


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				 <b>Category:</b> Green <b>Country:</b> ITALY <b>Event:</b> All Events <b>Players:</b> Federico Porta – Matteo Lombardi
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>				
General Style ⇒ Natural Responses ⇒ 1NT= constructive; JUMP 2NT= strong raise; JUMP CUE= limit raise; weak jump raise; CUE: F1 11+ Reopening : DBL : 9+ ; in suit : 9-13 ; 1nt : 11-14		Lead	In Partner's Suit		
	Suit	Attitude	Count (Hi-Lo = even)		
	NT	Attitude	Count (Hi-Lo = even)		
	Subseq				
	Other: NT ⇒ A odd encouraging; K asks unblock;				
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>				
2nd → 15-17 Responses: system on 4th → 11-14 /also without stop Responses: only cue is forcing	LEAD	VS. SUIT	VS. NT		
	Ace	AKx; AKJx; AKJ10; Ax(+)	AK; AKx(+); AKJx;		
	King	AK; KQ; KQx(x); KQJx	AKJ10x; KQJ10(x); KQ109x		
	Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ(x)		
	Jack	J10(x); HJ10(x); Jx	HJ10x; J10(x); Jx		
	10	H109x; 10x; 109(x)	H109(x); 10x; 109x		
	9	9x; H98x;	H98x(+); 9x		
	Hi -x	Xx; xXxx	Xx; xXxx;		
	Lo-x	xXx; HxX; HxxX	xXx; HxX; HxxX		
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>				
1-Suit: WEAK 2-Suit: Ghestem Reopen: solid suit and opening values; 2-suit jump weak; over 1♥/♠ op. → 2NT =18-20 bal		Partner's Lead	Declarer's Lead	Discarding	
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>					
Style ⇒ Ghestem Responses ⇒ 2NT or cue = asking over OPP 1♣ opening (not strong) → 2♣ = 11-15 with both M (5-4) Reopen ⇒ Ghestem (only 2♦ over 1m opp opening)	Suit	1 2 3	odd = encouraging high = even no.	odd= encouraging high/low= suit preference	
	NT	1 2 3	odd= encouraging high = even no.	odd= encouraging high/low= suit preference	
<b>VS. NT (vs.Strong/Weak; Reopening; PH)</b>	<b>Signals (including Trump)</b>				
<u>Vs strong (2nd/4th):</u> DBL= 5m+4M; 2♣ = both M ; 2♦ = 6+ ♥ or ♠ or 5M and 5m strong; 2♥/♠ = 5+ cards 4+ m; 2NT = minors; <u>Vs weak (2nd/4th):</u> DBL= 13+; 2♣ = both M ; 2♦ = 6+ ♥ or ♠ or 5M and 5m strong; 2♥/♠ = 5+ cards 4+ m; 2NT = 4♠ + 5 m; 3m = 5m + 4♥	Lavinthal				
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>DOUBLES</b>				
3♣ → 4♣ = ♦+M GF; 4♦ = both M 2♥ → 4♣/♦ = 5♠ + 5♣/♦ g.f. 3♦ → 4♣ = ♣+M GF; 4♦ = both M 2♠ → 4♣/♦ = 5♥ + 5♣/♦ g.f. 3♥/♠ → 4♣/♦ = ♣/♦+ M	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
<b>VS ARTIFICIAL STRONG OPENINGS</b>	Style: Opening values Responses: cue F1; jump=8-10 Reopening: 8+				
Over 1♣ → DBL= both M; 1♦ / 1♥ = Texas 1♠ = one minor 1SA: minors; Over 2♠: dbl: for the suit	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>	1NT - x - xx = transfer to ♣ (only with penalty double)				
RDBL = 9+	Most low level DBLS are T/O				
<b>SYSTEM SUMMARY</b>					
<b>GENERAL APPROACH AND STYLE</b>					
Natural 5 card M, 1♦ = 4+, 1♠ = 2+ 2♦ = 18-19 BAL no 5 majors 2♥/2♠ = weak-two in ♥/♠ 1NT Opening: (14)15-17 pt. 2 OVER 1 Response: FORCING GAME					
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>					
2♥ response over 1 minor opening = 4-9 pt. 5+♥/4+♠ Landy Ghestem					
Over our 1♣/1♦ Opening and opp 1SA: DBL = penalty; 2♣: majors; 2♦: weak with one major; 2♥/♠: with minor; 2SA: minors					
<b>SPECIAL FORCING PASS SEQUENCES</b>					
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>					

