

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>				
General Style ⇒ Natural , standard  Responses: 2NT = good support F1R, 9+ JUMP CUE= limit raise; CUE: F1R 11+; Jump raises = Preemp.  3 ♣/♦ =If Jump or cue SUPPORT ON PARTNER MAJOR SUIT		Lead	In Partner's Suit		
	NT	Attitude	Count if not supported		
	Suit	Attitude	Count if not supported		
		in Suit A asks preference; K asks count			
	in NT A asks preference; K asks unblock or count				<b>Country: Italy Category GREEN Event: Women</b>
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>				<b>Players: MONICA AGHEMO MONICA BURATTI</b>
2nd → 15-17 4th → 10-13 Responses: system on	<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>		<b>SYSTEM SUMMARY</b>
	Ace	AK+; AKJx; AKJ10;Ax(+)	AK; AKx(+); AKJx;		<b>GENERAL APPROACH AND STYLE</b>
	King	AK+; KQ; KQx(x); KQJx	AKJ10x; KQJ10(x); KQ109x		Natural 5 card M, 1♦ = 4+, 1♣ = 2+
	Queen	QJ(x); QJ10(x); AQJ(x) Qx	KQ+ ; QJx(x) ; Qx		2♣ = bal 22+ or FG any distr. 2♦ multi
	Jack	J10x; J10+ Jx	J10x+; J10+		2♥/2♠ = -6+cards 9/12
	10	HJ10x; 10x; 109x	HJ10+; 10x; 109x		1NT Opening: = (14) 15-17 pt.
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	9	9x; H109x(+);Q109x	H109x(+) 9x ; 98+		2 OVER 1 Response: = 1 Rd F
1-Suit weak	Hi -x	Sx; xSxx xSx	Sx; xSxx+ ; xSx;		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2-Suit: Ghestem twosuiters	Lo-x	Hx(+);S	Hxx(+);S; HHx(+);S;		
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>				
Style ⇒ Ghestem twosuiters Responses ⇒ 2NT or cue = asking		Partner's Lead	Declarer's Lead	Discarding	Week Jumps
1♣ - 2♣ = Natural	1	odd = encouraging	low = reverse count	odd= encouraging	Gazzilli
<b>VS. NT (vs.Strong/Weak; Reopening;)</b>	Suit	2 low reverse count		Lavinthal	Check back
Vs strong Dbl = 15+Hcp vs weak 12/14 Double= opening values	3				
2♣ = 4+ 4+ in majors or ♦ (see Note 8) ; 2♦ = multi 6+ ♥ or ♠;	NT	1 odd= encouraging	Rev.count	odd= encouraging	Jump raises preemptive
2♥/♠ = 5+ cards 4+ m; 2NT = both m	2	low = even no.		Lavinthal	
Weak jumps	3				
	Signals (including Trump) Lavinthal				
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>DOUBLES</b>				
Vs 2♦ multi: Dbl as vs a 2♠ opening or Very Strong	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				<b>SPECIAL FORCING PASS SEQUENCES</b>
	Style: Opening values or Good Distribution				
	Responses: cue F1; jump=8-10				
<b>VS ARTIFICIAL STRONG OPENINGS</b>	Reopening: 8+				
Over 1♣ → weak jumps; 1NT = ONE SUIT ; ghestem :twosuiters	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>
;2♣=MINORS	Sputnik; Responsive; Lead direct; max hand.				
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>					
RDBL = 9+					
New suit 1 level= F 1 Rd; new suit at two lvl NF					PSYCHICS rare

