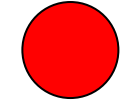


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)
6-16 hcp 5+cards suit (rarely 4 cards)
In bal pos = double= 8-11 or 15+ ; INT= 12-15 bal.
Responses natural
<b>1NT OVERCALL</b> (2nd/4th Live;Responses; Reopening)
2 <sup>nd</sup> = 15-17 balanced . Responses as 1nt opening
4 <sup>th</sup> = 12-15 balanced also without stop
Responses natural
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)
1-Suit:
2-Suit:
Reopen:
<b>DIRECT and JUMP CUE BIDS</b> (Style;Response;Reopen)
Natural or 2 suiter
<b>VS. NT</b> (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
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Strong♣ - Double= 4+4+ same color , 1♦= 4+4+ same rank
1nt= 4+4+ different color and rank
Strong 2♣ = above
<b>OVER OPPONENTS TAKE OUT DOUBLE</b>
Redouble = 6+

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Low=even without honor or odd with	Low= odd number High= even number	
NT	above	above	
Subseq.			
Other:			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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): Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE X/XX</b>			

<b>WBF Convention Card Rev 2.0</b>		
Category:		
NCBO:	ITALY	
Event:	World Championship – Bermuda Bowl	
Players:	FANTONI FULVIO – NUNES CLAUDIO	
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
1♣/♦/♥/♠= 14+ or good 12/3 with 5 cards suit . 1♣ could be		
Also 15+ balnced . 1♣/♦could be 4 <sup>th</sup> with 4441		
2♣/♦/♥/♠= 10-13 (sometimes good 9) with 5+ cards suit and		
Unbalanced hand . In 3 <sup>rd</sup> seat could be weaker and also 5332		
1NT Openings: 12-14 any bal,any 5332-5422 (no both Ms)		
2 OVER 1 Responses: forcing game		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
Psychics: rarely		



## SUPPLEMENTARY SHEET N°1

### BIDS THAT MAY REQUIRE DEFENCE

**Two suiters jump overcalls:** 5+/5+ two suiters, weak is Kxxxx/Qxxxx/xx/x in NV Vs V,  
KQxxx/KQxxx/xx/x in V Vs NV, intermediate with A or A+K more, strong with at least A or A+K more;

Over 1♣ openings: 2♦=♥♠, 2NT=♦♥, 3♣=♦♠ intermediate/max, 3♦=♦♠ min;

Over 1♦ openings: 2♦=♥♠, 2NT=♣♥, 3♣=♣♠ weak/intermediate, 3♦=♣♠ strong;

Over 1♥ openings: 2♥=♣♠, 2NT=♦♠, 3♣=♣♦ weak/intermediate, 3♦=♣♦ strong, F1;

Over 1♠ openings: 2♠=♣♥, 2NT=♦♥, 3♣=♣♦ weak/intermediate, 3♦=♣♦ strong, F1;

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♦: 0-9 HCP, 4+♥;  
1♥: 0-9 HCP, 4+♠;  
1♠: 0-9 HCP, without majors;  
3♣/3♦/3♥/3♠: two suiters, ♣X/♦♥/♥♠/♠♦;
- 1♦- 1♥: 0-9, 4+♥, no forcing;  
1♠: 0-9, 4+♠, no forcing;  
3♣/3♥/3♠: two suiters, ♣♥/♥♠/♠♣;
- 1♥- 1♠: 0-9 with 4+♠;  
1NT: 0-9;

### 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 (16+any), successive doubler's bid= 16+ 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 SMITH convention: when one of us discard HIGH 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♠, 2NT=5♠+4/5m, 3♣/3♦=5♥+4/5♣/♦);

2♠: I may play game in ♥ (Pass, 2NT=6♠ STR, 3♣/♦=5♠+4/5♣/♦ STR,  
3♥=♥ and min, 4♥=♥ and max);

2NT: 3♣: 6+♥, 3♦: 6+♠, responder's 3♥ and 3♠ are INV;

2♥/2♠ (5+♥/♠/4+m): 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: 16-18 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;