OPENING	TICK IF ABTICAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♠	Maybe 2 cards	1♦/♥/♠/SA= NAT; 2♣= ART GF	1♣-1x-2SA = 17+ 4+♣ + 4x	
					2♦=3-7 multi (6 cards ♥ or ♠)	1♣-1♦-2♥ = 17+ 1-suiter♣ 2-suiter or ♣/♥	
					2♥=5*♠ 4*♥ 5-9; 2♠= raise invitational or + ♣;	1♣-1♥-2♦ = 17+, 1-suiter♣ 2-suiter ♣/♦	
					2SA= NAT invitational; 3♣=6+♣ weak; 3♦/♥/♠= weak 6+ cards	1♣-1♠-2♦ = 17+, 1-suiter♣ 2-suiter ♣/♦	
1♦	*	4	4♠	11+ NAT	1♥/♠/SA= NAT; 2♣= ART GF; 2♦= weak raise;	1♦-1♥/♠- 2NT = 4 cards raise 17+	
					2♥=5*♠ 4*♥ 5-9; 2♠= strong raise ♦;	1♦-1♥-2♠ = 17+, 1-suiter♦ 2-suiter ♦/♠	
					2NT=NAT invitational; 3♥/♠= weak 6+ cards; 3♠= raise invitational;	1♦-1♠-2♥ = 17+, 1-suiter♦ 2-suiter ♦/♥	
					3♦= weak raise	1♦-1NT- 2NT = 17+, 2-suiter ♦/♠	
						1♦-1NT- 3♠=invitational 5♦/♠	
1♥		5	4♠	11+ NAT	1NT = NF (4-3-3-3♥ 4-5pt.)	1♥-1x-2♠ = ART either nat 11-16 or any 17+	1♥→ 2♣ = Drury, 3 cards raise 9/11
					2♠= ART GF; 2♦= GF; 2♥= weak raise (5-9pt.);	1♥-1x-2NT = ART 6♥+4m 17+	→2NT = 4/5 cards raise 10-11
					2♠= 6+♠ GF or 5+♠ and 5 minor → 2sa: ask → nat	1♥-1x-3♣/♦ = 5-5 14/16	→3♠ = 4 cards raise 6-9
					2NT= invitational raise 3° or raise 4° (9+pt.); 3♠= 4 cards raise (6-9 pt.);		→3♦ = invitational
					3♦= GF raise 4°with a singleton; 3♥= weak jump raise; 3♠= void splinter; 3sa= better than 4♥=, 4♠= void splinter in ♠; 4♦= void splinter		
1♠		5	4♥	11+ NAT	1NT=NF (4-3-3-3♠ 4-5pt.); 2♣= ART GF; 2♦= GF; 2♥= GF;	1♠-1NT-2♣ = ART either nat 11-16 or any 17+	1♠→ 2♣ = Drury, 3 cards raise 9/11
					2♠= weak raise (5-9pt.); 2NT= invitational raise 3° or raise 4° (9+pt.); 3♠= 4 cards raise 6-9;	1♠-1NT-2NT = ART 6♠+4m 17+	→2NT = 4/5 cards raise 10-11
					3♦= GF raise 4°with a singleton; 3♥= invitational;	1♠-1NT-3♣/♦ = 5-5 14/16	→3♠ = 4 cards raise 6-9
					3♠= weak jump raise; 3SA=better than 4♠, 4♠/4♦/4♥= splinter;		→3♦ = invitational
1NT			4♥	(14)15-17 BAL		1NT-2♣ → a) 2♦ = no majors	
					3♠ = 5-5m (0-7pt.);	b) 2♥ = 4♥ majbe 4♠	
					3♦ = 5-5m ISL	c) 2♠= 4♠	
					3♥ 3♠= minors whit shortness		
					4♣/♦ = texas ♥♠		
2♣	*	0	5♠	22+ BAL	2♦= waiting; 2♥= 5+ ♠; 2♠= 5+♥; 2NT= both M	2♣-2♦-2♥ → 4+♥ or 24+ BAL 2♣-2♦-2♠ → 4+♠	
				any GF (except 2♣-2♦-2SA)	3♣/♦ = 6+♦/♠ good suit (at least 2HH); 3♥ 3♠= minors whit shortness;	2♣-2♦-3♥ → 5+♣ 4+♦ 2♣-2♦-2SA = 21-23 bal	
						2♣-2♦-3♠ → 5+♦ 4+♠	
2♦	*	1		18-19 BAL	2♥= 4+♠ or special hands; 2♠= transfer to 2SA (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♥-2SA=4♠	
2♥		6		3-9, usually (5)6 cards	2NT= asking		
2♠		6		3-9, usually (5)6 cards	2NT=asking		

2NT		5 ♠	20-21 BAL	PUP STAY; transfers; 3♠= slam try with both m (5+4+); 3SA = NAT; 4♠= ♥ ISL; 4♦=♠ ISL; 4♥=♣ ISL; 4♠=♦ ISL; 4SA/5SA= quantitative;	
3♣		6	Preempt; undisciplined		
3♦		6	Preempt; undisciplined		
3♥		7	Preempt; undisciplined		
3♠		7	Preempt; undisciplined		
3NT	*	7	AKQ(J)xxx in ♣/♦	4♠=P/C	
4♣	*	7	Namyaz in ♥		<b>HIGH LEVEL BIDDING</b>
4♦	*	7	Namyaz in ♠		4NT = RKCB
4♥		8	Preempt; undisciplined		Cue style: 1 <sup>st</sup> and 2 <sup>nd</sup> round control
4♠		8	Preempt; undisciplined		Josephine; Lightner DBLS; DOPI
4NT		8	Preempt good 5♣♦ opening		Forcing pass /Double discouraging after forcing pass