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♦/♥/♠/NT= NAT; 2♣= 1 Rd F may be artificial 2♦ =1 major weak 2♥= 5 ♠/4♥ weak 2♠= 6 ♠/4♥ Invit. 2NT= pre ♣♦= or GF♣ 3♠=5/5 minor 2/9 ; 3♦=5/5 majors Inv. Or Slam Try 3♥/♠= Preempt.	For Check back see note 7 See Note 1	1♣ 1♦ 1NT 2♣ NAT. NF
1♦		4	4♠	12-14 BAL 11+ NAT	1♥/♠/NT= NAT; 2♣= 1 Rd F may be artificial 2♦=1 major weak 2♥/2♠= as above 2 NT= pre ♣♦/or GF♦ 3♣= invit in ♦ 9/11 3♦= 5/5 majors Inv Or Slam Try 3♥/♠= Preempt.	See Note 1 For Check back see note 7	
1♥		5	4♠	10-20 NAT	1♠/ 1NT = nat.; 2♣= 1 Rd F may be artificial 2♥= 3/4 cards supp 2-10 2♠= Nat.Strong 1 or 2 suit 2NT= Supp-. 4Cards 10+ 3♠=4cards sup 5-8.;3♦= 3 cards sup /9-12 3♥= weak jump raise; 3NT splinter in ♠ 4♠/♦= splinter 3♠ = Any void	For Gazzilli see note 6 For Check back see note 7 See Note 1	
1♠		5	4♥	10-20 NAT	see 1♥ opening; 2♣= 1 Rd F may be artificial); 2NT= fit 4 cards 10+ others= as above 3♥ = Any void 3 NT = Splinter in ♥	For Gazzilli see note 6 See Note 1 For Check back see note 7	
1NT			4♥	15-17 NAT	Stayman may be weak; Smollen ; 2♦/♥ transfers ; 2♠/2NT = ♦/♣ 3♣/3♦ = nat 6+ invit; 3♥/♠ =9 cards minor, sing GF 4♠/♦ = texas		
2♣	*	0		22+ BAL FG any or club	2♦ = relay waiting 2♥/♠ = nat. FG; 3♦/3♣ = Nat. FG	See Note 4 2♥ = may be nat. FG or balanced 23+ → force 2♠	
2♦	*	0	x	6+ major 2/8 or balanced 20/21 Or strong in ♦	2♥= pass/correct 2♠ =Invit.in ♥ 2NT =Relais 3♣/3♦=Nat. 1 Rd F X=Penalty at 2 level	See Note 3	
2♥		6		6+ ♥ 9/12 p.	2♠= relay 2NT=♠ 3♣/3♦=Nat. 1 Rd F	See note 5	
2♠		6		6+ ♠ 9/12 p.	2NT relay 3♣/3♦=Nat. 1 Rd F	See Note 5	
2NT				Bal. 18-19	3♣ = puppet ;3♦/♥=Texas; 3♠=Both Minors 3NT=Nat. 4♠=♥ 4♦=♠ 4♥=♣ 4♦=♠ FG	See Note 2	
3♣/♦		6		preempt; undisciplined		<b>HIGH LEVEL BIDDING</b>	
3♥/♠		6		preempt; undisciplined		4NT = RKCB Not frequent 0-3, 1-4, 2, 2+ tq ; Turbo Cue style: 1 <sup>st</sup> or 2 <sup>nd</sup> round control	
3NT	*			Gambling no side stopper	4/5 ♣ = pass/correct 4♦ = F asks the sgl	Josephine; Lightner DBLS; Splinter	
4♣/♦	*	0		preempt; undisciplined			
4♥/♠		8		Pre-empt undisciplined			
4SA				Both Minors Pre-empt			

**NOTE 1**

1♣ 2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
2♦ = BAL 12-14 OR 12-20 ♣/♦ OR ONE SUIT 12-15 OR THREE SUITS 12/15  
2♥/♠ = 5♣ + 4♥/♠ (11+)  
2NT = 6+♣ STRONG (16+) NO SINGLETON  
3♣ = 6+♣ STRONG (16+) WITH SINGLETON      3♦ = Rel. LOW/MEDIUM/HIGH  
3♦ = 6♣5♦ WEAK (8-12)  
3♥/♠/SA = THREE SUITS STRONG (15+), Sgl.L/M/H

1♦ 2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
2♦ = BAL 12-14 OR 12-20 ♣/♦ OR ONE SUIT 12-15 OR THREE SUITS 12/15  
2♥/♠ = 5♦ + 4♥/♠ 11+  
2NT = 6+♦ STRONG (16+) NO SINGLETON  
3♣ = 6+♦ STRONG (16+) WITH SINGLETON      3♦ = Rel. LOW/MEDIUM/HIGH  
3♦ = 4♦4♥4♠ SINGLETON IN ♣, STRONG (16-20)  
3♥/♠ = 6/5 WEAK (8-12)

