4+♦ 11-23 H.P	3♥/3♠ = 543♥1♠ / 543♠1♥ 4♣ Gerber, 4♦/4♥ = transfer 4♥/4♠	1♦ ⇒ 1♥ ⇒ 3♠ g.f. 1♦ ⇒ 1♥/1♠ ⇒ 2♠/2♥ = multi 17+ ⇒ 2NT relay ; ⇒ 3♠/3NT/cue = 5+♥4♠	1♣/1♦-1♥-1♠ = not 4+♣ 1♣/1♦-1♠-2♥ = not 4+♥
1♥		5	4♣	11-22	1♥ ⇒ 2♠ = or solid ♠ or strong 2 suiter ♠+♣/♦ 1♥/1♠/ ⇒ 1♠/1NT ⇒ 2♠ = FIG std or any strong	⇒ 2♠ ⇒ 2♦ = 8+ H.P. 1♥/1♠ ⇒ 2♦ ⇒ 2♥/2♠ = weak over support	1♥/1♠-x-1NT, 2♠ = transfer 2♥/2♠
1♠		5	4♥	11-22	2♠ = ♦ 10+ or weak fit. ♥/♠	1♥/1♠ ⇒ 2♠ ⇒ 2♦ = minimum not 4♠/4♥	1♥/1♠-2x/3x-4♠ = a good 4♥/4♠
INT		4♥	4♥	15-17 may be 5 card major	2♠ = GF relay or ♠10+; 2NT = Jacoby & competitive 2♠ = puppet	⇒ 2♦ = no major ⇒ 2♥/2♠ = puppet style	1♥/1♠-2x-cue = 10+ raise ♥/♠ INT-2♥/2♠ = Rubenshol transf
2♣	*	0	4♥	23+ balanced or any G.F.	2♥/2♠ = transfer	⇒ 2♠/2NT = max 4♥/4♠; splinters	2♣-2♥/2♠-2NT = ♠/♥
2♦	*	1	4♥	18-19 balanced or like 444 g.f.	2♥ waiting 2♥/2♠ = 6+♠/6+♥	⇒ 2♥ balanced 25+ or ♥ ⇒ 2♠/3♥ accept	2♣-2♥/2♠-transfers
2♥		5	4♦	6-9 may be minor side	2♥/2♠/2NT = multi transfers 2♠/2NT/3♠	⇒ 2♥/⇒ 2♠ = not 4♠, 2NT = 4♠, others 444 g.f. 2♦ = 3♠ ⇒ 3♦ ⇒ 3NT = invitational 4♥+4♠	2♦-2♥/2♠-x = 4+♠/4+♥
2♠		5	3♥	6-9 may be minor side	3♠ = puppet; 3♦/3NT = majors; 3♥/3♠ = shortness 2NT relay, 2♠ = 5(4)♠ relay, 3NT asking for Aces by four and K side	distributional responses	Double at level means limit raise
2NT		4♥	4♥	20-22 may be 5 card major	2NT relay, 3♠ = ♥, 3♦ = ♠, 3♥ = ♦ 3♠ Puppet, 3♦, 3♥ transfers	0A max K, 1A, 1A + 7 cards, 1A+K, 2A distributional responses	
3♣		6	6	Pre	3♠ = minors 4♠/4♦ invitational ♥/♠; 4♥/4♠ invitational ♠/♦	3♠ ⇒ 3♥ = no major, ⇒ 3NT = 5♥ 3NT usually denies minors	
3♦		6	6	Pre	3♦ asking for side values, 4♦ asking for ♠	K.C. with better support then two small cards	
3♥		6	6	Pre	4♠ asking for ♦		
3♠		6	6	Pre	4♠ asking for Aces by four and K side 4♠ asking for Aces by four and K side		
3NT	*			pre in a minor			
4♣	*	0		solid pre ♥	4♦ relay	4♥ no A side nor void	
4♦	*	0		solid pre ♠	4♥ relay	4♠ no A side nor void	
4♥		6		Pre			
4♠		6		Pre			
4NT	*			Good pre in a minor			
5♣		7		Pre			
5♦		7		Pre			
5♥		7		Pre			
5♠		7		Pre			
HIGH LEVEL BIDDING							
Usually we play cue bids and turbo convention that means :							
when a minor is fixed 4 the minor or 4NT show first even number of aces then Q							
when a major is fixed 3NT or 4NT show first even number of aces then Q							
When a big two suiter is in front of a balanced : we play 6 K.C.							
KC Blackwood : responses depend on strongness : 5NT pick a slam							
In competitive bidding: 4NT general forcing or general cue							