



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					Convention card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE							
Style: natural/aggressive			Lead	In Partner's Suit	PLAYERS: Gab. Giubilo– Gianm. Giubilo				
1 level = Natural (5+ cards)		Suit	3rd and 5th	Same					
2 level = Natural (5+ cards)		NT	Attitude	Attitude or count					
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp		Subseq	Count	Attitude					
Responses: natural, only cue-bid is forcing 1+ round		Other: highest from doubleton							
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14					SYSTEM SUMMARY				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS							
On 1♦ = Natural: 14/17 balanced + or -		Lead	Vs. Suit	Vs. NT					
Responses: like on our opening		Ace	AKxxx; AKQ; Ax	AKx; AKxx					
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J					
Reopening: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQ10x; QJ10; QJ98	GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor				
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x					
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural					
1-Suit: medium (5/10 hcp) 6(+) cards		9	Natural	Natural					
		Hi-x	Even	Even					
		Lo-x	Odd	Odd					
Responses: 2NT or Cue = forcing 1+ round		SIGNALS IN ORDER OF PRIORITY			1NT Opening: 15/17 Balanced				
Reopen: 12/15 good 6 cards suit					2NT Opening: 20/21 Balanced				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	2 OVER 1 Response: FORCING GAME			
Over 1M = Ghestem, JUMP = ask stopper		Suit	1	UDC	UDC				Odd = enc
			2						
			3						
		NT	1	UDC	UDC				Odd = enc
			2	Low = enc					
			3						
VS. NT (vs. Strong / Weak; Reopening: PH)					SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2♣ = 5/4+ ♥/♠		Signals (including Trumps):							
2♦ = Multi ( 1 major) 2♥/2♠ = 5/5+ major/minor									
2NT = 1 minor strong (vs Strong) , 4S+long minor (vs Weak)									
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)									
Reopening: same direct, 2♦ (maybe only 5 cards)		DOUBLES			Op. 2♦ = 18/19 bal				
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)					2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥				
= fDouble = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)			2♠ response over 1♦ =FG WITH SUPPORT IN ♦				
					2♠ response over 1♣ =INV WITH 5/6 ♣				
		Style : Natural							
Jumps = over 2H/2S leaping Michaels		Responses: natural on 1♦/1♥ (only cue is F1+)							
NT (2 or 3) = natural to play NT (4) = bicolor 5/5+ any					PSYCHICS rare				
Bids = natural		Reopening: aggressive							
VS. ARTIFICIAL STRONG OPENINGS		After overcall: with good hand and without the opponents suit							
		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE			SPECIAL FORCING PASS SEQUENCES				
Vs 1♣ - DBL = majors (constructive) , 1NT = 5+/5+ major/minor		Negative; Responsive							
OVER OPPONENT'S TAKEOUT DOUBLE		Double in competition = good hand + (HCP but also distribution)			IMPORTANT NOTES THAT DON'T FIT ELSEWERE				
Redouble = 10+		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.							
new suit = NF		b) a redouble or a partner's penalty double							
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)									

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THRU	PLAYERS: Gab. Giubilo– Gianm. Giubilo			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♣	*	2	5♦	Natural 10/22 HCP Balanced 11/14	1♦/1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+, 2♠ = INV+ 5+♠ ; 3♣ = preempt	1♣-1♦-2♥=art or nat, 1♣-1♥-2♦=art or nat, 1♣-1♠-2♦=art or nat	
1♦		4	5♥	Natural 10/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = weak support ♦; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠ = FG 4+♦; 3♣ = inv with ♦	1♦-1♥-2♠=art or nat, 1♦-1♠-2♥=art or nat, 1♦-1♥/1♠-2♠ = F1(natural or strong)	
1♥		5	5♠	Natural 10/22 HCP	1NT=NF; 2♠/2♦ = FG; 2NT = 10-11 3/4 ♥; 3♣ = 6-9 4♥; 3♦=FG raise any shortness; 3NT/4♣/4♦ = void (♣♦♠)	1♥ - 1♠/1NT - 2♠ = F1 (Gazzilli) 1♥ - 1♠/1NT - 2NT = 6-4min 16+ 1♥ - 1NT - 3♣/♦ = 5+-5+ 16+	2♠=drury;3♣=6-9 4♥; 2nt=10-11 4♥
1♠		5	6♥	Natural 10/22 HCP	1NT=NF; 2♠/2♦ = FG; 2NT = 10-11 3♠ or 6-9 4♠ ; 3♣ = INV 6+♥; 3♦=FG raise any shortness; 3NT/4♣/4♦ = void (♣♦♥)	1♠ - 1NT - 2♠ = F1 (Gazzilli) 1♠ - 1NT - 2NT = 6-4min 16+ 1♠ - 1NT - 3♣/♦ = 5+-5+ 16+	2♠=drury;3♣=6-9 4♥; 2nt=10-11 4♥
1N			4♥	15/17 balanced	2♠ = Asking ; 2♦/2♥/2♠/2NT = trsf;, 3♠/3♦/3♥/3♠=singleton		
2♣	*	0	6♠	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting or 5+♥ w/o 2H; 2♥ = positive 5+♠; 2♠ = 5+/5+ minors; 2NT/3♠/3♦ = HHxxxx or 7+ cards (1H) with ♣/♦/♥	2♣-2♦-2♥ = nat or 24+ bal	
2♦	*	2	4♥	Balanced18/19	2♥ = 4+♠ or special hands; 2♠ = trsf to 2NT (4+♥ or NT hands) ; 2NT = trsf to 3♠; 3♣ = puppet or 5+♥/4♠; 3♦ = 5+♠/4♥; 3♥/3♠ = shortness; 3NT = 5+♥/5+♠ forcing	2♦-2♥-2NT = 4♠	
2♥	*	6	3♠	5/10 HCP	2NT = asking		
2♠	*	6	3♥	5/10 HCP	2NT = asking; 3♠ = 5+♥; 3♥ = 6+♣		
2N			no	Balanced 20/21	3♣ = puppet; 3♦/3♥ = trsf; 3♠ = both minors; 4♣/4♦/4♥/4♠ = slam try with 6+♥/♠/♣/♦	2NT-3♣-3♥ = no majors; 2NT-3♣-3NT = 5♥	
3♣		7	no	Preempt(3-10)	3♦ = ask shortness		
3♦		7	no	Preempt (3-10)	Natural		
3♥		7	no	Preempt (3-10)	Natural		HIGH LEVEL BIDDING
3♠		7	no	Preempt (3-10)	Natural		VTL = special KC asking with ♣/♦trumps
3NT	*	8	no	A or K in one minor	4♣ = P/C example = AQXXXXXX or KQXXXXXX no A and K		4NT = RKCB
4♣		7-8	no	Preempt(3-10)	Natural		Cue-bid = 1 <sup>st</sup> and 2 <sup>nd</sup> control
4♦		7-8	no	Preempt(3-10)	Natural		Exclusion Blackwood
4♥		7-8	no	Preempt(3-13)	Natural		GSL TRY
4♠		7-8	no	Preempt(5-13)	Natural		
5♣		8	no	Preempt	Cue-bid		

