



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 	
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)		<b>OPENING LEADS STYLE</b>			Convention card	
Style: natural/aggressive		<b>Suit</b>	<b>Lead</b>	<b>In Partner's Suit</b>	ITALY LADIES	
1 level = Natural (5+ cards)		NT	3rd-5th Attitude	3rd-5th count	PLAYERS: <b>V. Dalpozzo – F. Dalpozzo</b>	
2 level = Natural (5+ cards)		<b>Subseq</b>	Attitude	Same	<b>SYSTEM SUMMARY</b>	
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4 <sup>o</sup> 8/11 hcp		Other: <b>highest from doubleton</b>				
Responses: natural, only cue-bid is forcing 1+ round					GENERAL APPROACH AND STYLE: <b>NATURAL 5 card major</b>	
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14					1♣ = 2+ cards (if balanced 12/14)	
<b>1NT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		<b>LEADS</b>			1♦ = 11/21 4+ cards	
15/17 balanced	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		1♥ = 11/21 5+ cards	
Responses system on	Ace	AKxxx; AKQ; Ax	AKx; AKxx		1♠ = 11/21 5+ cards	
Reopening: 11/14 balanced (also without stop)	King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		1NT Opening: 15/17 Balanced	
Responses: Only cue is forcing	Queen	QJxx; Qx	KQ10x; QJ10; QJ98		2NT Opening: 20/21 Balanced	
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)		Jack	J109; J108; Jx	J109x; J1087x	2♦=18/19 Balanced no 5 Majors	
weak (5/10 hcp) 6(+) cards	10	Natural	Natural		<b>2 OVER 1 Response: FORCING GAME</b>	
Responses: 2NT or Cue = forcing 1+ round	9	Natural	Natural			
Reopen: like in direct position	Hi-x	Even	Attitude			
Ghestem	Lo-x	Odd	Attitude			
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)		<b>SIGNALS IN ORDER OF PRIORITY</b>				
		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>		
	<b>Suit</b>	1 Enc = Small		Enc = Odd		
Over 1M = Ghestem, JUMP = ask stopper	2	H-L = Odd				
	3					
	<b>NT</b>	1 Enc = Small		Enc = Odd		
	2					
	3					
<b>VS. NT</b> (vs. Strong 15-18 / Weak 10-14 or less; Reopening: PH)		<b>Signals (including Trumps):</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Double = 4/5+ maj/minor or strong 18+ (Vs weak = T/O) 2♣ = 5/4♥♠					2♥ response over 1 minor opening = 4-9 HCP 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)		<b>DOUBLES</b>				
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jump; NT bids)		<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			PSYCHICS: rare	
Double = take out		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		Reopening: aggressive				
Bids = natural		After overcall: with good hand and without the opponents suit				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
		Negative; Responsive				
		Double in competition = good hand + (HCP but also distribution)				
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWERE</b>	
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 <sup>o</sup> )						

PLAYERS: V. Dalpozzo – F. Dalpozzo

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL- THRU	PLAYERS: V. Dalpozzo – F. Dalpozzo			
				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+♣ GF; 2♦ = weak 6M; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠ = 10-11 HCP with ♣; 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♠ = GF with ♦; 3♣ = 10-11 HCP with ♦	1♦-1♥/1NT-2♠=art or nat, 1♦-1♠/1NT-2♥=art or nat, 1♦-1♥/1♠-2♣= F1 nat or str	
1♥		5	5♠	Natural 11/22 HCP	1NT=NF; 2♣/2♦ = GF; 2♥=3♥ 5-8; 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 = 6-4m 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♦=GF; 2♠=3♠ 5-8; 2NT=3♠ 10-11/4♠ 6-9; 3♣=6+♥ 10-11; 3♦= 4♠ with a singleton ;3♥=4♠ 10-11; 3NT/4♠/4♦ = void (♣♦♥)	1♠ - 1NT - 2♣ = F1 (Gazzilli) 1♠ - 1NT - 2NT = 6-4m 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♣/3♦/3♥/3♠=shortness; 4♣ = tx to 4♥; 4♦ = tx to 4♠; 4♥ = tx to 5♣; 4♠ = tx to 5♦		
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♠/3♣/3♦ = nat F1R		
2♠	*	6	3♥	5/10 HCP	2NT= asking; 3♣/3♦/3♥ = nat F1R		
2N			no	Balanced 20/21	3♣ = puppet; 3♦/3♥ = trsf; 3♠ = minors		
3♣		7	no	Preempt (3-10)	Natural		
3♦		7	no	Preempt (3-10)	Natural		
3♥		7	no	Preempt (3-10)	Natural		HIGH LEVEL BIDDING
3♠		7	no	Preempt (3-10)	Natural		
3NT	*	8	no	Gambling	4♣ = P/C		4NT = RKCB (14/03)
4♣		7-8	no	Preempt (3-10)	Natural		Cue-bid = 1 <sup>st</sup> and 2 <sup>nd</sup> control
4♦		7-8	no	Preempt (3-10)	Natural		
4♥		7-8	no	Preempt (3-10)	Natural		
4♠		7-8	no	Preempt (3-10)	Natural		
4NT	*		no	Asking for specific aces	5♣ = no aces; 5♦ = ace of ♦; 5♥ = ace of ♥; 5♠ = ace of ♠		
5♣		8	no	Preempt (6-14)	Cue-bid		
5♦		8	no	Preempt (6-14)	Cue-bid		

