



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Convention card	
Style: natural/aggressive	Suit	Lead	In Partner's Suit			
1 level = Natural (5+ cards)	NT	3rd-5th	3rd-5th			
2 level = Natural (5+ cards)	Subseq	Attitude	count			
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4 ^o 8/11 hcp		Attitude	Same		ITALY GIRLS	
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: V. Dalpozzo-F.Dalpozzo		
15/17 balanced	Lead	Vs. Suit	Vs. NT		SYSTEM SUMMARY	
Responses system on	Ace	AKxxx; AKQ; Ax	AKx; AKxx		GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor	
	King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J			
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	
	Lo-x	Odd	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 = Small		Enc = Odd		
		2 H-L = Odd				
Over 1M = Ghestem, JUMP = ask stopper		3				
	NT	1 Enc = Small		Enc = Odd	2 OVER 1 Response: FORCING GAME	
		2				
		3				
VS. NT (vs. Strong / Weak; Reopening: PH)	Signals (including Trumps):			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Double = 4/5+ maj/minor or strong18+ (Vs weak = T/O) 2♣ = 5/4♥♠						
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)					
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 ^o)						

				PLAYERS: V. Dalpozzo- F.Dalpozzo			
OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL- THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
				1♣	*	2	5♦
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♥		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 = 6-4 16+ 1♠ - 1NT - 3♣/♦ = 5+5+ 14-15	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 = 6-4 16+ 1♠ - 1NT - 3♣/♦ = 5+5+ 14-15	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		
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♥	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	2NT = asking; 2♠ = 5+♠		
2♠	*	6	3♥	5/10 HCP	2NT = asking; 3♣ = 6+♣; 3♥ = 6+♥		
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		

