DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reop	
6-16 hcp 5+, cards suit (rarely 4 cards); response	
are nat. not forcing; cue F1; Over 1M overca	lls we
have artificial responses	
In bal pos = double= $8-11$ or $15+$ ; $1NT=11-1$	5 bal.
Also without stop	
Responses natural not forcing . Cue F1	
1NT OVERCALL (2nd/4th Live;Responses; Reop	ening)
$2^{\text{nd}} = 15-17 \text{ balanced}$ . System on	
4 <sup>th</sup> = 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	
$2 \checkmark 4 + m , 2NT = minors$	
Weak - Double= same hcp, Others see Stron	og nt
weak - Double- same nep, Others see Subi	ig iii
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT	hids)
vo. 1122111 15 (Bodoles, ede olds, vallips, 111	0145)
VS. ARTIFICIAL STRONG OPENINGS	
Strong ♣ - Double= 4+4+ same color, 1 ◆= 4+	
same rank, 1nt= 4+4+ different color and ran	<u>k</u>
Strong 2♣ = above	
briong 2x - above	
OVER OPPONENTS TAKE OUT DOUBLE	
Redouble = 6+	

LEADS AND SIGNALS						
OPENING I	LEADS STYLE					
	Lead	In Partner's Suit				
Suit	<u>Low</u> =even without		<u>Low</u> = odd number			
	honor or odd w	ith H	High= even number			
	Higher we can	play =				
	odd without ho					
	even with hono	or				
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, 9x	XXXX	H98x , 9xx , 9xxxx			
Hi-x	See opening lea		See opening leads			
	style		style			
Lo-x	See opening lea	ads	See opening leads			
	style			style		
SIGNALS II	N ORDER OF PR	IORITY				
	Partner's Lead	Declare	er's	Discarding		
		Lead				
Suit: 1st	Low = Enc	Low =	Even	Low = Enc		
2nd	Low = Even	Suit		Suit		
		prefere	nce	preference		
3rd						
NT: 1st	Low = Enc.	Low = Even		Low = Enc		
2nd	Low = Even	Suit		Suit		
		preference		Preference		
3rd						
Signals (inc	cluding Trumps)	: Revers	se 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

 $1 \clubsuit / \diamondsuit / \checkmark / \diamondsuit = 14 + \text{ or good } 12/13 \text{ with 5 cards suit }.$ 

1♣ could be also 15+ balanced.

1♣/ ◆could be 4<sup>th</sup> with 4441.

1♣/ <u>♦ in 3<sup>rd</sup> seat could be 13+</u>

1 v/♠ could be 12/13 if with 4 cards other major <u>, in 3<sup>rd</sup> seat could be 13+ also without 4 in the other major</u> 1NT=(11) 12-14 any balanced , any 5332 , 5422 (no both majors) and <u>any 4441</u>

2♣/♦/ $\nabla$ / $\Phi$ = 10-13 (sometimes good 9) with 5+ cards suit and unbalanced hand . In 3<sup>rd</sup> 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 4/ - 2 = 5 + 5 + 2NT = 5 + 5 + 5; 2NT = 5 + 5 + 5 = 3;

3♣ = 5+5+ ♦/♣ - ♠

1 **·** 2 **·** 2 **·** 4 · 4

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

OPEN	NG B	ID DI	ESCRIP'	TIONS			
Openi ng	Artif	Min.	Neg. Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*	*	2	4♥	14+ (good 12/13) 4+ clubs or 15+ balanced	$1 \checkmark / \checkmark = 0 + 4 + \checkmark / \checkmark ;$ $1 • = 0 - 11 \text{ no } 4M$ $1 \text{ NT} = 10 + \text{ balanced}$ $2 • / \checkmark / \checkmark = 10 + 5 + \checkmark / \checkmark / \checkmark $ $2 \text{ NT} = 10 + 5 \text{ M332}$ $3 • / \checkmark / \checkmark / \checkmark = 55 • / \text{any} - \checkmark / \checkmark - \checkmark / \checkmark$ $• • • • / \checkmark$	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	$1 \checkmark / \spadesuit = 0.9 4 + \checkmark / \spadesuit ;$ $1NT = 0.9 \text{ no } 4M ,$ $2 \clubsuit = FG, \clubsuit \text{ or bal. or } \bullet \text{ supp}$ $2 • = 0.6 5 + \spadesuit 4 + \checkmark$ $2 \checkmark / \spadesuit = FG 5 + \text{cards} ;$ $2NT = FG 5M332$ $3 \clubsuit / \checkmark / \spadesuit = 55 + FG \checkmark / \spadesuit - \spadesuit \bullet - \checkmark \bullet$	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♣/♠= 55+FG ♠♦ - ♣/♠	1	1 ♥ = (12) 13+  2 over 1 =  invitational
14		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♣/♦= 55+ 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 ♥/♠		

