



WBF Convention Card

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<p>Category i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN</p> <p>Country: ITALY</p> <p>Event:</p> <p>Players: DONATI GIOVANNI- PERCARIO GIACOMO</p>
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Overcalls at 1 level 7/17. Overcall at 2 level 11/17, jump Overcalls weak		Lead	in Partner's Suit		
	Suit	3rd/5th	3rd/5th or attitude after raise		
TWO SUITES OVERCALLS SYSTEM "GHESTEM"	NT	Attitude	3rd/5th or attitude after raise		
1♣ → 2♠ = MAJORS, 2NT = ♥ + OTHER MINOR, 3♠ = ♠ + OTHER MINOR	Subseq	Top	Top		
1♥/♠ → 2♥/♠ = Bico ♣ + altro maggiore, 2NT = minori, 3♠ = ♦ + altro magg	Other:				
REOPENINGS = as in 2 [^] position less 3/4 hcp, exclude 1♥/♠ → 2NT = 18					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2nd/4th = 15/18bal → development system		Vs.Suit	Vs. NT		
reopening 4th position = 11/14 bal → development system	Ace	A, AKx, Ax(x)	Ax(x), AKx(x), AKJx, AKQx		
	King	AK, KQx(x), Kx	AKQ10(x), AKJ10(x), KQJ10(9), KQ109, KQJ		
	Queen	Q, Qx, QJ(x)	KQ(x), AQJ(x), QJ10(9)		
	Jack	J, Jx, J10(x), KJ10(x)	J10(x), KJ10(x), AJ10(x)		
	10	10, 10x, 109(x), Q109(x), K109(x)	10x, 109(x), Q109(x), K109(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9, 9x, KJ9(x)	A98(x), K98(x), Q98(x), J98(x), A(K)J98(x)		
1-Suit: WEAK	Hi-x	count "even"	attitude		
2-Suit: GHESTEM	Lo-x	count "odd"	attitude		
Reopening: as second position exclude 1♥/♠ → 2NT = 18/20 bal	SIGNALS IN ORDER OF PRIORITY			GENERAL APPROACH AND STYLE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Direct CUE BID = Ghestem	Suit: 1st	reverse count	reverse count	odd encourage	
JUMP CUE BID = 7+ solid cards in minor ♠ o + AKQ(J)10xxx ask stop fo	Suit: 2nd	low encourage	Lavinthal	reverse count	
	Suit: 3rd	Lavinthal		Lavinthal	
	NT: 1st	reverse count	reverse count	odd encourage	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT: 2nd	low encourage	Lavinthal	reverse count	
DBL = 4 major and 5+ cards minor or 1 major strong or 18+ balanced	NT: 3rd	Lavinthal		Lavinthal	
2♠ = majors 4+4+, 2♦ = multi 6+ ♥/♠ or two suites 5M+5m strong	Signals (including Trumps):	Lavinthal			
2♥/♠ = 5+ cards e 4+ minor, 2NT = 6+ ♠ o + strong					
Reopening 4 ^o					
Versus weak NT (14/16 Or less) all the same except dbl = points	DOUBLES				
	TAKEOUT DOUBLES (Style;Responses;Reopening)				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE				
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 9+				
3♣/♦ → 4♣ = 5+ altro minore e 5+ nobile, 4♦ = 5+5+ maggiori	REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)				
3♥/♠ → 2nd position 4♣/4♦ natural, 4th position two suites 55 minor+ oth	SPECIAL FORCING PASS SEQUENCES				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL = both majors	1♠ → 1♦ → DBL = 4/5♥ // 1♣ → 1♦ → 1♥ = 4/5♠				
1NT or 2NT = two suites 54/64 4major + long minor	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				

jump 2♠ or 3♠ = weak in 1Major ♥ or ♠		TWO SUITES OVERCALLS "GHESTEM"
2♥♠ = 5+ cards and 4+ minor		WEAK JUMP
OVER OPPONENTS' TAKE OUT DOUBLE		
RDBL = 10+ any distribution		Psychics: RARE
New suit at level = transfert		
1♠♣→DBL→ jump suit at level 2 = 5+ cards and 3/4 ♠♣ support 6/9		

