


overcalls	DEFENSIVE SIGNALS						CONVENTION'S CARD
DOUBLE-General style : at least three cards in any major and two in any minor if less than 15 H.P.	Suit	3rd/5rd;	4th;	Attitude;	Rusinow;		 ITALY SENIOR TEAM MINA ALDO - PULGA RUGGERO
	N.T.						
SUIT : may be 4 cards very good at level one		3rd/5rd;	4th;	Attitude;	Rusinow;		BASIC SYSTEM
1♥/1♠ 7-17 H.P. Jump 2♥/2♠ = two suiter ♥/♠ + ♣				Others: A asks for encouragement ; K asks for unblock or count			
DIRECT JUMP OVERCALL	Vs trump are underled if different					PARTNER'S SUIT	FIVE CARDS MAJORS – STANDARD NO TRUMP
1♥-3♥ ; 1♠ -3♠ : solid suit asking for stop 1♣ -3♣ : ghestem two suiters	AK	KQ	QJ	J10	10x	Y NOT	
1NT	AKx	KQx	QJx	J10x	109		Strong opening bid : 2♣ 1♣ = 2+ cards 1♦ = 4+ cards (rare 3)
2nd hand 15-17 H.P. 4nd reopening 10-14 P. H.P.	AKJx	KQxx	QJ109	J1098	109x		
2NT over maj / min	AKJ10x	KQJx	KQ10x	KJ109	98x	xx	SPECIAL OPENING BID OR ANSWERS
1♥/♠:minors 1♣/♦: ♦/♣ + ♥(♠)	AQJx	KJ10x	KQ109x	K1098		xxx	
OVER 1NT	AJxx	Kxx	Qxx	Jxx	10xx	xxxx	2♣ = General Game Forcing 2♦ = 18-20 balanced or game forcing : 4441/ or 5♣/♦440 or 5♣/♦431 1♠ =>2♦ Zanzibar : ♦ 10+ H.P. or 4-7 HP support ♠ 1♥ =>2♦ Zanzibar : ♦ 10+ H.P. or 4-7 HP support ♥ 3NT = preemptive in a minor 4♣/♦ = 8 trikes in ♥/♠
DOUBLE = 4 in a major and 5+ in a minor against 14+ H.P. NT DOUBLE = 14+ H.P. against weak 1NT 13-15 H.P. or less 2♣ = ♥ + ♠ NF; ; 2♦ = one major F1 ; 2NT=minors or majors strong 2♥/♠=5+ ♥/♠ +4(5) in a minor DOUBLE reopening over 14+ H.P. = one minor	KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxx	
OVER STRONG 1♣ OPENING	K10xxx	Kxxx	Q109x	Jxxx	10xxx	xxxx x	SPECIAL OVERCALLS AND COMPETITION . 1♥/♠ - x- 1NT,2♣,2♦, (2♥) transfers Drury
× majors 2♣ = ♣ or ♦ 2♦ = ♥ + a minor 1NT=minors 2♥ = ♥ or ♠ 2♠ = ♠ + a minor	DEFENSIVE SIGNALS						
OVER MULTI 2♦	1 = ODD NUMBER OF CARDS 2 = EVEN NUMBER OF CARDS						
: Double = the same as over 2♠	D = DESCOURAGE E = ENCOURAGE S = SUIT PREFERENCE						
		CARDS	HIGH	LOW	ODD.	EVEN	
	NT	partner moves	S1	S2	E	D	
		Declarer moves	(1)	(2)	E		
		discard	S	S	E		
	SUIT	partner moves	S(1)	S(2)	E	D	
