

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
VERY LIGHT ONE LEVEL
NEW SUIT NON FORCING
CUE FORCE, JUMP RAISE PREE
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 NATURAL, SYSTEMS ON
10-14 reopening system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
OVER 1C :2C =C, 2D=Ms,2M weak, 2NT=MINORS
OVER 1D:2D Ms, 2M weak, 2NT=C+H, 3C=C, 3D=C+S
OVER 1H:2H=S+C, 2S weak, 2NT=minors, 3C=S+D
OVER 1S:2S=H+C, 2NT=minors, 3C=H+D
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M – 3M ASK FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL 5+minor, 4M, 2C=Majors, 2D=ONE M OR 55Mm STRONG
2M=M+minor, 2NT minors, 3x natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
NT NATURAL, DBL NATURAL, LEAPING MICHAELS
3m 4C =om+M, 4D MAJORS
3M 4m Leaping , 4M one suited strong, 4NT minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NATURAL VS 2C
OVER 1C, X STRONG,1NT=C, 2C=C+M
2D MAJORS, 2M=M+D, 2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX STRONG, TRANSFERS OVER 1M, inverted over 1m (note 1)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3&5	3&5	
NT	ATTITUDE	3&5	
Subseq	ATTITUDE		
Other: journalist in subsequent leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x) AKJ(x)	
King	KQ(x)	KQJ(x) AKJ10 KQ109	
Queen	QJ(x)	QJ10(x) KQ(x)	
Jack	J10(x)	J109(x) HJ10(x)	
10	109(x) H109(x)	109(x) H109(x)	
9	9x	H98(x)	
Hi-X	Even number of cards	No interest	
Lo-X	Odd number of cards	Interest in the suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Enc	Lo even	Odd enc
Suit 2	Lo Even	Suit pref	Suit pref
3	Suit pref		
1	Low Enc	Lo even	Odd enc
NT 2	Lo Even	Suit pref	Suit pref
3	Suit pref		
Signals (including Trumps):			
Standard carding when lead is A,K or Q			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
NATURAL, MAYBE OFFSHAPE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
COMPETITIVE, NEGATIVE			
SOS RDBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: ITALY
AGUSTIN MADALA ALEJANDRO BIANCHEDI
EVENT European Championship 2018 Ostende Open
SYSTEM SUMMARY
2 OVER 1 MANY RELAIS
TRANSFERS OVER 1 CLUB
VERY AGRESSIVE 3 LEVEL OPENINGS NON VUL
LIGHT OVERCALLS
1D OPENING ALWAYS UNBALANCED
CONTRUCTIVE WEAK TWOS
1C OPENING 12-14 BAL OR NATURAL CLUBS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRANSFERS OVER 1 CLUB
2C OPENING BALANCED 18 19
1M – 2C RELAY FG
1C – 2C RELAY FG
1D – 1NT RELAY FG
3NT opening is good pree in one M
SPECIAL FORCING PASS SEQUENCES
IN FORCING SITUATION AT GAME OR MORE LEVEL
DBL=WANTO TO BID, PASS=DONT WANT
IMPORTANT NOTES
PSYCHICS: VERY RARE

Note 1

1♣ **DBL** **RDBL** = 10+ pts

- 1♦ = 5+♥
- 1♥ = 5+♠
- 1♠ = 5+♦
- 2♣ = 5+♣ natural
- 2♦ = limit+ ♣
- 2M = weak
- 2NT = barrage ♦
- 3♣ = barrage

1♦ **DBL** **RDBL** = 10+ pts

- 1♥ = 5+♠
- 1♠ = 5+♥
- 1NT = 5+♣
- 2♣ = fit ♦ good
- 2♦ = fit ♦ weaker
- 2M = weak
- 2NT = barrage ♣
- 3♣ = limit + ♦
- 3♦ = barrage

1♥ **DBL** **RDBL** = 10+ hcp

- 1♠ = nat F1
- 1NT = transfer x ♣
- 2♣ = transfer x ♦
- 2♦ = fit hearts better than 2H
- 2♥ = fit H weaker
- 2♠ = mixed raise ♥
- 2NT = limit+ 4 carte
- 3m = Fit Showing
- 3♥ = barrage
- 3♠4m = splinters
- 3NT = good 4♥ bid

1♠ **DBL** **RDBL** = 10+ hcp

- 1NT = transfer x ♣
- 2♣ = transfer x ♦
- 2♦ = transfer x ♥
- 2♥ = fit spades better than 2S
- 2♠ = fit spades weaker
- 2NT = limit+ 4 carte
- 3m = Fit Showing
- 3♥ = mixed raise
- 3♠ = barrage
- 3NT = good 4♠ bid
- 4m/4♥ = splinters

Note 2

- 1♣ 2♣
 2♦ = 5+♣ 4+♦, any 5440 or bal with xx any suit
 2♥ = 5+♣ 4+♥, or any 4441
 2♠ = 5+♣ 4+♠
 2NT = bal 12 14 non xx any suit
 3♣/3♦/3♥ = 6+♣ + singleton lo med hi
 3♠ = 6+♣ min 6-3-2-2 o 7-2-2-2 o super max 18/19+
 3NT = 6+♣ max 15-17 6-3-2-2 o 7-2-2-2
 4♣/♦/♥ = 6+♣ max AKQ singleton lo med hi 17+ pts