OPEN.	ART.	MIN N. OF CARDS	NEG DBL THRU SUIT	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND AUCTION
1♣	*	2	5♥	any 12/14 balanced, also with 4/5♦	1♦ = 4+♥, 1♥ = 4+♠,	1♣ - 1M-1 - 1M = 3 cards, 1NT = 2 cards	1♣ - 1NT = 10/11 balanced
				11/21 4+♠ unbalanced	1♠ = TRSF to 1NT, weak no major, minors invit+, 5♦ 4M FG, weak/invit♦	1♣ - 1M-1 - 2NT = 15+ 4 cards support M or 15/17 with 6♣ w/out 3 cards major	1♣ - 2♣ = 5♠ 10/11
					1NT = 12+ any FG balanced, 2♣ = 5+ cards FG unbalance	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	1♣ - 2♦ = 6♦ 9/11
					2♦ = 6+ cards FG, 2♥ = 5+♠ 4+♥ 3/8, 2♠ = 6+♣ 10/11 inviting	1♣ - 1X - 2♦ = multirever	others = same
					2NT = inviting balanced, 3♠/3♦/3♥/3♣ = pree		
1♦		4	5♥	11/21 5+ cards unbalanced,	1♥/1♠/1NT/2♦ = natural, 2♣ = FG any balanced or natural 5+♣	1♦ - 1M - 1NT any rever 16+	1♦ - 2♣ = drury 3/4 cards support 9/11
				can have 4 only with 4441♣ or 4♦ 5♠ with singleton and bad suit ♣	2♥ = 5+♠ 4+♥ 3/9, 2♠ = 4+♦ 10/11 inviting		
				only in third seat can be 5332 (for direction lead)	2NT = 4+♦ FG unbalanced, 3♠ = 4+♦ 6/9, 3♦/3♥/3♣ = pree	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	
						1♦ - 1NT - pass only with singleton♣	
1♥/1♠		5	5♦	11/21 5+ cards	1NT = 5/11 NF (can have 3 cards support with 3/5 hcp)	1M - 1X - 2♣ = gazzilli (any 15+ or natural 54 11/14)	drury
					1M - 2M = 3 cards 6/9, 2NT = 3/4 cards inviting, 1M - 3♦ = any splinter	3 way check back	1♥ - 2♠ = minors 55 9/11
					1♠ - 3♣ = 6+♥ inviting, 1M - 3M = pree, 1M - 3NT = void ♣	2/1 FG	
1NT			5♥	15/17 balanced (usually w/out 5M)	2♣ = relay at least invitation, 2♦/2♥/2♠/2NT = transfert		same
					3♠/3♦ = 54 MM inviting, 3♥ = both minors inviting, 3♣ = both minors FG		
2♣	*	0	5♥	any FG unbalanced	2♦ = waiting or 5+♥, 2♥ = 5+♠, 2♠ = 55 minors	2♣ - 2♦ - 2♥ = forced 2♠ natural or 24+ balanced	
				any 22+ balanced	2NT(♠) 3♠(♥) 3♥(♥) = 6+ cards 2HH or 1H 7+ cards		
2♦	*	2	5♥	18/19 balanced	Transfert responses, 3♣ = relais ask 4 cards major		
2♥/2♠		6	3♥	weak 2, 5/10 6 cards (rare 5)	2NT = relais F1, 2♠ - 3♠ = 5+♥ F1		
2NT			5♥	20/21 balanced	Transfert responses, 3♠ = puppet stayman		
3♠/3♦		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3♥/3♠		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3NT	*		NO	good 4♥ or 4♠	4♣ = P/Correct, 4♦ = forcing		
4♠/4♦		7	NO	pree, very weak			
4♥/4♠		7	NO	pree better than 3♥/3♠			
4NT	*		NO	6/6 or 7/6 minors (not strong)			
5♠/5♦		8	NO	big distribution			
							HIGH LEVEL BIDDING

						RKCB = 4130
						DOPI - ROPI - EXCLUSION BLACKWOOD
						TURBO ONLY WITH MINOR TRUMP → 1 step 1/3/5 KC, cue 0/2/4
						4NT = QUANTITATIVE ONLY OVER NT BID
						JUMP TO 5NT JOSEPHINE OR PICK UP SLAM

Note #	Description
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