1♥ 2♣ = GF (EXCEPT IN CASE OF 3♣ REBID), W/OUT ♣  
2♦ = NAT 2♥ = R(with supp.) → 2♠ = 11-12 Than Natural  
2NT = R      3♣ = No rever      3♦ = R      3♥ = 5/5, NO 3♣  
3♠ = 5/4, 3♣  
3NT = NO 5-5, NO 3♣  
4♣ = 5/5, 3♣  
3♦ = 6/4 11+  
3♥/♠ = 5431 (15+ Sgl Low-High)  
3NT = 5422 (15+)  
4♣ = 544 (15+)

2♥ = MAX 15      2NT = R      3♣ = 4+♣  
3♦ = 3♣  
3♥ = 6♥, NO 3♣  
3♠ = 6♥, 3♣  
3NT = 5332, NO 3♣

2♠ = Nat.11+      2NT = R      3♣ = NO REVER      3♦ = R L/M/H  
3♦ = 6 4 11+  
3♥/♠ = 5431 L/M/H 15+  
3NT = 5422, MAX (15+)

2NT = 15+ 1 Suit  
3♣ = 15+5/4 or 5/5 11+  
3♦ = 15+, 5/5  
3♥ = 6 cards (14+) IN HEARTS  
3♠ = 6/5

1♠ 2♣ SAME AS ON 1♥ - 2♣

NOTE 2

2NT = 18-19      4♣ = Strong in ♥  
                      4♦ = Strong in ♠  
                      4♥ = Strong in ♣  
                      4♠ = Strong in ♦

NOTE 3

2♦ = WEAK (3-9) IN ♥ OR ♠  
 BAL 20-21  
 STRONG (18+) IN ♦

2♦      2♥  
 PASS  
 2♠ = WEAK (3-9) IN ♠  
 2NT = BAL 20-21  
 3♣ = STRONG (18+) IN ♦ + ♣  
 3♦ = STRONG (18+) IN ♦  
 3♥/♠ = STRONG (18+) IN ♦ + ♥/♠  
 3NT = 9 TRICKS IN ♦

2♦      2♠  
 PASS  
 2NT = BAL 20-21  
 3♣ = WEAK (3-9) IN ♥  
 3♦ = STRONG (18+) IN ♦  
 3♥/♠ = STRONG (18+) IN ♦ + ♥/♠  
 3NT = STRONG (18+) IN ♦ + ♣  
 4♣ = VERY STRONG (20+) ♦ ♣  
 4♦ = VERY STRONG (20+) ♦  
 4♥ = WEAK (3-9) IN ♥

2♦      2NT  
 3♣ = WEAK (3-9) IN ♥      3♦ = ♠  
    3♥ = INV  
    3♠/♣/♦ = CUE FIT ♥  
    3NT = TO PLAY

3♦ = WEAK (3-9) IN ♠      3♥ = STRONG (18+) IN ♥  
    3♠ = INV  
    3NT = TO PLAY  
    4♣/♦ = CUE FIT ♠

3♥/♠ = STRONG (18+) IN ♦ + ♥/♠  
 3NT = 20-21 BAL      BARON  
 4♣ = STRONG (18+) ♣ ♦  
 4♦ = STRONG (18+) ♦

2♦  
 3♦ = STRONG (18+) IN ♦  
 2♥/♠  
 3♥ = 5+♠  
 3♠ = Trfr to 3 NT  
 3NT = 3+♥  
 4♣ = 6+♣ (2H)  
 4♦ = Support

**NOTE 4**

2♣  
 2♥ = NAT OR BAL 24+  
 2♠ = 5+♠  
 2NT = BAL 22-23  
 3♣ = STRONG (18+) IN ♣ (18+)  
 3♦ = STRONG (18+) IN ♣+♦  
 3♥/♠ = STRONG (18+) IN ♣+♥/♠  
 2♦ = R

2♣  
 2♥ = NAT OR BAL 24+  
 2SA = 24+  
 3♣ = 5♥4♣  
 3♦ = 5♥4♦  
 3♥ = 5♥4♠  
 3♠ = 6+♥  
 3NT = 26+  
 2♦ = R  
 2♠ = R

2♣  
 2♠ = 5+♠  
 2NT = 22-23  
 3♣ = 6+♣  
 3♦ = 5+♣ 4+♦  
 3♥ = 5+♣ 4♥ UNBAL  
 3♠ = 5+♣ 4♠  
 2♥ = NAT 5+♥

2♣  
 2NT = BAL ALSO WITH FIT IN ♠ 22+  
 3♣ = 6+♣  
 3♦ = 5+♣ 4+♦  
 3♥ = STRONG (20+) IN ♥  
 3♠ = 4 MORE ♠ UNBAL  
 2♠ = NAT 5+♠

