


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
General Style ⇒ Natural Responses ⇒ 1NT= constructive ; JUMP 2NT= 4 card raise INV ; 3♣= strong 4 cards raise ; 3♦= better than preempt raise ; weak jump raise; CUE: FIR→ see (18)			Lead	In Partner's Suit	
		Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
		NT	Attitude	Count (Hi-Low = odd)	
		Subseq			
		Other: NT ⇒ A asks attitude, K asks unblock or count(reverse)			
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			
2nd → 15-17 4th → 11-14 Responses: 2nd → system on ; F1; 4th → natural, CUE FIR;		LEAD	VS. SUIT	VS. NT	
		Ace	AKx; AKJx; AKJ10; Ax(H)(+)	AK; AKx(+); AKJx;	
		King	AK; KQ; KQx(x); KQJx, AKx.	AKJ10x; KQJ10(x); KQ109x	
		Queen	QJ(x); QJ10(x);	KQ(x); KQJx; KQ10x; QJ(x)	
		Jack	KJ10x; J10(x)	KJ10x; J10(x)	
		10	K109x; Q109x; 10x; 109x	K109x; Q109x; 10x; 109x	
		9	9x; H98x(+)	H98x(+)	
		Hi-x	Even	Sx; SSSx;	
		Lo-x	Odd	HxSS; HHxS; HxxxS	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>			
1-Suit: WEAK 2-Suit: Ghestem			Partner's Lead	Declarer's Lead	Discarding
Style ⇒ Ghestem Responses ⇒ 2NT or step = asking over OPP 1♣ opening (not strong) → 2♣ = 9-13 with both M (5-4)		Suit	1 rev count 2 low = enc	low = even no. of cards (rarely used)	odd= encouraging high/low= suit
			1 low= enc		odd/even =
<b>VS. NT (vs.Strong/Weak; Reopening; PH)</b>		NT	low = even no.	low = even no. of cards (rarely used)	suit preference
<u>Vs strong (2nd)</u> : DBL= 5+m+4M or strong M; 2♣=both M; 2♦= 6+♥/♠ Or 5M+5m strong, 2♥/♠ = 5+ cards 4+ m; 2NT = 1 minor Strong; 4 <sup>th</sup> same <u>Vs weak (2nd)</u> : DBL= 13+; 2♣ = both M; 2♦= 6+♥/♠, 2♥/♠ = 5+ cards 4+ m 2NT = 4♠+long minor; 3♣/♦ = 5+ cards and 4♥		<b>Signals (including Trump)</b>			
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>			
natural		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
		Style: Opening values Responses: cue F1; jump=INV. Reopening: 8+			
<b>VS ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL FORCING PASS SEQUENCES</b>			
Over 1♣→ DBL= both M constructive; 1NT= 5+/5+ Major+Minor		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
					<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>



**Category:** Green  
**Country:** ITALY  
**Event:**  
**Players:** Lauria L.-Versace A.-Sementa A.-Giubilo V.-Cima L.

Over our 1♣/♦ op. and OPP 1♥/♠ overcall → DBL = 4-5♠/4+♥

**OVER OPPONENTS' TAKE-OUT DOUBLE**

RDBL = 10+

1m - DBL - 1x = NOT Forcing

**IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed**

PSYCHICS Almost never

**IMPORTANT: All text must be typewritten or block letters**

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♠	12-14 BAL 11+ NAT	1♦/♥/♠/SA= NAT; 2♣= ART FG 2♦= weak-two in ♥/♠ or 5+/5+ majors inv+; 2♥=5+♠ 4+♥ 5-9; 2♠=inv ♣ or FG both minors ; 3♣= preempt ; 3♦/♥/♠= weak 7+ c.	1♣-1♦-2♥ = nat or 16+ 1-suiter ♣  1♣-1♠-2♦ = nat or 16+ 1-suiter ♣	
1♦		4	4♠	12-14 BAL 11+ NAT	1♥/♠/SA= NAT; 2♣= ART FG 2♦= weak-two in ♥/♠ or 5+/5+ majors inv+ 2♥=5+♠ 4+♥ 5-9; 2♠= 4+♦ FG 3♣= limit raise in ♦ 3♥/♠= weak 7+ cards	1♦-1♥-2♠ = nat or 16+ 1suiter ♦ 1♦-1♠-2♥ = nat or 16+ 1suiter ♦	
1♥		5	4♠	11+ NAT	1NT = NF ; 2♣= ART FG 2NT= inv raise 3-4 cards 3♣= raise 6-9; 3♦= raise any singleton 3♥= weak jump raise; 3NT/4♣/♦= void	1♥-1x-2NT = ART 6♥+4m 15+ → see (8)	1♥→ 1NT= NAT →2♣ = 3 cards raise 9-11 →2NT/3♣/3♦ = 4 cards raise
1♠		5	4♥	11+ NAT	1NT = NF ; 2♣= ART FG 2NT= mixed raise 3-4 cards 3♣= inv 6+♥; 3♦= raise any singleton		1♠→ see 1♥ opening
1NT			4♥	15-17 BAL	2♣ = asking; 2 suit= trsf 3♣ = 5+♥/4♠ limit 3♦ = 5+♠/4+♥ limit 3♥ = 9+ cards in the minors inv 3♠ = 10+ cards in the minors FG 4♣/♦ = texas	1NT-2♣ →	
2♣	*	0		22+ BAL  any GF	2♦= waiting; 2♥= 5+♠; 2♠= 5+/5+ ♣/♦ 2NT/3♣/3♦ = good suit ♣/♦/♥	2♣-2♦-2♥ → 5+♥ or 24+ BAL	
2♦		6		18-19 BAL	2♥ = 4+♠; 2♠ = NT or 4+♥		
2♥		6		5-10, usually 6 cards	2♠= natural; 2NT=asking		
2♠		6		5-10, usually 6 cards	2NT=asking;		
2NT				20-21 BAL	PUP STAY; transfers; 3♠= both m (5+/4+)		
3♣		7				<b>HIGH LEVEL BIDDING</b>	
3♦		7				4NT = RKCB only not in cue action;	
3♥		7				Cue style: 1 <sup>st</sup> and 2 <sup>nd</sup> round control,	

3♠		7			Josephine; Lightner DBL;
3NT	*			preempt in minor	Forcing pass /Double discouraging after forcing pass
4♣/♦		7			When M suit agreed → 3NT is discouraging for the slam try
4♥/♠		7		preempt	