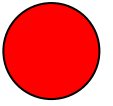


| DEFENSIVE AND COMPETITIVE BIDDING   |
|---|
| <b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)   |
| 6-16 hcp 5+, cards suit (rarely 4 cards) ; responses are nat. not forcing ; cue F1 ; Over 1M overcalls we have artificial responses |
| In bal pos = double= 8-11 or 15+ ; 1NT= 11-15 bal. Also without stop  |
| Responses natural not forcing . Cue F1  |
| <b>1NT OVERCALL</b> (2nd/4th Live;Responses; Reopening)   |
| 2 <sup>nd</sup> = 15-17 balanced . System on  |
| 4 <sup>th</sup> = 11-15 balanced also without stop  |
| Responses natural   |
| <b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)  |
| 1-Suit: weak  |
| Reopen:   |
| <b>DIRECT and JUMP CUE BIDS</b> (Style;Response;Reopen)   |
| See special bids that may require defence   |
| <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>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)  |
| 11+   |
| <b>SPECIAL, ARTIFICIAL AND COMPETITIVE X/XX</b>   |
| Over a cue of the opps double and pass are inverted   |

| LEADS AND SIGNALS                                   |   |  |                 |
|---|---|--|-----------------|
| OPENING LEADS STYLE                                 |   |  |                 |
|   | Lead  | In Partner's Suit                                    |                 |
| Suit  | <b>Low</b> =even without honor or odd with H<br><b>Higher we can play</b><br>= odd without honor or even with honor | <b>Low</b> = odd number<br><b>High</b> = 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:  | ITALY                          |
| Event:   | Bermuda Bowl 2005              |
| Players:   | FANTONI FULVIO – NUNES CLAUDIO |
| SYSTEM SUMMARY   |                                |
| GENERAL APPROACH AND STYLE   |                                |
| 1♣/♦/♥/♠= 14+ or good 12/13 with 5 cards suit .<br>1♣ could be also 15+ balanced .<br>1♣/♦ could be 4 <sup>th</sup> with 4441.<br><b>1♣/♦ in 3<sup>rd</sup> seat could be 13+</b><br>1♥/♠ could be 12/13 if with 4 cards other major , <b>in 3<sup>rd</sup> seat could be 13+ also without 4 in the other major</b><br>1NT= (11) 12-14 any balanced , any 5332 , 5422 (no both majors) and <b>any 4441</b> |                                |
| 2♣/♦/♥/♠= 10-13 (sometimes good 9) with 5+ cards suit and unbalanced hand . In 3 <sup>rd</sup> seat could be weaker ( <b>MAX 12</b> ) 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)<br><b>2 OVER 1 is not forcing game in passed hand</b>  |                                |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE  |                                |
| Ghestem  |                                |
| 1♣/♦ - 2♦ = 5+5+ ♥ - ♠ ; 2NT= 5+5+ ♦/♣ - ♥ ;<br>3♣ = 5+5+ ♦/♣ - ♠  |                                |
| 1♥ - 2♥ = 5+5+ ♣ - ♠ ; 2NT= 5+5+ ♣ - ♦ ;<br>3♣ = 5+5+ ♦ - ♠  |                                |
| 1♠ - 2♠ = 5+5+ ♣ - ♥ ; 2NT= 5+5+ ♣ - ♦ ;<br>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+♥/♠ ;<br>1♠= 0-11 no 4M<br>1NT= 10+ balanced<br>2♣/♦/♥/♠= FG with 5+ cards<br>2NT= 10+ 5M332<br>3♣/♦/♥/♠= 5+5+ FG                     | 1♣ - 1♦/♥ - 1NT= 15-18 no 4 cards supp<br>1♣ - 1NT - 2♣= 15+ bal  | 1♣= 13+ 4+♣ or 15+ bal<br>2 over 1 = invitational |
| 1♦                       |        | 4    | 4♥        | 14+ (good 12/13) 4+ diamonds                        | 1♥/♠= 0-9 4+ ♥/♠ ;<br>1NT= 0-9 no 4M ,<br>2♣= FG, ♣ or bal. or ♦ supp<br>2♦= 0-6 5+♠ 4+♥<br>2♥/♠= FG 5+cards ;<br>2NT= FG 5M332<br>3♣/♥/♠= 5+5+ FG | 1♦ - 1♥/♠ - 1NT= 18+ also unb.<br>1♦ - 1NT - 2♣ = 14-17 nat or 17+ also unb<br>1♦ - 1♥/♠/1NT - 2NT = FG any | 1♦= (12) 13+<br>2 over 1 = invitational           |
| 1♥                       |        | 5    | 4♦        | 14+ (good 12/13) 5+ hearts or 11-13 with 5+♥ and 4♠ | 1♠= 0-9 4+ ♠ ;<br>1NT= 0-9 no 4M<br>2♣= FG with clubs or bal. or ♥ supp<br>2♦/♠= FG 5+cards ;<br>2NT= ♥ supp, 5+<br>3♣/♦= 5+5+ FG                  | 1♥ - 1♠/1NT - 2♣ = 14-17 nat or 17+ also unb<br>1♥ - 1♠/1NT - 2NT = 18+ 5+5+ or 6+4                         | 1♥ = (12) 13+<br>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<br>2♣= FG with clubs or bal. or ♠ supp<br>2♦/♥= FG 5+cards ;<br>2NT=♠ supp, 5+<br>3♣/♦= 5+5+ FG                                     | 1♠ - 1NT - 2♣ = 14-17 nat or 17+ also unb<br>1♠ - 1NT - 2NT = 18+ 5+5+ or 6+4                               | 1♠ = (12) 13+<br>2 over 1 = invitational          |
| 1NT                      |        |      |           | 12-14 any bal , 5332 , 5422 no 54 Ms , 4441 6m332   | 2♣= ask ;<br>2♦/♥= transfert (2♦ doesn't show necessary hearts) ;<br>2♠/NT = trs with many kinds of hand .<br>3♥/♠ = 0 or 1 ♥/♠                    |   |   |

