



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level Natural responses Cue=12+ with fit or any FG Jump cue=fit, 4+cards support, Splinter New suit= NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on 12-16 on reopening. System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1M-3♣ = other M+♦; 1♦-3♣ = ♣+♠ not strong; 1♦-3♦=♣+♠ strong; 1♣-3♣ = Natural; 1♣-2♣ = ♦+♠ Other jumps=pre <b>Reopen:</b> constructive hands
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue in response after overcall=fit, Splinter Direct cue over opp opening bid = two suit hand Modified Michael cuebid
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠ = ♥/♠+minor; 2NT=minors or Major+minor strong; Dbl=5+ m+4M Landy on reopening » 2♣=Majors; others=natural; Dbl=5+ m+4M <b>Over weak NT:</b> Dbl=14+ bal or any strong and; 2♣=majors Others=transfer; <b>Reopening vs weak NT:</b> Dbl and 2♣ remains the same; Others=natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors; 2♣=♣/♠ or ♦/♥; 2♦=♣=♣/♥ or ♦/♠ <b>Over 2♣ »</b> the same one level up
<b>OVER OPPONENTS TAKEOUT DOUBLE</b>
1M-DBL-suit under opening= constructive support, 8+HCP 1M-DBL-2NT= fit, 11+, 4 cards support New suit=F1

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	1,3,5	1,3,5	
NT	1,2,4	1,3,5. If agreed suit » attitude	
Subseq	Normally attitude		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for attitude	Asks for count or unblock	
Queen	Asks for attitude	Asks for attitude	
Jack			
10	1 <sup>st</sup> or 3 <sup>rd</sup> card	Promising	
9	1 <sup>st</sup> or 3 <sup>rd</sup> card	1 <sup>st</sup> or 2 <sup>nd</sup> card	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
SUIT*	UDCA	Reverse count	O/E
NT**	UDCA	Reverse count	O/E
	*Lavinthal when a singleton in dummy		
	**Appel Smith		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2♣) Reopening TO = 8+HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and competitive doubles until 4♥ Support doubles and redoubles 1NT (if strong) – DBL = 5+ in a minor and 4 in a major			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
 	
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<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1	
2♣ - FG » 24+ if bal; or long and solid suit (4-losers)	
2♦ - Multi; Weak or strong major or 21-23 bal	
2♥/♠ - Two suiter, ♥+other/♠+minor	
1NT » 15-17; 2NT » 18-20	
3NT » Gambling	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Inverted minors	
Strong and limited Splinters	
Two way Checkback	
Modified Bergen supports	
Modified Michael cue-bid	
Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit	
Walsh over 1♣	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps	
Pass in competition when opps interfere on FG actions	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Very rare	



**NOTE 1 – TWO WAY CHECKBACK**

**1m 1M**  
**1NT 2♣** = asks for 2♦. May be sign off in diamonds or any invitational hand

**1m 1M**  
**1NT 2♦** = FG, asks attitude for majors. Other minor » 3-4 in majors

**1m 1M**  
**1NT 2NT**= asks for 3♣. Sign off in clubs or FG with shortness

**NOTE 2 – CHECKBACK OVER 2NT**

**1m 1M**  
**2NT 3♣ » 3♦** = 3-4 in majors

**NOTE 3 – INVERTED MINORS**

**1m 2m** = not GF, invitational or more  
**1m o/m jump** = 8-10  
**1m 3m** = pre, limited to 7HCP

**NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT**

**1m 1♥**  
**2♥ 2♠** = asks for distribution and strength  
**2NT**= minimum bal; **3NT**=maximum bal; 3x=maximum control; 3♥=minimum; 4x=singl

**1m 1♠**  
**2♠ 2NT** = asks for distribution and strength  
**3♣**= minimum bal or maximum ♣ control; **3NT**=maximum bal; 3x=maximum control; 3♠=minimum; 4x=singl

**NOTE 5 – LIMITED AND STRONG SPLINTERS**

**1♥ 3♠**=strong any shortness - 3NT= asks  
**1♥ 3NT/4♣/4♦** = ♠/♣4♦ shortness, limited

**1♠ 3NT**= strong any shortness - 4♣= asks (gradino)  
**1♠ 3♥/4m**=limited shortness

**NOTE 6 – SHORT AND LONG TRIALS**

**1♥ 2♥**  
**2♠**= any shortness – 2NT asks » gradino

**1♠ 2♠**  
**2NT**= any shortness - 3♣ asks » gradino

Other new suit over support = long trial

**NOTE 7 – GAZZILLI**

Any strong hand (17+) by opener, except 15-17 bal with 5M; after 1NT forcing, bids 2♣. Maybe a natural bid, any balanced hand or any strong hand.  
 After 2♣, 2♦ by responder=8+HCP,

**NOTE 8 – 1M -2NT**

15+HCP balanced. May have 2 to 4 cards in opener suit.  
 Opener may bid shortness with 6+ cards.

**NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT STAYMAN**

After 2♦ » 3♣ asks for minors and 3M = Smolen

After 2♦ » 3♦ shows a major shortness

After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

**TRANSFER FOR MAJORS**

**1NT 2♦**  
**2♥ 2♠**= 5-5 major, slam try

**1NT 2♥**  
**2♠ 3♥**= 5-5 major, invitational

**1NT 4♣**= 5-5 major no slam interest

**1NT 4♦/♥**=transfer to ♥/♠, no slam interest

**1NT 4♠**=Blackwood

**TRANSFER FOR MINORS**

**1NT 2♠**=asks for 4 card minor

**1NT 2NT**=asks for 3♣, maybe sign off in ♣ or FG with one minor suit any shortness

**1NT 3♣**=sign off in ♦ or slam try in ♦

**1NT 3♦**=slam try in hearts  
**3♥**=slam try in spades  
**3♠**=slam try in clubs

**NOTE 10 – AFTER MULTI 2♦**

2♦-2♥ = P/C; 2♦-3♥ = pre, P/C; 2♦-2♠=P if ♠ or INV if ♥; 2♦-3♣/♦/♠=Nat, F1; 2NT=Relay; 2♦-4♣=Bid your suit in transfer; 2♦-4♦=Bid your suit; 2♦- any-2/3NT=21-23bal, system on; 2♦-weak answer – 3♥/♠ after 2♥ or 3♠4♥ after 2♠=strong hand (ACOL style)

**SPECIAL AUCTIONS ON COMPETITION**

After partner overcall in suit, jump level in 3♣, when possible or in a suit under overcall is support with strength below direct cuebid.(Mixed raise)

Over strong NT » double=5+m4M

Over weak NT » transfers overcalls

**GOOD-BAD** in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

**Rubensohl** after overcall over 1NT

2NT **ScramblingLebensohl** in competition.