



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 Attitude	3rd-5th count		
2 level = Natural (5+ cards)		Subseq	Attitude	Same		
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4 [°] 8/11 hcp		Other: highest from doubleton			ITALY YOUNGSTERS	
Responses: natural, only cue-bid is forcing 1+ round					PLAYERS: Gab. Giubilo- Gianm. Giubilo	
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	GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor	
Responses system on		Ace	AKxxx; AKQ; Ax	AKx; AKxx		
Reopening: 11/14 balanced (also without stop)		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		
Responses: Only cue is forcing		Queen	QJxx; Qx	KQ10x; QJ10; QJ98		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J109; J108; Jx	J109x; J1087x	1♣ = 2+ cards (if balanced 12/14)	
weak (5/10 hcp) 6(+) cards		10	Natural	Natural	1♦ = 11/21 4+ 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			Partner's Lead	Declarer's Lead	Discarding	2NT Opening: 20/21 Balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)						2♦=18/19 Balanced no 5 Majors
		Suit	1	Enc = Small		2 OVER 1 Response: FORCING GAME
			2	H-L = Odd		
			3			
Over 1M = Ghestem, JUMP = ask stopper		NT	1	Enc = Small		
			2			
			3			
VS. NT (vs. Strong15-18 / Weak10-14 or less; Reopening: PH)					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Double = 4/5+ maj/minor or strong18+ (Vs weak = T/O) 2♣ = 5/4♥♠		Signals (including Trumps):				
2♦ = Multi (1 major)2♥/2♠ = 5/4+ major/minor 2NT (vs weak) = 4S+long 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 [°])						

PLAYERS: Gab. Giubilo – Gianm. Giubilo

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 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 16+ 1♥ - 1NT - 3♣/♦ = 5+5+ 16+	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 16+ 1♠ - 1NT - 3♣/♦ = 5+5+ 16+	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= positive ♣; 3♣ = positive ♦; 3♦/3♥/3♠ = 3 suiter	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♣ = 5+♥; 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♣ = RKCB when ♣ fit
4♥		7-8	no	Preempt	Natural		4♦ = RKCB when ♦ fit
4♠		7-8	no	Preempt	Natural		
5♣		8	no	Preempt	Cue-bid		
5♦		8	no	Preempt	Cue-bid		

