

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
light 8+hcp. 2/1 constructive NF. 1/1 forcing 1 round. reopening standard
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-18;over a major system off, over a minor sistem on; 4th 12-15 over a minor and 13-16 over a major opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak; feature 2nt; Unt only by a passed hand
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
direct is western cuebid; responses p/c or 3nt std; the same in reopening hands
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ majors with better ♥; 2♦ majors with better ♠; 2NT minors;x= penalty;the rest is natural.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
double is Take out; cuebid over minors majors and over majors minors; to play; nt is natural, to play.
VS. ARTIFICIAL STRONG OPENINGS
2♣ majors; 1NT minors; x= good hand; the rest is natural
OVER OPPONENTS' TAKEOUT DOUBLE
over 1M x we play transfers bids eg: 1M-x -1nt means that i have ♣.etc
1M x 2nt scanian (its explained in the notes that dont fit elsewhere)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd and 5th	3rd and 5th	
NT	2nd and attitude	2nd and attitude	
Subseq	2nd and attitude	2nd and attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx	Akxx, Akx	
King	KQ	AKJ10,AKQ10	
Queen	QJ	KQ109, QJ10,	
Jack	J10	denies	
10	109, Q109, KJ10X	shows at least 1 honour	
9	9x	1098x, 1098, 10x	
Hi-x	hi	hi	
Lo-x	lo	lo	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count udca	count udca	odd encourages
	2 att inv		even preferential
	3 pref		trump echo
NT	1 att inv	smith echo	odd encourages
	2 count inv	count	even pref
	3 pref		
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
sound, natural, light			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
over our opening xx means 8-12 and tends to show 2 4th suits outside			
the one we have bid			

WBF Convention Card
♠♥♦♣
Category: <u>Green</u>
NCBO: _____ EVENT: <u>Bermuda Bowl</u>
PLAYERS: <u>Pablo Ravenna- Carlos Pellegrini</u>
<u>ARGENTINA</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 game forcing except 2♣ over 1♦. 1nt over a major forcing
for one round. 2 clubs over 1M is the only suit that could be less than 5 cards
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
all our jumps over an opening at 1-level are game invitationals;
eg: 1C-2D is 6+D and 10-11
SPECIAL FORCING PASS SEQUENCES
when they sacrifice white versus red
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
drury=2♦
PSYCHICS: rarely

SCANIAN:

1M-----2NT(A and K in any suit or more)
3C: minimum(*)
3D:14-16 unbalanced or 15-17 balanced(game forcing)
3 other major: 18-19 unbalanced
3 same major: very bad hand
3NT: 18-19 balanced
4m= 5-5 good suits

(*)1M-----2NT
3C-----3M non forcing
-----3D relay(%)
-----3 S cuebid
-----3NT proposition

(%)1M-----2NT
3C-----3D(relay asking for singleton)
3 other major singleton
3nt : balanced
4 C = singleton
3 same major= singleton D

1M----- 2NT
3D-----3 H(relay asking for singleton)
3nt: balanced 15-17
4 C/D: singleton
3 S = single if the opening was 1H and single H if the opening was 1S

1M-----2NT
3D-----3S= cuebid
-----3NT=serious
-----4C/D= cuebid

ROMEX:

2NT-----3C
3D= denies 4 or 5H(*) could have 4S
3H= shows 4 or 5H(%)
3S= 5S
3NT= both majors

(*)2NT-----3C
3D-----3H(relay asking for 4S)
3S= 4S
3NT= denies 4S

(%)

2NT-----3C

3H-----3S(relay asking if 4 or 5H)

3NT=4H

4H=5H

2NT-----3C

3D-----3S=5S and 4H

2 CLUBS OPENING

2C-----2D=6+HCP

2H=0-5 HCP

2S= natural

3C/D=natural

2NT=5 or more H,8+HCP

2C-----2D

2H= H or strong balanced

2S= natural

2NT= 5-4/6-4 always with longer minor

2C-----2D

2NT-----3C

3D=D and other suit

3H= 4H +6(5) C

3S= 4S + 6(5) C

3NT= 4D + 6(5) C

2C-----2D

2NT-----3C

3D-----3H(relay asking)

3S= 4S+ 6(5) D

3NT= 4H +6(5) D

4C= 4C + 6(5) D

2C-----2D

2H(balanced or natural)-----2S(relay asking)

2NT= strong balanced

3x= H and this suit

1C-----1S
 1NT-----2NT(transfer to 3C)
 3C pass to play
 3D/3H: 5/5 strong hand
 3S= S+C strong

-----0-----
 1m-----1M
 2NT-----3C= transfer to D(to make sing off)
 3D= game forcing(any)

-----0-----
 1C-----1H
 3D=FG onu suit C
 3H= natural
 3S= splinter
 3NT= 18-19 balanced with 4H

1C-----1H
 1NT-----2C(transfer to 2D)
 2D= game forcing
 2NT(trf to 3C)(*)

(*)
 1D-----1H
 1NT-----2NT
 3C-----3D=5H+5D GF
 3H= 5H+5C GF
 3S= 6H+5S GF

1C-----1S
 1NT-----3C/D/H(shows 5-5 hand like AQxxx Kxxxx xx x)

-----0-----
 1D-----2C
 2D= 5 or moreD

1D-----2C
 2H/S= 4/4
 -----0-----

1S-----1NT
2NT(5-4 or 6-3-3-1 or 5-3-3-2 strong and forces to 3C)

1S-----1NT
2NT-----3C= nothing special
 3D=5H
 3H=5D
 3S=10-11 with 3S
 4S= minimum with 3S

1S-----1NT
2NT-----3D
3H= 2 cards
3S= 6S
3NT= natural
4C/4D= cuebid
4H= natural

1H-----1NT
2NT-----3C= forced
 3D= D suit
 3H= 3H 10-11
 3S= C suit

1NT OPENING:

1NT-----2C
2D-----2H= 5S+4H invitational
 2S= 5H+4S invitational
 2NT= natural
 3C/D= natural
 3H/3S= smolen

2 WEAK OPENING:

2H-----2NT(trf to C)

3C= denies support

3D/3S= singleton in this suit and support C

3H= good H suit

3NT= accepts the C and no singleton

2H-----3C(trf to D)

3D= denies support

3H= good H suit

3S= support and singleton in S

3NT= support and no singleton

4C= support and singleton C

2NT OPENING:

2NT(20-22)-----3C romex stayman

3D/3H= transfer

3S= minors

4C=H

4D=S

4H=C

4S=D

COMPETITIVE BIDDING:

1C-----1S(by opps)-----2C= H suit (10+HCP if 6H and 13+hcp if 5H)

x=4H

2D= natural

2H= no forcing

3D= natural preemptive

1D-----1S(by opps)-----2C= nat

2D= nat

2H= nat

3C/H= 6-7 cards preemptive

