

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)
2 nd = 15-17 balanced . System on
4 th = 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+m 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			
	Lead	In Partner's Suit	
Suit	<u>Low</u> =even without honor or odd with H <u>Higher we can play</u> = odd without honor or even with honor	<u>Low</u> = odd number <u>High</u> = even number	
NT	Above	above	
Subseq.			
Other: excp : AJ92 = 2			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Akx+	
King	KQx+	AKJ10+ , KQ109+	
Queen	QJ+	QJ10+	
Jack	J10+	J10+	
10	109+ , 10x	109+ , 10x	
9	H98+ , 9xx , 9xxxx	H98x , 9xx , 9xxxx	
Hi-x	See opening leads style	See opening leads style	
Lo-x	See opening leads style	See opening leads style	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Low = Enc	Low = Even	Low = Enc
2nd	Low = Even	Suit preference	Suit preference
3rd			
NT: 1st	Low = Enc.	Low = Even	Low = Enc
2nd	Low = Even	Suit preference	Suit Preference
3rd			
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:	MONACO
Event:	
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 4 th with 4441. 1♣/♦ in 3rd seat could be 13+ 1♥/♠ could be 12/13 if 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 441	
2♣/♦/♥/♠= 10-13 (sometimes good 9) with 5+ cards suit and unbalanced hand . In 3 rd seat could be weaker (MAX 12) and also 5332	
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♣/♦ - 2♦ = 5+5+ ♥ - ♠ ; 2NT= 5+5+ ♦/♠ - ♥ ; 3♣ = 5+5+ ♦/♠ - ♠	
1♥ - 2♥ = 5+5+ ♣ - ♠ ; 2NT= 5+5+ ♣ - ♦ ; 3♣ = 5+5+ ♦ - ♠	
1♠ - 2♠ = 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	

OPENING BID DESCRIPTIONS							
Opening	Artif.	Min.	Neg. Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	*	2	4♥	14+ (good 12/13) 4+ clubs or 15+ balanced	1♦/♥= 0-11 4+♥/♠ ; 1♠= 0-11 no 4M 1NT= 10+ balanced 2♣/♦/♥/♠= FG with 5+ cards 2NT= 10+ 5M332 3♣/♦/♥/♠= 5+5+ FG	1♣ - 1♦/♥ - 1NT= 15-18 no 4 cards supp 1♣ - 1NT - 2♣= 15+ bal	1♣= 13+ 4+♣ or 15+ bal 2 over 1 = invitational
1♦		4	4♥	14+ (good 12/13) 4+ diamonds	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	1♦ - 1♥/♠ - 1NT= 18+ also unb. 1♦ - 1NT - 2♣ = 14-17 nat or 17+ also unb 1♦ - 1♥/♠/1NT - 2NT = FG any	1♦= (12) 13+ 2 over 1 = invitational
1♥		5	4♦	14+ (good 12/13) 5+ hearts or 11-13 with 5+♥ and 4♠	1♠= 0-9 4+ ♠ ; 1NT= 0-9 no 4M 2♣= F1 with clubs or bal. or ♥ supp 2♦/♠= FG 5+cards ; 2NT= ♥ supp, 5+ 3♣/♦= 5+5+ FG	1♥ - 1♠/1NT - 2♣ = 14-17 nat or 17+ also unb 1♥ - 1♠/1NT - 2NT = 18+ 5+5+ or 6+4	1♥ = (12) 13+ 2 over 1 = invitational
1♠		5	4♦	14+ (good 12/13) 5+ spades or 11-13 with 5+♠ and 4♥	1NT= 0-9 no 4M 2♣= F1 with clubs or bal. or ♠ supp 2♦/♥= FG 5+cards ; 2NT=♠ supp, 5+ 3♣/♦= 5+5+ FG	1♠ - 1NT - 2♣ = 14-17 nat or 17+ also unb 1♠ - 1NT - 2NT = 18+ 5+5+ or 6+4	1♠ = (12) 13+ 2 over 1 = invitational
1NT				12-14 any bal , 5332 , 5422 no 54 Ms , 4441 6m332	2♣= ask ; 2♦/♥= transfert (2♦ doesn't show necessary hearts) ; 2♠/NT = trs with many kinds of hand . 3♥/♠ = 0 or 1 ♥/♠		

2♣		4	4♦	10-13 (good 9) 5+♣ unbalanced hand; in 3 rd seat could be weaker and max 12 (13)	2♦= relais ; 2♥/♠ = not forcing with 5+ cards ; 2NT= 5+♠ 4+♥ invitational ; 3♣= preemptive ; 3♦/♥/♠=7+cards inv	2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠	
2♦		4	4♦	10-13 (good 9) 5+♦ unbalanced hand; in 3 rd seat could be weaker and max 12 (13)	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 ;		2♥/♠/3♣ = to play 2NT = invitational 3♦= preemptive
2♥		5	4♦	10-13 (good 9) 5+♥ unbalanced hand; in 3 rd seat could be weaker and max 12 (13)	2♠= relais ; 2NT = 5+♠ inv+ ; 3♣/♦ = nat F1 ; 3♥= preemp ; 3♠= FG with good suit		
2♠		5	4♦	10-13 (good 9) 5+♠ unbalanced hand; in 3 rd seat could be weaker and max 12 (13)	2NT = relais ; 3♣= 5+♥ inv+ ; 3♦= nat F1 ; 3♥= 6+♣ F1 ; 3♠= preemp		
2NT			4♦	21-22 bal	Puppet ; 3♦/♥= trs ; 3♠= 5+♠ 4+♥		
3♣♦/♥ /♠		7		preemptive			
4♣♦/♥ /♠		7		preemptive			
HIGH LEVEL BIDDING							
Cue bid ; Turbo ; RKCB ; 							

SUPPLEMENTARY SHEET N°1

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 length 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 signaling 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

	Vs SUIT	Vs NT
ACE =	AKx +	AKx +
KING =	KQ(x) + or AK	KQ109(x)+,KQ10x(x)+ ,AKJ(10x)+ KQJx(x)+
QUEEN =	QJ(x)+	QJ(x)+ KQx(x)+ , KQJx(x)
JACK =	J10(x)+ or HJ10(x)+	J10(x)+ or HJ10(x)+
10 =	109(x) or H109(x) or 10x	109(x) or H109(x) or 10x
9 =	9xx , 9xxxxx , H98(x)+	9xx , 9xxxxx , H98(x)+
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.	