		declarer moves	(1)	(2)	E		
		discard	S1	S2	E		
		OTHER					
		Smith: High encourages					

		n°	x t.o.t ill	Competition or Passed hands			
				Descrizione	answers	prosecution	
1♣	*	2	4♠	balanced 12-14 4+ ♣ 11-23 H.P	2♣ = game forcing usually 11 + H.P ♣ or balanced 2♦/2♥ = transf 6+♥/♠ or 2-6 H.P, or solid limit &more 2♠ = 5+♠ + 4+♥ 6-9 H.P. 2NT= preemptive ♣ 3♣ = limit 5+♣ 7-10 H.P. ; 3♦ = limit 6+♦ 7-11 H.P. 3♥/♠= 5-4 minors with 3 cards ♥/♠ 12-14 H.P.	1♣ ⇒ 1♦ ⇒ 2♥ 5+♣ may be 4♥ or 4♦ 17+ H.P. 1♣ ⇒ 1♥/♠ ⇒ 2♦ 5+♣ 17+ 1♣ ⇒ 1♦/♥/♠ ⇒ 1x ⇒ 2♦ game forcing asking for support 1♣ ⇒ 1♦/♥/♠ ⇒ 1x ⇒ 2♣ any invitational (asking for 2♦) 1♣ ⇒ 2♣ ⇒ 2♦ any minimum but 5+♦4♥/♠ 1♣ ⇒ 1♥/♠ ⇒ 2NT 17+ support 4♥/♠	1♣ - 1♥ - x = 4+♠ 7+ H.P 1♣ - 1♠ - x = 4+♥ 7+ H.P 1♣ - 1♦ - x = 4+♥ 7+ H.P 1♣ - 1♦ - 1♥ = 4+♠ 7+ H.P 1♣ - 1♦ - 2♣ = 4+♥4♠ 7-11 H.P 1♣ - 1♠ - 2♣ = 5+♦ 10+ H.P. 1♣ - 1♥/♠ - 2♦ = 5good/ 6♠/♥
1♦	*	4(3)	4♠	balanced 12-14 4+ ♦ 11-23 H.P	2♣=game forcing usually 11 + H.P ♣ or ♦ or balanced 2♦/2♥ =transf 6+♥/♠ or 2-6 H.P, or solid limit &more 2♠ = 5+♠ + 4+♥ 6-10 H.P. 2NT= preemptive ♦ 0-6 H.P 3♣ = limit ♣; 3♦ = limit ♦ 7-11 H.P 3♥/♠= 5-4 minors with 3 cards ♥/♠ 12-14 H.P.	1♦ ⇒ 1♥/♠ ⇒ 2♣ = ♦♣ up to 18 H.P. 1♦ ⇒ 1♥/♠ ⇒ 2♥/♠ ⇒ 2♠/2NT = relay 1RF 1♦ ⇒ 1♥/♠ ⇒ 1♠/NT ⇒ 2♣ any invitational (asking for 2♦) 1♦ ⇒ 1♥/♠ ⇒ 1♠/NT ⇒ 2♦ G.F. asking for support 1♦ ⇒ 1♥/♠ ⇒ 2NT ⇒ 17+ 4+ raise or onesuiter ♦ 15-17 H.P 1♦ ⇒ 1♥/♠ ⇒ 2♠/2♥ ⇒ 5+♦ 17+	1♦ - 1♥ - x = 4+♠ 7+ H.P 1♦ - 1♥ - 1♠ = NOT 4+♠ 1♦ - 1♠ - x = 4+♥ 7+ H.P 1♦ - 1♥/1♠ - 2♣ = 3+♦ 7+ H.P 1♦ 1♥/♠ - 2♦ = 5good/ 6♠/♥ 1♦ - 1♠ - 2♥ = 5+♣ G.F.
1♥	*	5	4♦	11-22 H.P	2♣ = or gen. G.F. likely ♣/ balanced or 6+♣9-11 H.P. 2♦ = Zanzibar: ♦ 10+ H.P. or 4-7 H.P.with 3 cards ♥ 2♠ = solid ♠ or 5-5 slam ♠ + minor 2NT = 4+♥ G.F.9-13 H.P.(12-14 H.P if balanced.) 3♣/♦=6-10 H.P. 4♥/3♥ may be with a short side 2♥ = good raise 7-9 H.P. likely three cards 3/4♥ = preemptive 3-7 H.P. 3NT/4♠/4♦ = transfer splinters 4+♥	1♥ ⇒ 1♠/1NT ⇒ 2♣ = F1G standard or any strong: Gazzilli 1♥ ⇒ 2♣ ⇒ 2♦ = 12-15 H.P not 4♠ 1♥ ⇒ 2♣ ⇒ 2♥ = 5+♥4♠ 1♥ ⇒ 2♣ ⇒ 2NT = 5332 15+ o 6+♥ 15+ no side suit 1♥ ⇒ 2♦ ⇒ 2♥ = asks pass with 4-7 and 3♥ 1♥ ⇒ 2NT ⇒ 3♣ relay GF 1♥ ⇒ 3♣ ⇒ 3♦ = relay 1RF	1♥ - x - 2♦ = 3♥ 7-9 H.P. 1♥ - x - 1NT, 2♣ = trsf two ways 1♥ - x - 2NT = 4+♥ 8+ H.P. Third position : 2♣/ 2♦ Drury raise. 3°/4°
