

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Ligh
2 level: jump= weak; other: good overcall
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 16 - 18
4 th : 10 - 14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, michael's, in 4 th . sit sound opening
Reopen: Natural
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct= Micael's
Jump cue-bids= Ask for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
vs. strong NT= Cappelletti
vs. weak NT= Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural= TO, good double, 16+ or good shape
Cue-bids= Ask for stop
NT= natural, strong, with tricks
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ = 1♦/1♥/♠ = Nat.; 1NT=♣ or♦+♥; 2♣= ♦ or♥+♠;
2♦= ♥ or ♠+♣ =; 2♥= ♠ or ♣+♦ (same all up)
Over 2♣= 2♦=♥or♣ / ♠; 2♥= ♠ or ♣ / ♦; same all up
OVER OPPONENTS' TAKEOUT DOUBLE
REDOUBLE: 10+ HCP usually without Support.
2 NT; 10+ HCP with Support (forcing up to 3 level).
3 NT: 12+ HCP Balanced with Support.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3° - 5°	same	
NT	2° - 4°	3° - 5°	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace-K	Ace pide la Q o la cuenta	
King	K-Q	K pide interes	
Queen	Q-J	Q= KQ10xx o QJ9xx	
Jack	J-10	J-10	
10	10-9	10-9	
9	Doubleton o 4	No interesa el palo	
Hi-X	Doubleton o 4	No interesa el palo	
Lo-X	Numero de cartas	Interes	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Eco Smith	Natural
Suit 2	Attitude		
3			
1	Interest		
NT 2	Count		
3			
Signals (including Trumps):			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STYLE: Showing Streight or Unbid suits.			
RESPONSES: Suit = Shaded. Jump Shift = 8+ HCP			
CUEBID= Strong. REOPENING; Same as above.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Michael's - Cappelletti (only direct sit) - Drury fit (only 2♣) - NMF - Mathe			
Namyats - Crash - RKCB 1430 - Bergen - Rubensohl - Flannery modif.			
Josephine - Inverted minors -			

W B F CONVENTION CARD
CATEGORY: 2/1 - GREEN
NCBO: ARGENTINA
PLAYERS: Pablo LAMBARDI - LUIS PALAZZO
EVENTS: 2007 WBF
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Flannery 11-16 or 5-5 majors, weak
4♣: AKQ - AKJ10 - AQJ10 Headed ♥ Suit. (8-9 winners)
4♦: AKQ - AKJ10 - AQJ10 Headed ♠ Suit. (8-9 winners)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Double over oponents cuebid = Honor Card (A, K or Q)
Jumps Shifts by Passed Partner or Opps Double= Suit & Good
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5♦	11-21	Nat / Jump other suit= strong= 13+ / 1N= 9-11 / 2N= 16+ without majors / 3N= 12-15	Natural	Natural
1♦		3		11-21	Nat / Jump other suit= strong= 13+ / 1N= 6-10 /	Natural	Natural
1♥		5	5♦	11-21	1N= F1R / 2 other suit= forcing game / Bergen	Natural	Drury fit
					1M-3M= weak		
1♠		5	5♦		1♥-3♠ or 1♠-3♥= indetermined singleton	3N= ask singleton	Same
INT				14+-18-	Stayman, transfer		
2♣		0	5♦	Nat bal 23+ or unbal 20+	Natural	Natural	
2♦		0	5♦	4-5/6 ♥ 11-16 or weak 5-5+ ♥-♠	Pass, 2♠= sign-off; 2N= ask	NOTE 1	
2♥		5	5♦	Weak			
2♠		5	5♦	Weak			
2NT				Nat, bal, 20-22	Puppet	NOTE 2	
3♣		6/7	5♦	Preemtive	Natural		
3♦		7	5♦	Preemtive	Natural		
3♥		7	5♦	Preemtive	Natural		
3♠		7	5♦	Preemtive	Natural		
3NT				Gambling	4♣= pass or correct; 4♦= Slam try		
4♣		0	5♦	8-9 winners in ♥	4♦= ask where don't lose 2 tricks; 4♥= to play		
4♦		0	5♦	8-9 winners in ♠	4♥= ask where don't lose 2 tricks; 4♠= to play		
4♥		7/8	5♦	Preemtive	Natural		
4♠		7/8	5♦	Preemtive	Natural		
4NT			5♦	Ask which Ace have	5♣= no Ace, 5♦, 5♥, 5♠, 6♣= ACE; 5N= 2 ACE		
5♣		8	5♦	Preemtive	Natural	HIGH LEVEL BIDDING	
5♦		8		Preemtive	Natural	RKCB= 1430	
5♥		8		Preemtive	Natural	AUTOSPLINTERS ; GRAN SLAM FORCE ; DOPI on OPPS overcalls;	
5♠		8		Preemtive	Natural	EXCLUSION = BlackwoodRKCB Responses Style	

