



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level: 5-17 5+cards.new suit at one level =F1, cue = F1. jump cue = 4+ cards raise		Lead		In Partner's Suit	
constructive, 2NT= 4+ cards raise 12+.jump raise PRE	Suit	3rd 5th		3rd 5th	
Reopening 8-15 5+ cards	NT	ATT		3rd 5th	Category: OPEN
	Subseq	3rd 5th		3rd 5th	Country: ITALY
	Other:				Event: Bermuda bowl
					Players: Giorgio Duboin - Antonio Sementa
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17 System on	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
Reopening 10-14 Cue F1	Ace	AKJ10(+),AKx(+),Ax(+)		AKx(+),Ax(+)	5-card M, 1♦=4+,
	King	AK,KQ(J/10)x(+)		AKJ10(+),KQ109(+)	
	Queen	QJ,QJx(+)		AQJx(+),KQx(+),QJx(+)	
	Jack	J10,J10x(+),KJ10x(+),Jx		J10,J10x(+),HJ10x(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109,109xx,10x		109,109x(+),H109x(+)	
1-Suit: Weak	9	9x,H109x		98x(+),H98x(+)	
2-Suit: 1♣ 2♠ = Ms, 1♦ 3♣ = ♣♠ N.F. 1M 3♣ = ♦ OM	Hi-x	Sx,HxSx,xxSx		xSx,xSxx,xxSxx	1NT Openings: 15-17 w/o 5 M
	Lo-x	HxS,HxxxS,xxS,xxxxS		HxS,HxxS,HxxxS	2 OVER 1 Responses:F.G.
Reopen:	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1♣ p 2♦ = weak in one M
1♣ 2♣ = 5+ 4 Ms 10-15, 1♦ 2♦ = Ms, 1♥ 2♥ = ♣♠, 1♠ 2♠ = ♣♥	Suit:1st	Count	Count	O=ENCRG	1♣/♦ p 2♥ = 3-8 5+♠ 4+♥
1♣ 3♣ = ♦♠, 1♦ 3♦ = ♣♠ strong, 1M 3M ask for stop	2nd	small = ENCRG	Suit preference	suit preference	2♦ = 18-19 bal.
	3rd			Count	
	NT: 1st	small ENCRG	Count	suit prefence	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count	suit preference	Count	
DBL = points	3rd				
2♣ = Ms, 2♦ = 1M or strong 5M 5m	Signals (including Trumps): Smith				
2♥/♠ = nat + 5(4) m	trump echo show intrest to ruff or suit preference				
2NT = 4♥ longer m					
3♣/♦ = nat. + 4♠	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	T/O DBLS in all situation,				
3♣ 4♣ = ♦ + M, 3♣ 4♦ = Ms, 3♦ 4♣ = ♣+M, 3♦ 4♦ = Ms	Inverted DBLS after RDBL 1NT DBL or similar situation				
	1m 1♥ DBL = 4/5 ♠				
				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1♣ 1NT = 5+♣ 4+M, 1♠ 2♣ = ♣ or ♦, 1♠ 2♦ = ♦ + 4+M, 2♥ = ♥ or ♠,					
1♣ 2♠ = good hand 6/7 in one m					
DBL = t/o good hand could be light with both Ms				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE					
1m DBL new suit F1 fump suit = nat + 4cards in partner's suit					
RDBL 10+ and after inverted DBLS				Psychics:	
1M DBL 1NT = good raise					