2♣	2♦
3♣ = STRONG (18+) IN ♣	3♦ = 5+♥
	3♥ = 5+♠
	3♠ = Trfr to 3 NT
	3NT
	4♣ = Support

**NOTE 5**

2♥ = 9-12, 6♥	2♠ = R
2NT = 6/4	(3♣ = R L/M/H)
3♣ = SINGLETON IN MINOR	
3♦ = SINGLETON IN OTHER MAJOR	
3♥ = BAL MIN	
3♠ = BAL MAX	

2♥ = 9-12, 6♥	2NT = GF WITH 5+♠
3♣/♦ = 2♠, HONOR IN SUIT	
3♥ = MIN	
3♠ = 3 CARDS	
3NT = MAX SINGLETON IN ♠	

2♠ = 9-12, 6♠	2NT = R
3♣ = 6 4	(3♦ = R L/M/H)
3♦ = SINGLETON IN MINOR	
3♥ = SINGLETON IN OTHER MAJOR	
3♠ = MIN	
3NT = MAX	

**NOTE 6**

GAZZILLI, generally 16+

1♥	1♠
2♣	2♦ = 8+
2♠ = 3♠	2NT = ?
3♣ = 3514	
3♦ = 3541	
3♥ = 6♥	
3♠ = 5332, 19+	
3NT = 5332, 16-18	

1♥	1♠
2♣	2♦ = R 8+
2NT = max 2 ♠	3♣ = ?

3♦ = one minor suit (3♥ asks) → 3♠=♣ 3NT = ♦  
 3♥ = 5332 18+  
 3♠ = 6322 15+  
 3NT = 6331♠ 15+

1♥ 1♠  
 2♣ 2♦ = 8+  
 3♣ = 5/5 or 6/4 (3♦ = asks)  
 3♦ = 5/5 or 6/4 (3♥ = asks)  
 3♥ = 6+solid suit  
 3♠ = 5+♥ 4+♠  
 3NT = balanced, 15-16 min with 2♠

1♠ - 1NT - 2NT shows 6/4 15-16, on which 3♣ asks with relay style

1♥	1NT
2♣	2♦ = 8+
2♠ = one minor fourth, 15+	2NT = ?
3♣ = ♣	
3♦ = ♦	
2NT = one suit	3♣ = ?
	a) 3♦ = balanced 3♥ = asks → 3♠ = 5♥ 3NT = 6♥
	b) 3♥ / ♠ / NT = 6♥ with singleton L/M/H

3♣ = 5/5 or 6/4 (3♦ = asks)  
 3♦ = 5/5 or 6/4 (3♥ = asks)  
 3♥ = 6+solid suit  
 3♠ = 6+♥ 4+♠  
 3NT = balanced 15-16

1♠	1NT
2♣	2♦ = 8+
2♥ = one minor, strong	2NT = ? → 3♣ = ♣ 3♦ = ♦
2♠=5♠ 4♣ 11 15	
2NT = one suit 15+	3♣ = ?
	a) 3♦ = balanced 3♥ = asks → 3♠ = 5♥ 3NT = 6♥
	b) 3♥ / ♠ / NT = 6 suit with singleton L/M/H

3♣ = 5/5 or 6/4 (3♦ = asks)  
 3♦ = 5/5 or 6/4 (3♥ = asks)  
 3♥ = 5/5 or 6/4 (3♠ = asks)  
 3♠ = 6+♠ Solid Suit  
 3NT = balanced 15-16

**NOTE 7 Check Back**

1♣                              1♦/♥♠  
 1♥♠NT                        2♣=Rel  
 2♦=3 Cards supp  
 2♥=no 3 cards Supp.12-14  
 2♠= no 3 cards Supp Unbal.14+  
 2 NT = no 3 cards Supp Bal 13 14

1♥                                1♠  
 1 NT                             2♣=Rel  
 2♦= no 3 cards Supp  
 2♥= 3 cards Supp 14+  
 2♠= 3 cards Supp 11 13  
 2 NT = no 3 cards Supp Bal 11 14

NOTE 8

<u>1 NT</u>	<u>2♣</u> =Majors or ♦	<u>pass</u>	2♦/♥/♠ Pass or Correct
			2 SA=Positive Relais