Note 3

- 1♣ 2♦
 2♥ = pass or correct → 2♠ = 6♠ min/max non la 6-4
 2NT = 6♥ 4m → 3♣ pass correct, 3♦ ask m lo hi
 3♣/♦ = 6♠ 4♣/♦
 2♠ = pass or correct → 2NT 6♠ 4♣
 3♣ = 6♠ 4♦
 3/4♦ = ♥ min/max
 3♠ = 6♥ 4♣
 3NT = 6♥ 4♦
 2NT = ask F.G → 3♣ = 3/4♣
 3♦ = 4♦
 3♥ = ♠ non 3+♣ e non 4♦
 3♠ = ♥ non 3+♣ e non 4♦
 3♣ = 6/7+♣ no forcing
 3♦ = 6+♣ 5+♦ → nat
 3♥ = invitante → passo/3♠ = min, 3NT = max ♠, 4♥ = max hearts
 3♠ = 6-5♠
 4♣ = tell suit in transfer
 4♦ = ask suit

1♣ 2♥

- 2NT r →→ 3♣ = tri suiter → 3♦ r → sing lmh
 3♦ = 1♦ → nat
 3♥ = 1♥ → 3♠ nat, 4♣ nat, 4♦ = 5♦, 4♥ = 4♦
 3♠ = 1♠ non 4♥
 3NT = 1♠ + 4♥ su cui 4♣ fit ♣, 4♦ fit ♦, 4♠ kcard H

1♣ 2♥

- 2NT r →→ 3♣ = tri suiter → 3♦ r → sing lmh
 3♦ = 1♦ → nat
 3♥ = 1♥ → 3♠ nat, 4♣ nat, 4♦ = 5♦, 4♥ = 4♦
 3♠ = 1♠ non 4♥
 3NT = 1♠ + 4♥ su cui 4♣ fit ♣, 4♦ fit ♦, 4♠ kcard H

1♣ 2♠
 2NT_r → → → 3♣ = limit + sing → 3♦_r → ♥/♠/NT lmh
 3♦ = sing ♦ o 6♣4♦, 3♥ ask, 3♠ sing ♦, 3NT 64♦
 3♥/♠ = 6♣4♥/♠
 3NT = 6+♣ bal non da slam
 4♣ = 6+♣ slam bal

Note 4

1♦ 1♥
 2♣ 2♦ = 8 + pts ask
 2♥ = weak
 2♠ = 5♥4♠ weak
 2NT = very weak fit in a minor → 3♣ o 4♣ inv game
 3♣ = 4+♣ 6/7 pts
 3♦ = 3+♦ 6/7 pts
 3♥ = 6+♥ good suit FG

1♦ 1♥
 2♣ 2♦
 2♥ = 5+♦4+♣ 11-15 → 2♠ ask F.G, 2NT nat, 3♣/♦ nf
 2♠ = 5♦+4♠ 17+ → 2NT_r (stop clubs) → 3♣ 6-4+, 3♦/♥ sing ♥ min e max, 3♠/NT 2-2
 → 3♣_r non stop clubs → 3♦ 64, 3♥ sing ♥, 3♠ 2-2, 3NT 2-2 stop
 2NT = 5♦ 4♣ 16+ stop ♠ → 3C ask min max, 3♦ fit ♦
 3♣ = 5♦ 4♣ 16+ no stop ♠ → 3D ask min max
 3♦ = 6♦ 4♣ 16+ → 3♥ ask sing → lmh, 4♣ sing ♠ stronger
 3♥ = 5♦+5♣ short ♥ 17+
 3♠ = 5♦+5♣ short ♠ 17+
 3NT = 5♦ 4♣ 4♠ 17+ → 4♣/♦ fit, 4♥ fit ♠, 4♠ S.O, 4NT quantitativo

Note 5

1♥ 2♣
 2♦ = 5+♥4+♣, tri suiter, bal 11-14 xx ♦ or ♠, 6 good ♥ (any short or 63♣22)
 2♥ = 5+♥4+♦, bal 11-14 no xx ♦ or ♠
 2♠ = 5+♥ 4+♠
 2NT = 5♥332 16-19 or 6♥322♣ good suit
 3♣ = 6♥1♣ o 6♥3♣22 bad suit
 3♦ = 6♥1♦ bad suit
 3♥ = 6♥1♠ bad suit
 3♠ = 6♥322♣ min o max bad suit
 3NT = 6♥322♣ 15-17 bad suit
 4♣/4♦ = 6+♥ AKQ 16+ autosplinter → cue bid or soff

Note 6

1♥ 1♠
2♣ 2♦ = 8+
2♥2♠ = weak
2NT = weak short ♥
3m = weak 6m
3♥ = limit 3♥ e 5♠
3♠ = 6♠ limit good suit

1♥ 1♠
2♣ 2♦
2♥ = 5♥ e 4♣ 11-15 pts → 3♦ forcing
2♠ = 5♥ e 4m strong+ any sing, trisuiters, bal 3♠ 16-19 o 4♠6(30) 17+
2NT = 5422 any or 5332♠ 16-17, also 19+ con 4♠+any singleton
3♣ = 6♥+ any sing or 7+♥
3♦ = 6♥ no singletons
3♥ = 5♥-5♣ 17/18+ → 4♣ fit ♣, 4♦ choice
3♠ = 5♥-5♦ 17/18+ → 4♣ fit ♦, 4♦ choice
3NT = 5♥-3-3-2♠ 18-19 → 4♣/♦ fit ♣ e ♦
4♣/♦ = 5+♥, 4♠ sing ♣/♦ 16-18

Note 7

2♠ 2NT
3♣=6-4 o max no shortness → 3♦ r → lmh 4 cards, 4♣/4♦/no sing max
3♦ = sing minor → 3♥ r → lh
3♠ = stop if sing ♦
3♥ = sing ♥
3♠ = min no sing
3NT = solid suit or ARF10
4x = 7 carte + sing
4♠ = 7 carte no sing