DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
6-16 hcp 5+, cards suit (rarely 4 cards) ; responses are nat. not forcing ; cue F1 ; Over 1M overcalls we have artificial responses
In bal pos = double= 8-11 or 15+ ; 1NT= 11-15 bal. Also without stop
Responses natural not forcing . Cue F1

1NT OVERCALL (2nd/4th Live;Responses; Reopening)
2nd = 15-17 balanced . System on
4th = 11-15 balanced also without stop
Responses natural

JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
Reopen:
DIRECT and JUMP CUE BIDS (Style;Response;Reopen)
See special bids that may require defence

VS. NT (cs. Strong/Weak; Reopening; PH)
Strong - Double= 5+6 4M , 2♣ = 5+4+ Ms
2♣ = 6+M or any 5+5+ strong
2♥/♠ = 5♥/♠ 4+m , 2NT= minors
Weak - Double= same hcp , Others see Strong nt

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

VS. ARTIFICIAL STRONG OPENINGS
Strong ♠ - Double= 4+4+ same color , 1♠ = 4+4+ same rank , 1NT= 4+4+ different color and rank
Strong 2♠ = above

OVER OPPONENTS TAKE OUT DOUBLE
Redouble = 6+

LEADS AND SIGNALS
OPENING LEADS STYLE

<table>
<thead>
<tr>
<th>Suit</th>
<th>Lead</th>
<th>Low=even without honor or odd with H</th>
<th>Low= odd number</th>
<th>High= even number</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Higher we can play</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NT</td>
<td></td>
<td>above</td>
<td>above</td>
<td></td>
</tr>
</tbody>
</table>

Subseq.

Other: excep : AJ92 = 2

LEADS

<table>
<thead>
<tr>
<th>Lead</th>
<th>Vs. Suit</th>
<th>Vs. NT</th>
</tr>
</thead>
</table>

Ace
King
Queen
Jack
10
9

Hi-x
See opening leads style

Lo-x
See opening leads style

SIGNALS IN ORDER OF PRIORITY

<table>
<thead>
<tr>
<th>Partner's Lead</th>
<th>Declarer's Lead</th>
<th>Discarding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suit: 1st</td>
<td>Low = Enc</td>
<td>Low = Even</td>
</tr>
<tr>
<td>2nd</td>
<td>Low = Even</td>
<td>Suit preference</td>
</tr>
<tr>
<td>3rd</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NT: 1st</td>
<td>Low = Enc</td>
<td>Low = Even</td>
</tr>
<tr>
<td>2nd</td>
<td>Low = Even</td>
<td>Suit preference</td>
</tr>
<tr>
<td>3rd</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Signals (including Trumps): Reverse Smith

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
11+

SPECIAL, ARTIFICIAL AND COMPETITIVE X/XX
Over a cue of the opps double and pass are inverted

WBF Convention Card Rev 2.0

Category: | | |
NCBO: | ITALY |
Event: | Bermuda Bowl 2005 |
Players: | FANTONI FULVIO – NUNES CLAUDIO |

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♣/♥/♦/♠ = 14+ or good 12/13 with 5 cards suit . 1♣ could be also 15+ balanced . 1♣/♥ could be 4th with 4441 . 1♣/♥/♠ could be 13+ with 4 cards other major . in 3rd seat could be 13+ also without 4 in the other major
1NT= (11) 12-14 any balanced , any 5332 , 5422 (no both majors) and any 4441

1NT Openings: 12-14 any bal,any 5332-5422 (no both Ms)
2 OVER 1 Responses: usually forcing game (some sequence are not forcing if opener has 11-13 with 5+4+ Majors)
2 OVER 1 is not forcing game in passed hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Ghestem
1♣/♥/♦/♠ = 5+5+ ♥- ♠ ; 2NT= 5+5+ ♥- ♠ ; 2♣= 5+5+ ♠- ♥ ; 3♣= 5+5+ ♠- ♥
1♥/♣/♦/♠ = 5+5+ ♣- ♥ ; 2NT= 5+5+ ♣- ♥ ; 3♣= 5+5+ ♣- ♥