2.0	4	1.	10.12 (10) 5+4	24	2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠	
2♣	4	4•	10-13 (good 9) 5+4	2♦= relais;	2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠	
			unbalanced hand; in 3 <sup>rd</sup> seat could be weaker and max 12	2 ♥/♠ = not forcing with 5+ cards;		
				,		
			(13)	2NT= 5+♠ 4+♥ invitational;		
				3♣= preemptive;		
24	4	1.4	10.12 (10) 5+4	3♦/♥/♠=7+cards inv 2♥= relais Inv +		200/4/20 - 40 110-
2♦	4	4♦	10-13 (good 9) 5+♦			$2 \checkmark /4/3 = \text{to play}$
			unbalanced hand; in 3 <sup>rd</sup> seat	2♠= Invitational 4+ cards;		2NT = invitational
			could be weaker and max 12	2NT=♣ weak ; 55 mjs GF ;		3♦= preemptive
			(13)	5M332 GF		
				3♣= 5+♠ 4+♥ Invitational		
				3♦=55 mjs Invitational		
_				3♥/♠= invitational 6+ cards;		
2♥	5	<b>4</b>	10-13 (good 9) 5+♥	2♠= relais ;		
			unbalanced hand; in 3 <sup>rd</sup> seat	2NT = 5 + 4  inv + ;		
			could be weaker and max 12	$3 4/ \bullet = \text{nat F1}$ ;		
			(13)	3 <b>v</b> = preemp;		
				3♠= FG with good suit		
2♠	5	<b>4</b>	10-13 (good 9) 5+♠	2NT = relais;		
			unbalanced hand; in 3 <sup>rd</sup> seat	3♣= 5+♥ inv+ ;		
			could be weaker and max 12	$3 \leftarrow \text{nat F1}$ ;		
			(13)	3 <b>v</b> = 6+ <b>♣</b> F1 ; 3 <b>♠</b> = preemp		
2NT		4•	21-22 bal	Puppet;		
				3•/ <b>v</b> = trs ;		
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 \leftarrow = \lor \land, 2NT = \lor \lor, 3 \clubsuit = \lor \land
Over 1 • openings: 2 \hookleftarrow = \lor \land, 2NT = \clubsuit \lor, 3 \clubsuit = \clubsuit \land
Over 1 • openings: 2 \lor = \clubsuit \land, 2NT = \clubsuit \lor, 3 \clubsuit = \lor \land
Over 1 • openings: 2 \spadesuit = \clubsuit \lor, 2NT = \clubsuit \lor, 3 \clubsuit = \lor \lor
```

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

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

```
1♣- 1♦: 0+ HCP, 4+♥;

1♥: 0+ 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:**

$$1 \checkmark - 2 \checkmark$$
 P  $2 \checkmark = 5 + \spadesuit$   
 $2 \checkmark = \checkmark$   
 $2 \spadesuit = 4 \spadesuit$   
 $3 \checkmark = ask \text{ for stop}$   
 $3 \spadesuit = 5 + \spadesuit \text{ and } \clubsuit \text{ support}$ 

$$1 \checkmark - 2 \checkmark$$
 P  $2 \checkmark = 5 + \spadesuit$   
 $2 \spadesuit = 4 \spadesuit$   
 $3 \checkmark = \text{ask for stop}$   
 $3 \spadesuit = 5 + \spadesuit \text{ and } \checkmark \text{ support}$ 

1 ♥- P 2 ♥ double and over 
$$3 \clubsuit : 3 \spadesuit = \spadesuit \spadesuit$$
 not strong;  $3 \spadesuit = 5 + \spadesuit$  strong  $2 \spadesuit = \text{natural}$   $2\text{nt} = 6 + \clubsuit$   $3 \clubsuit = 6 + \spadesuit$   $3 \spadesuit = 6 + \spadesuit$   $3 \blacktriangledown = 5 + \spadesuit$  5+minor  $4 \clubsuit = 5 + 5 + \text{minors NF}$   $4 \spadesuit = 5 + 5 + \text{minors GF}$ 

1 ♣- P 2 ♠ double and over 3 ♣: 3 ♦ = ♦ ♥ not strong; 3 ♥ = 5+ ♥ strong 2nt = 6+ ♣ 3 ♣ = 6+ ♦ 3 ♦ = 6+ ♥ 3 ♥ = natural <math>3 ♠ = 5+ ♥ 5+ minor 4 ♣ = 5+5+ minors NF <math>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.  $4 \checkmark -X$ ,  $1 \checkmark -4 \blacktriangle -X$ , 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,

 $2 \checkmark /2 = 5 + \checkmark /4 + 4 / \checkmark$ ; 2NT asks minor;

2NT (5+4.5+4): 34./3 : preference; 3 $\sqrt{3}$  : 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**♦**: NAT standard;

2NT: 15-18 BAL;

4 \$/4 ♦: 6 \$/♦ + 5 other major ( $\checkmark$  on 2 ♦ multi);

Cue-bid: 5/5 minor + other major;

After  $2 \leftarrow -\text{Pass} - 2 \checkmark / 2 \spadesuit$  we assume that  $2 \checkmark / 2 \spadesuit$  is NAT;

# **LEAD**

Vs SUIT Vs NT

 $\mathbf{ACE} = \mathbf{AKx} + \mathbf{AKx} +$ 

**KING** = KQ(x) + or AK KQ109(x) + KQ10x(x) + AKJ(10x) + AK

KQJx(x)+

 $\mathbf{QUEEN} = \mathbf{QJ}(\mathbf{x}) + \mathbf{QJ}(\mathbf{x}) + \mathbf{KQx}(\mathbf{x}) + \mathbf{KQJx}(\mathbf{x})$ 

JACK = J10(x) + or HJ10(x) + J10(x) + or HJ10(x) + J10(x) + J10

 $10 = 109(x) \text{ or } H109(x) \text{ or } 10x \qquad 109(x) \text{ or } H109(x) \text{ or } 10x$ 

9 = 9xx, 9xxxxx, H98(x) + 9xx, 9xxxxx, H98(x) +

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

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

EXC: AJ92 we lead low

K1082 we lead low ecc.