Date:	WBF SUPPLEMENTARY SHEET	Page 1
NCBO:	Players: LAMBARDI - PALAZZO (Argentina)	
(NOTE 1)		
2♦ = FLANNERY 11-16 or WEAK 5-5 Majors		
2♥ - pass-2♠ = sign-off		
2N= ask		
2♦ - 2N		
3♣ = Flannery 11-16 with short 4-5/6 - 3-1 1-3 or 4-0 0-4		
3♦ = Flannery 11-16 4-5-2-2		
3♥ = 5-5 ♥ + ♠, weak		
3♠ = 6-5-1-1		
3N= 5-6-1-1		
4♣ = any 5-6 with void ♣		
4♦ = any 5-6 with void ♦		
4♥ = 5-7		
4♠ = 7-5		
2♦ - 2N		
3♣ - 3♦ = ask		
3♥ = 4-5-3-1		
3♠ = 4-6 any 2-1 or 3-0		
3N= 4-5-1-3		
4♣ = 4-5-0-4		
4♦ = 4-5-4-0		

Note 2: Puppet

2ST	3♣	(a)	Pregunta por palo mayor 4to. o 5to.
	3♦/♥		Transfer a ♥/♠
	3♠	(b)	Transfer a 3ST
	3ST	(c)	8 o 9 cartas en los menores. 10-11 P.H. Invite.
	4♣	(d)	RKCB
	4♦/♥	(e)	Texas

(a)			
2ST	3♣		
3♦	(1)		Uno o los dos palos mayores cuartos.
3♥			Tiene 5 cartas de ♥.
3♠			Tiene ♠ 5to.
3ST			Sin palos mayores, ni cuartos ni quintos.

(1)		
2ST	3♣	
3♦	3♥	4♠.
	3♠	4♥.
	3ST	To play.
	4♣	Both M SLAM TRY.
	4♦	Both M, GAME.

(b)		
2ST	3♠	
3ST	pass	
	4♣(*)	6 + ♦. Slam try.
	4♦(**)	6 + ♣. Slam try.
	4♥(#)	Both minor, singleton ♥, 5-5 +. Slam try.
	4♠(@)	Both minor, singleton ♠, 5-5 +. Slam try.
	4ST	4-4, 5-4, 4-5 minors. Slam or more.
(*)	4♦	Accept ♦ and is RKCB.
	4♥/♠	Accept ♦ Cue-bid.
	4ST	No accept.
(**)	4♥/♠	Accept ♣ Cue-bid.
	4ST	No accept.
	5♣	Accept ♣ and is RKCB.
(#)	4♠	Cue-bid. Accept 1 or 2 minors.
	4ST	No accept.
	5♣/♦	Accept and is RKCB.
(@)	4ST	No accept.
	5♣/♦	Accept and is RKCB.

(c)	
2ST	3ST
pass	
4♣/♦	4♣/♦ + . Slam try.
4♥/♠	Both minors. 3 cards ♥/♠. Slam try.