Some interference auction are transfert . See supplementary Sheet

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: rarely
<table>
<thead>
<tr>
<th>Opening</th>
<th>Artif.</th>
<th>Min. Neg. Dble</th>
<th>Description</th>
<th>Responses</th>
<th>Subsequent Auction</th>
<th>Passed Hand Bidding</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♦</td>
<td>*</td>
<td>2 4♥</td>
<td>14+ (good 12/13) 4+ clubs or 15+ balanced</td>
<td>1♥/♥ = 0-11 ♦️/♠️ = 4+ ♦️/♣️ ; 1♣️ = 0-11 no 4M 1NT = 10+ balanced 2♣️/♥️/♠️ = FG with 5+ cards 2NT = 10+ 5M332 3♣️/♥️/♠️ = 5+5+ FG</td>
<td>1♣️ - 1♥/♥ - 1NT = 15-18 no 4 cards supp 1♣️ - 1NT - 2♣️ = 15+ bal</td>
<td>1♣️ = 13+ 4+♣️ or 15+ bal 2 over 1 = invitational</td>
</tr>
<tr>
<td>1♥</td>
<td>4</td>
<td>4♥</td>
<td>14+ (good 12/13) 4+ diamonds</td>
<td>1♥/♣️ = 0-9 4+ ♦️/♠️ ; 1NT = 0-9 no 4M , 2♣️ = FG, ♠️ or bal. or ♦️ supp 2♣️ = 0-6 5+♠️ 4+♥️ 2♥️/♠️ = FG 5+cards ; 2NT = FG 5M332 3♣️/♥️/♠️ = 5+5+ FG</td>
<td>1♥ - 1♥/♣️ - 1NT = 18+ also unb. 1♥ - 1NT - 2♣️ = 14-17 nat or 17+ also unb 1♥ - 1♥/♣️/1NT – 2NT = FG any</td>
<td>1♥ = (12) 13+ 2 over 1 = invitational</td>
</tr>
<tr>
<td>1♥</td>
<td>5</td>
<td>4♦</td>
<td>14+ (good 12/13) 5+ hearts or 11-13 with 5+♥️ and 4♠️</td>
<td>1♣️ = 0-9 4+ ♣️ ; 1NT = 0-9 no 4M 2♣️ = FG with clubs or bal. or ♥️ supp 2♣️/♠️ = FG 5+cards ; 2NT = ♥️ supp, 5+ 3♣️/♠️ = 5+5+ FG</td>
<td>1♥ - 1♣️/1NT - 2♣️ = 14-17 nat or 17+ also unb 1♥ - 1♣️/1NT – 2NT = 18+ 5+5+ or 6+4</td>
<td>1♥ = (12) 13+ 2 over 1 = invitational</td>
</tr>
<tr>
<td>1♠️</td>
<td>5</td>
<td>4♦</td>
<td>14+ (good 12/13) 5+ spades or 11-13 with 5+♠️ and 4♥️</td>
<td>1NT= 0-9 no 4M 2♣️ = FG with clubs or bal. or ♠️ supp ♣️ 2♣️/♥️ = FG 5+cards ; 2NT= ♥️ supp, 5+ 3♣️/♠️ = 5+5+ FG</td>
<td>1♠ - 1NT - 2♣️ = 14-17 nat or 17+ also unb 1♠ - 1NT – 2NT = 18+ 5+5+ or 6+4</td>
<td>1♠ = (12) 13+ 2 over 1 = invitational</td>
</tr>
<tr>
<td>1NT</td>
<td></td>
<td></td>
<td>12-14 any bal , 5332 , 5422 no 54 Ms , 4441 6m332</td>
<td>2♣️ = ask ; 2♣️/♥️ = transfert (2♦️ doesn’t show necessary hearts) ; 2♣️/NT = trs with many kinds of hand . 3♥️/♠️ = 0 or 1 ♥️/♠️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♣</td>
<td>4</td>
<td>4♦</td>
<td>10-13 (good 9) 5+♠ unbalanced hand; in 3rd seat could be weaker and max 12 (13)</td>
<td>2♣ = relais ; 2♥/♠ = not forcing with 5+ cards ; 2NT = 5+♠ 4+♥ invitational ; 3♠ = preemptive ; 3♠/♥/♠ = 7+ cards inv</td>
<td>2♠ - 2♦ - 2♥/♠ = 3 or 4♥/♠</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>2♦</td>
<td>4</td>
<td>4♣</td>
<td>10-13 (good 9) 5+♥ unbalanced hand; in 3rd seat could be weaker and max 12 (13)</td>
<td>2♥ = relais Inv + 2♠ = Invitational 4+ cards ; 2NT = ♠ weak ; 55 mjs GF ; 5M332 GF 3♠ = 5+♠ 4+♥ Invitational 3♥ = 55 mjs Invitational 3♥/♠ = invitational 6+ cards ;</td>
<td>2♥/♠/3♠ = to play 2NT = invitational 3♠ = preemptive</td>
<td></td>
</tr>
<tr>
<td>2♥</td>
<td>5</td>
<td>4♣</td>
<td>10-13 (good 9) 5+♥ unbalanced hand; in 3rd seat could be weaker and max 12 (13)</td>
<td>2♠ = relais ; 2NT = 5+♠ inv+ ; 3♠/♥ = nat F1 ; 3♥ = preemp ; 3♠ = FG with good suit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td>5</td>
<td>4♦</td>
<td>10-13 (good 9) 5+♣ unbalanced hand; in 3rd seat could be weaker and max 12 (13)</td>
<td>2NT = relais ; 3♣ = 5+♥ inv+ ; 3♥ = nat F1 ; 3♥ = 6+♣ F1 ; 3♠ = preemp</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2NT</td>
<td></td>
<td>4♣</td>
<td>21-22 bal</td>
<td>Puppet ; 3♠/♥ = trs ; 3♠ = 5+♣ 4+♥</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♠/♥ ♠</td>
<td>7</td>
<td>preemptive</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♠/♥ ♠</td>
<td>7</td>
<td>preemptive</td>
<td></td>
<td></td>
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</tbody>
</table>