|                           |  |   |    |  |  |                           |   |
|---------------------------|--|---|----|--|--|---------------------------|---|
| 2♣                        |  | 4 | 4♦ | 10-13 (good 9) 5+♣<br>unbalanced hand; in 3 <sup>rd</sup> seat<br>could be weaker and max 12<br>(13) | 2♦= relais ;<br>2♥/♠ = not forcing with 5+<br>cards ;<br>2NT= 5+♠ 4+♥ invitational ;<br>3♣= preemptive ;<br>3♦/♥/♠=7+cards inv   | 2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠ |   |
| 2♦                        |  | 4 | 4♦ | 10-13 (good 9) 5+♦<br>unbalanced hand; in 3 <sup>rd</sup> seat<br>could be weaker and max 12<br>(13) | 2♥= relais Inv +<br>2♠= Invitational 4+ cards ;<br>2NT=♣ weak ; 55 mjs GF ;<br>5M332 GF<br>3♣= 5+♠ 4+♥ Invitational<br>3♦=55 mjs Invitational<br>3♥/♠= invitational 6+ cards ; |                           | 2♥/♠/3♣ = to play<br>2NT = invitational<br>3♦= preemptive |
| 2♥                        |  | 5 | 4♦ | 10-13 (good 9) 5+♥<br>unbalanced hand; in 3 <sup>rd</sup> seat<br>could be weaker and max 12<br>(13) | 2♠= relais ;<br>2NT = 5+♠ inv+ ;<br>3♣/♦ = nat F1 ;<br>3♥= preemp ;<br>3♠= FG with good suit   |                           |   |
| 2♠                        |  | 5 | 4♦ | 10-13 (good 9) 5+♠<br>unbalanced hand; in 3 <sup>rd</sup> seat<br>could be weaker and max 12<br>(13) | 2NT = relais ;<br>3♣= 5+♥ inv+ ;<br>3♦= nat F1 ;<br>3♥= 6+♣ F1 ; 3♠= preemp  |                           |   |
| 2NT                       |  |   | 4♦ | 21-22 bal  | Puppet ;<br>3♦/♥= trs ;<br>3♠= 5+♠ 4+♥   |                           |   |
| 3♣♦/♥<br>/♠               |  | 7 |    | preemptive   |  |                           |   |
| 4♣♦/♥<br>/♠               |  | 7 |    | preemptive   |  |                           |   |
| <b>HIGH LEVEL BIDDING</b> |  |   |    |  |  |                           |   |
| 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   |
|-------------------------------------|--|---|
| <b>ACE</b> =                        | AKx +                                      | AKx +   |
| <b>KING</b> =                       | KQ(x) + or AK                              | KQ109(x)+,KQ10x(x)+ ,AKJ(10x)+<br><b>KQJx(x)+</b> |
| <b>QUEEN</b> =                      | QJ(x)+                                     | QJ(x)+ KQx(x)+ , KQJx(x)                          |
| <b>JACK</b> =                       | J10(x)+ or HJ10(x)+                        | J10(x)+ or HJ10(x)+                               |
| <b>10</b> =                         | 109(x) or H109(x) or 10x                   | 109(x) or H109(x) or 10x                          |
| <b>9</b> =                          | 9xx , 9xxxxx , H98(x)+                     | 9xx , 9xxxxx , H98(x)+                            |
| <b>LOW</b> =                        | xx , xxxx , xxxxxx , Hxx , Hxxxx , Hxxxxxx |   |
| <b>HIGHER</b> is possible to play = | xxx , xxxxx , xxxxxx , Hxxx , Hxxxxx       |   |
| <b>EXC</b> :                        | AJ92 we lead low<br>K1082 we lead low ecc. |   |