

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		
1 level = Natural (5+ cards)		Suit	Attitude	Attitude		
2 level = Natural (5+ cards)		NT	Attitude	Attitude		
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp		Subseq	Attitude	Same		
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						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS				PLAYERS: Brusotti C. - Scopelliti C.
15/17 balanced		Lead	Vs. Suit	Vs. NT		SYSTEM SUMMARY
Responses system on		Ace	AKxxx; AKQ; Ax	AKx; AKxx		
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		GENERAL APPROACH AND STYLE: NATURAL 5 card major
Reopening: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQ10x; QJ10; QJ98		
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x		1♣ = 2+ cards (if balanced 12/14)
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural		1♦ = 11/21 4+ cards
weak (5/10 hcp) 6(+) cards		9	Natural	Natural		1♥ = 11/21 5+ cards
		Hi-x	Even	Attitude		1♠ = 11/21 5+ cards
Responses: 2NT or Cue = forcing 1+ round		Lo-x	Odd	Attitude		
Reopen: like in direct position		SIGNALS IN ORDER OF PRIORITY				1NT Opening: 15/17 Balanced
						2NT Opening: 20/21 Balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	2♦ = 6M 4-10 hcp or 17+ hcp with 6+m
		Suit	1 Enc = odd		Enc = Odd	
			2 H-L = even			
Over 1M = Ghestem, JUMP = ask stopper			3			
		NT	1 Enc = odd		Enc = Odd	2 OVER 1 Response: FORCING GAME
			2			
			3			
VS. NT (vs. Strong / Weak; Reopening: PH)						
Double = 4/5+ maj/minor or strong18+ (Vs weak = T/O) 2♣ = 5/4♥♠		Signals (including Trumps):				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Multi (1 major); 2♥/2♠ = 5/4+ major/minor; 2NT= 5-5 minor						
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)						
Reopening: same direct, 2♦ (maybe only 5 cards)		DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)						
Double = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)				PSYCHICS: rare
		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						
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
		Negative; Responsive				
		Double in competition = good hand + (HCP but also distribution)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENT'S TAKEOUT DOUBLE		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.				
Redouble = 10+		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: Brusotti C. - Scopelliti C.			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♣	*	2	5♦	Natural 11/22 HCP Balanced 11/14	1♦/1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG;	xyx	
1♦		4	5♥	Natural 11/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = weak	xyz	
1♥		5	5♠	Natural 11/22 HCP	1NT=NF; 2♣/2♦ = FG; 2♥=3♥ 5-8; 2NT= GF 4h ; 3♣=10-11 ¾ h 4♥; 3♦=4♥ 7-9; 3S= SGL any; 3NT/4♠/4♦ = void	Gazzilli, xyz, 1h – x – responses transfer	tra2♣=drury
1♠		5	6♥	Natural 11/22 HCP	1NT=NF; 2♣/2♦=FG; 2♠=3♠ 5-8; 2NT=4♠ FM; 3♣= 10-11 3/4♠; 3♦= 4♠ 7-9 ;3♥=6+♥ 10-11; 3NT= SGL any; 4♠/4♦/4h = void (♣♦♥)	Gazzilli, xyz, 1s – x- responses tranfer	2♣=drury
1N			4♥	15/17 balanced	2♣= Stayman; 2♦/2♥/2♠/2NT = trsf; 3♣=5-5 minors 0-7 3♦= 5-5 minors FG; 3♥/3♠ = shortness with 5-4 minors		
2♣	*	0	6♠	FG except 2♠-2♦-2NT Any distribution or 22+ balanced	2♦=waiting ; 2♥= positive 5+♠; 2♠= positive 5+♥; 2NT= 5-5 /6-4 M; 3♣ = positive ♦; 3♦ = positive ♣	2♣-2♦-2♥= nat 4+♥ or Bal FG 2♣-2♦-2♠= nat 4+♠	
2♦	*		3♥	6 Majors 4/10 hcp 17+ hcp 6+ minors	2♥= relais; 2S= limit raise with h; 2sa= ask GF		
2♥	*	5	3♦	5/10 HCP 5+H – 4+ m	2NT= asking; 2♠= 5+♠		
2♠	*	5	3♥	5/10 HCP 5+S - 4+m	2NT= asking; 3♣= p/c; 3♥= 5+♥		
2N			no	Balanced 20/21	3♣= puppet; 3♦/3♥= trsf; 3♠= 5s-4h		
3♣		7	no	Preempt 3/10 HCP	Natural		
3♦		7	no	Preempt 3/10 HCP	Natural		
3♥		7	no	Preempt	Natural		HIGH LEVEL BIDDING
3♠		7	no	Preempt	Natural		
3NT	*	8	no	Gambling	4♣= P/C		4NT = RKCB (14/03)
4♣		7-8	no	Preempt	Natural		Cue-bid = 1 st and 2 nd control
4♦		7-8	no	Preempt	Natural		
4♥		7-8	no	Preempt	Natural		
4♠		7-8	no	Preempt	Natural		
5♣		8	no	Preempt	Cue-bid		
5♦		8	no	Preempt	Cue-bid		

