



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Convention card ITALY YOUNGSTERS PLAYERS: Chiarandini-Gaiotti	
Style: natural/aggressive	Suit	Lead	In Partner's Suit			
1 level = Natural (5+ cards)	NT	3rd-5th	count			
2 level = Natural (5+ cards)	Subseq	Attitude	count			
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4 ⁺		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			SYSTEM SUMMARY		
15/17 balanced	Lead	Vs. Suit	Vs. NT			
Responses system on	Ace	Ask attitude	AKx; AKxx			
	King	Ask count	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; J10+; 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	Xx	Attitude		1♠ = 11/21 5+ cards	
	Lo-x	From 3+ cards	Attitude			
Responses: 2NT or Cue = forcing 1+ round	SIGNALS IN ORDER OF PRIORITY			1NT Opening: 15/17 Balanced		
Reopen: like in direct position				2NT Opening: 20/21 Balanced		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	2♦=18/19 Balanced no 5 Majors	
	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 strong 18+ (Vs weak = T/O) 2♣ = 5/4♥♠	Signals (including Trumps):			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♦ = Multi (1 major) or 5/5+ major/minor strong 2♥/2♠ = 5/5+ major/minor 2NT (vs weak) = 4S+long minor						
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)				2♥ response over 1 minor opening = 4-9 HCP 5+♠/4+♥		
Reopening: same direct, 2♦ maybe only 5 cards	DOUBLES			2♦ response over 1 minor opening = 3-7 6+ ♥/♠		
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 (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)					
OVER OPPONENT'S TAKEOUT DOUBLE	Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.			IMPORTANT NOTES THAT DON'T FIT ELSEWERE		
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 ⁺)						

				PLAYERS: F.Chiarandini-A.Gaiotti			
OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THRU	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; 2♦ = weak 6M ; 2♥ = 5-9 HCP 5+♠/4+♥, 2♠ = INV 6+♣ ; 3♣ = preempt	1♣-1♦-2♥=art or nat, 1♣-1♥-2♦=art or nat, 1♣-1♠-2♦=art or nat	
1♦		4	5♥	Natural 11/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦ = nat; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠ = FG with ♦ supp; 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 11/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 10-11 3/4♥; 3♣ = 6-9 4♥; 3♦=4♥ with a singleton; 3NT/4♠/4♦ = void (♣♦♠)	1♥ - 1♠/1NT - 2♣ = F1 (Gazzilli) 1♥ - 1♠/1NT - 2NT = 6-4min or 5-5min16+ 1♥ - 1NT - 3♣/♦ = 5+5+ 13+-15	2♣=drury;3♣=6-9 4♥; 2nt=10-11 4♥
1♠		5	6♥	Natural 11/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 4♠ 6-9/3♠ 10-11; 3♣=6+♥ 6-10; 3♦ = 4♠ with a singleton ;3♥=4♠ 10-11 3NT/4♠/4♦ = void (♣♦♥)	1♠ - 1NT - 2♣ = F1 (Gazzilli) 1♠ - 1NT - 2NT = 6-4min or 5-5min 16+ 1♠ - 1NT - 3♣/♦ = 5+5+ 13+-15	2♣=drury;3♣=6-9 4♠; 2nt=10-11 4♠
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 GF		
2♣	*	0	6♠	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting; 2♥ = positive 5+♠; 2♠ = positive 5+♥; 2NT= Majors; 3♣ = positive ♦; 3♦=positive ♣	2♣-2♦-2♥= nat 4+♥ or Bal FG 2♣-2♦-2♠ = nat 4+♠	
2♦	*		3♥	18/19 Balanced	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	2N =5+♠ 2♠ = Asking		
2♠	*	6	3♥	5/10 HCP	2NT = asking; 3♣ = 5+♥; 3♥ = 6(5)+♣		
2N			no	Balanced 20/21	3♣ = puppet; 3♦/3♥ = trsf; 3♠ = minors		
3♣		7	no	Preempt	Natural		
3♦		7	no	Preempt	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		