**HIGH LEVEL BIDDING**

Cue bid ; Turbo ; RKCB ;
BIDS THAT MAY REQUIRE DEFENCE

TWO SUITERS JUMP OVERCALLS:

Over 1♦ openings: 2♦ = ♥♠, 2NT = ♦♥, 3♦ = ♦♠
Over 1♣ openings: 2♣ = ♥♠, 2NT = ♦♥, 3♣ = ♦♠
Over 1♥ openings: 2♥ = ♣♠, 2NT = ♣♦, 3♥ = ♣♠
Over 1♠ openings: 2♠ = ♦♥, 2NT = ♦♣, 3♠ = ♦♣

Responses: 2NT or first suit different from overcaller's suits = Relais, asks strength; others natural, new suit
6/7+ cards solid;

SPECIAL RESPONSES: we think opponents should be prealerted about them.

1♣ - 1♣: 0-11 HCP, 4+♥;
1♥: 0-11 HCP, 4+♣;
1♠: 0-11 HCP, without majors;
3♦/3♥/3♥/3♠: two suiters, ♠X/♥/♥/♠;

1♦ - 1♥: 0-9, 4+♥;
1♠: 0-9, 4+♥;
3♣/3♥/3♠: two suiters, ♣♥/♥/♣;

1♥ - 1♠: 0-9 with 4+♠;
1NT: 0-9;
SPECIAL AUCTIONS:

1♥ - 2♣  P  2♦ = 5+♠
2♥ = ♦
2♠ = 4♣
3♥ = ask for stop
3♠ = 5+♣ and ♠ support

1♠ - 2♣  P  2♠ = 5+♥
2♥ = 4♥
2♥ = ♠
3♥ = 5♥+ and ♣ support
3♥ = ask for stop

1♥ - 2♦  P  2♥ = 5+♣
2♠ = 4♠
3♥ = ask for stop
3♠ = 5+♠ and ♠ support

1♥ - P  2♥  double and over 3♣ : 3♦ = ♠ ♠ not strong ; 3♠ = 5+♠ strong
2♦ = natural
2nt = 6+♠
3♠ = 6+♦
3♥ = 6+♣
3♥ = 5+♠ 5+minor
4♣ = 5+5+ minors NF
4♦ = 5+5+ minors GF
1♠ - P  2♠  double and over 3♠ : 3♦ = ♦ not strong ; 3♥ = 5+♥ strong
2nt = 6+♠
3♠ = 6+♦
3♦ = 6+♥
3♥ = natural
3♣ = 5+ ♥ 5+ minor
4♠ = 5+5+ minors NF
4♦ = 5+5+ minors GF

TAKE OUT DOUBLES

Advancer's cue bid is not forcing to game, it promises 10+HCP;
Aggressor's cue-bid is not forcing to game (i.e.: 1♦-X-P-1♥-P-2♦ also with 16 BAL);

Responsive doubles:

After a double of 1M, usually no four cards in other major (could be 5);
at least 8 HCP;

Over Redouble:

If redouble don't show lenght in opening suit and opener may have only 4 cards
in opening suit PASS is penalty;
in all the other situations PASS is neutral; jumps are preemptive;

In reopening position:

(8-11 BAL or SEMIBAL) or (15+any), successive doubler's bid = 15+ NAT;
SUPPLEMENTARY SHEET N°2

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

A DBL in our side suit when it's not important to engage a competitive auction discourage lead in that suit -------------------------> in the same situation PASS encourage lead in that suit;
We play two-way doubles in some situations: i.e. 4♥-X, 1♥-4♠-X, NEVER at low level;
In forcing game situations opener's double often shows minimum and BAL/SEMIBAL hands;
We play splinter double: a double of an opponent's splinter bid send the message "Do not make your normal lead, i.e. in dummy's fragment suit";

LEADS AND SIGNALS

We normally play suit preference: LOW = encouraging , HIGH = discouraging
Rarely we play count, sometimes, when we think it is useful, on declarer's lead.

Exceptions:

Vs Suit:

- A lead, dummy have Qxx(+), we play count;
- A lead, dummy have singleton, we play: HI=pref. HI suit; MIDDLE=pref. lead suit; LOW=pref. LOW suit;

Vs NT:

- after lead we play Reverse Smith convention: when one of us discard LOW he encourage return in lead suit;
- we play count or unblock on the King;
SLAVINSKY LEADS:

When we have one or more honours we lead in direct counting: small with an odd number of cards, high with an even number of cards. When we have no honours we lead in reverse counting: small with an even number of cards, high with an odd number of cards.

i.e.: K6532 = 2; K653 = 6; 9832 = 2; 983 = 9; 92 = 2; 10 is not considered an honour but with 10x we lead with 10.
Exceptions are logical, i.e 1062=6; 10962=10(vs Suit),=2(vs NT); 10654=4; H98x(+)=9;
KJ92 = 2

COUNT:
On partner's suit, but only if it wasn't supported, we lead signeling count: LOW with ODD, HIGH with EVEN. With 10x, Jx, Qx, Kx, Ax we lead 10, J, Q, K, A.

VS NT (strong)

After responder's PASS on overcall:
X = (5+m/4M): 2♣: pass or correct; 2♦: ask major; 2♥/2♠: to play;
2♠ = (Majors): 2♦: ask longer suit; 2♥/2♠: suit preference;
2♥ = (M 1-suit or STR 5+M/4+m): 2♥:I don't want to play 3♥ (Pass, 2♠, 2♥: I may play game in ♦ (Pass, 2NT=6♠ STR 2NT=5♠+4/5m,
2♥/2♠=5+♥/♠ 4+♥/♠ ; 2NT asks minor;
2NT (5+♠/5+♥): 3♠/3♥: preference; 3♥/3♠: stop or cue, try 3NT;

Vs weak NT miss X that is same points

VS 2♦ MULTICOLOR and 2♥/2♠ NAT preemptive
We assume opener have ♠ when bid 2♦ multi:
X: standard take-out (4♥ with min on 2♦ multi);
2♥/2♠/3♥/3♠: NAT standard;
2NT: 15-18 BAL;
4♠/4♥: 6♠/♥ + 5 other major (♥ on 2♦ multi);
Cue-bid: 5/5 minor + other major;
After 2♦:Pass-2♥/2♠ we assume that 2♥/2♠ is NAT;
**LEAD**

<table>
<thead>
<tr>
<th>Vs SUIT</th>
<th>Vs NT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ACE</strong> = AKx +</td>
<td>AKx +</td>
</tr>
<tr>
<td><strong>KING</strong> = KQ(x) + or AK</td>
<td>KQ109(x)+,KQ10x(x)+ ,AKJ(10x)+ KQJx(x)+</td>
</tr>
<tr>
<td><strong>QUEEN</strong> = QJ(x)+</td>
<td>QJ(x)+ KQx(x)+ , KQJx(x)</td>
</tr>
<tr>
<td><strong>JACK</strong> = J10(x)+ or HJ10(x)+</td>
<td>J10(x)+ or HJ10(x)+</td>
</tr>
<tr>
<td><strong>10</strong> = 109(x) or H109(x) or 10x</td>
<td>109(x) or H109(x) or 10x</td>
</tr>
<tr>
<td><strong>9</strong> = 9xx , 9xxxx , H98(x)+</td>
<td>9xx , 9xxxx , H98(x)+</td>
</tr>
</tbody>
</table>

LOW = xx , xxxx , xxxxxx , Hxx , Hxxxx , Hxxxxxx

HIGHer is possible to play = xxx , xxxxx , xxxxxx , Hxxx , Hxxxxx

EXC: AJ92 we lead low
    K1082 we lead low ecc.