1♠	*	5	4♥	11-22 H.P	2♣ = G.F. usually 11 + H.P ♣ or balanced , or 6 ♣ 9+ 2♦ = Zanzibar: ♦ 10+ H.P. or 4-7 H.P.with 3 cards ♠ 3NT/4♠/4♦ = transfer splinters 4+♠ 2♠ = good raise 7-9 H.P. likely three cards 2NT = 4+♠ G.F. 9-13 H.P (12-14 H.P. if balanced) 3♣/♦ = 6-10 H.P. 4♠/3♠ may be with a short side	1♠ ⇒ 1NT ⇒ 2♣ = 1RF : ♠♣. or any strong : Gazzilli 1♠ ⇒ 2♣ ⇒ 2♦ = 12-15 H.P. not 4+♥ 1♠ ⇒ 2♣ ⇒ 2NT = 5332 15+ o 6+♠ 15+ no side suit 1♠ ⇒ 2♦ ⇒ 2♠ = asks pass with 4-7 and 3♠ 1♠ ⇒ 3♣ ⇒ 3♦ = relay 1RF 1♠ ⇒ 2NT ⇒ 3♣ = relay GF	The same as 1♥ opening
1NT			4♥	15-17 balanced	2♣ = asks for 2♦ or 2♥/2♠ just showing five cards 2♦/2♥ = transfer ♥/♠ ; 2♠ = asks for min/max 2NT/3♣ = transfer ♣/♦ = ; 3♦ = 5♥+5♠ G.F 3♥/♠ = 5-4 minors with 3 cards ♥/♠	1NT ⇒ 2♣ ⇒ 2♦ ⇒ 2♥/2♠ = puppet style prosecution 1NT ⇒ 2♦ ⇒ 2♥ ⇒ 2♠ = 5+♥4+♠ = F1R 1NT ⇒ 2♣ ⇒ 2♦ ⇒ 2NT/3NT = 4♥+4♠ 1NT ⇒ 2♣ ⇒ 2♦ ⇒ 3♣/♦/♥/♠ = short ♣/♦/♥/♠ 1NT ⇒ 2♠ ⇒ 2NT = minimum	1NT- 2X - 2NT/3♣/♦/♥/♠ = Rubensohl transfers
2♣	*	0	4♥	ANY GAME FORCING OR 23+BAL	2♦ = waiting ; 2♥ = 5+♠ ; 2♠ = 5+♥ ; 3♥/♠ = 5-4 ♣♦+3♥/♠	2♣ ⇒ 2♦ ⇒ 2♥ = ♥ or balanced 25+ : 2♠ = relay	2♦ - 2X - 3♣/♦/♥ = transf
2♦	*	0	4♥	Balanced 18-19 P.O. or 4441 /5431 GAME FORCING	2♥, 2♠, 2NT transfers, 3♣ = asking for majors 3♦ = ♥+♠ ; 3♥/♠ = minors short ♥/♠ ; 3NT = 5♥+5♠		
2♥	*	5+	3♦	6-10 H.P	2♠ = distributional relay ; 2NT = relay; 3NT = BLKW	2♥ ⇒ 2♠ ⇒ 2NT or singleton ♣/♦ or 6-4 minor	2♥ - 2/3X - x = invitational
2♠	*	5+	3♥	6-10 H.P	2NT = Relay; 3♣ = ♥; 3NT = BLKW ; 4♠/4♦ = fit shawing	2♠ ⇒ 2NT ⇒ 3♣ or singleton ♥/♦ or 6-4 minor	2♠ - 3X - x = invitational
2NT				20-22 H.P. balanced	3♣ puppet Stayman, 3♦/3♥ transfers, 3♠ minors	2NT ⇒ 3♣ ⇒ 3♦ = one or two major; 3♥ = no major; 3NT = 5♥	
3x		6		4-10 H.P.	4♣/♦ = cue , 3♠ natural on 3♥ opening	SLAM TOOLS	
3NT	*			One minor preemptive	4♣, 4♦ = P/C	Cue-Bids (1 st and 2 nd ROUND) 4NT AFTER CUE = EVEN NUMBER OF ACES ; RKCB	