



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Style: neutral/aggressive		Lead		In Partner's Suit		
1 level = 3-18 (5+ cards)		Suit	3rd and 5th	Same		
2 level = 10-18 (5+ cards)		NT	Attitude	Attitude or count		
Raise = Jumping is 0-6 (7), jump-cue is (6) 7-8 2NT = fit 4° 9-11		Subseq	Count	Attitude		
Responses: NF, 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				
2 nd live = Natural: 14/17 (semi)balanced		Lead	Vs. Suit	Vs. NT		
Responses: like on our opening		Ace	AK+; Ax	AKx; AKxx		
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		
4 th live: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQx+; QJ10; QJ98		
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural		
1-Suit: NV 0-10, VUL 5-10 p. 6(+) cards		9	Natural	Natural		
Unusual NT: on 1M - 2NT = minors		Hi-x	Even	Attitude		
Responses: new suit F1+, 2NT or Cue bid= forcing 1+ round		Lo-x	Odd	Attitude		
Reopen: 12-15 good 6 cards suit		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	
		Suit	1	Count (E=L-H)	Count (E=L-H)	Lav
			2	Lav	Lav	Odd=Enc
			3	Low=Enc	Low=Enc	
Over 1M → Direct: OM + ♣, JUMP: asks stopper		NT	1	Count (E=L-H)	Count (E=L-H)	Lav
1♣ → Direct: majors 5*-4; JUMP: ♠s & ♦s			2	Lav	Lav	Odd=Enc
1♦ → Direct: majors; JUMP: ♠s & ♣s F1R			3	Low=Enc	Low=Enc	
VS. NT (vs. Strong / Weak; Reopening: PH)		SIGNALS (including Trumps):				
Double = 4/5+ maj/minor or T/O vs weak NT (15-) 2♣ = 5/4+ ♥/♠						
2♦ = Multi (1 major) 2♥/2♠ = 5/4+ major/minor						
2NT = minors (vs Strong) , 4S+long minor (vs Weak)						
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)						
Reopening: same direct, 2♦ (maybe only 5 cards)						
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)		DOUBLES				
Double = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)				
Cue bid on 3M → minors		Style : Natural				
Jumps = over 2♥/2♠ → 4♣/♦ = minor + OM		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 = over 3♥/3♠ → 4♣/♦ = minor + OM; other = natural		After overcall: with good hand and without the opponents suit				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE				
		Negative; Responsive				
Vs 1♣ - DBL = majors (constructive) , 1NT = 5+/5+ major/minor		Double in competition = good hand + (HCP but also distribution)				
OVER OPPONENT'S TAKEOUT DOUBLE		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ etc.				
Redouble = 10+ new suit = NF		b) a redouble or a partner's penalty double				
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)						



ITALY

Convention card



PLAYERS: SAU – PERCARIO
CATEGORY: GREEN
COMPETITION: EUROPEAN JUNIOR CHAMPIONSHIPS U26

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: **NATURAL 5 card major**

1♣ = 2+ cards (if balanced 11/14)
1♦ = 10/21 4+ cards
1♥ = 10/21 5+ cards
1♠ = 10/21 5+ cards

1NT Opening: 15/17 Balanced
2NT Opening: 20/21 Balanced

2 OVER 1 Response: FORCING GAME

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Op. 2♦ = 18/19 bal
2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THROUGH	PLAYERS: R. SAU – G. PERCARIO			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♣	*	2	7♠	Natural 10/22 HCP Balanced 11/14	1♠/1♥/1♠/1NT = Natural; 2♣ = asks GF; 2♦ = weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+; 2♠ = INV+ 5+♣ or minors 5+♣/4+♦ GF; 3♣ = preempt	1♣-2♣ supplementary sheets p. 1,2; 1♣-2♥-2NT= asks shape	
1♦		4	7♠	Natural 10/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = asks FG; 2♦ = weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠ = GF 4+♦; 3♣ = inv with ♦	1♦-2♣-→ supplementary sheets p. 1,2; 1♦-2♥-2NT= asks shape	
1♥		5	7♠	Natural 10/22 HCP	1NT=NF; 2♣ = asks FG; 2♠ = 5+♠ GF (6+ or 5+5min); 2NT = 10-11 3/4 ♥; 3♣ = 6-9 4♥; 3♦ = FG raise any shortness; 3NT/4♣/4♦ = void (♠♦♥)	1♥ - 1♠/1NT - 2♣ = F1 (Gazzilli – Ssheets p. 5,6) 1♥ - 1♠/1NT - 2NT = 6-4min 16+ 1♥ - 1NT - 3♣/♦ = 5+-5+ 16+	drury
1♠		5	7♠	Natural 10/22 HCP	1NT=NF; 2♣ = asks FG; 2NT = 10-11 3♠ or 6-9 4♠ ; 3♣ = INV 6+♥; 3♦ = FG raise any shortness; 3♥ = 4♠ 10-11 3NT/4♣/4♦ = void (♠♦♥)	1♠ - 1NT - 2♣ = F1 (Gazzilli – Ssheets p. 5,6) 1♠ - 1NT - 2NT = 6-4min 16+ 1♠ - 1NT - 3♣/♦/♥ = 5+-5+ 16+	drury
1N			7♠	15/17 balanced	2♣ = Asking ; 2♦/2♥/2♠/2NT = trsf; 3♣ = INV 5+♥/4♠; 3♦ = INV 5+♠/4+♥; 3♥ = INV both minors; 3♠ = FG both minors	2♦ = min w/o majors or 4♠; 2♥ = max w/o majors or 4♥; 2♠ = min with 4♥/4♠; 2NT = max with 4♥/4♠. SS (p.2,3)	
2♣	*	0	7♠	GF except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting or ; 2♥ = positive 5+♠; 2♠ = positive 5+♥; 2NT= majors 5+/5+; 3♣/3♦ = HHxxx or 7+ cards (A/K) with ♦/♠	2♣-2♦-2♥ = nat (4+♥) or 24+ bal	
2♦	*	2	7♠	Balanced 18/19	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	7♠	5/10 HCP	2NT = asking, New suit F1+	3♣ = max w/o 2H or 6-4; 3♦ = max 2H; 3♥ = min	
2♠	*	6	7♠	5/10 HCP	2NT = asking; 3♣ = 5+♥; 3♥ = 6+♣, New suit F1+	3♣ = max w/o 2H or 6-4; 3♦ = max 2H; 3♥ = max 2H + J	
2N			4♥*	Balanced 20/21	3♣ = Muppet stayman; 3♦/3♥ = trsf; 3♠ = both minors; 4♣/4♦/4♥/4♠ = slam try with 6+♥/♠/♣/♦	2NT-3♣-3♥ = no majors; 2NT-3♣-3NT = 5♥	
3♣		7	no	Preempt	3♦ = ask shortness, New suit F1+		
3♦		7	no	Preempt	New suit F1+		
3♥		7	no	Preempt	New suit F1+, 3♠ = F1+ with ♠s, 4m = cue bid, 5m = to play		HIGH LEVEL BIDDING
3♠		7	no	Preempt	New suit F1+, 4♥ = to play, 4m = cue bid, 5m = to play		VTL = special KC asking with ♣/♦ trumps
3NT	*	-	no	8 card minor with A or K	4/5♣ = P/C		4NT = RKCB
4♣		7-8	no	Preempt			Cue-bid = 1 st and 2 nd control
4♦		7-8	no	Preempt			Exclusion Blackwood
4♥		7-8	no	Preempt	Cue-bid		
4♠		7-8	no	Preempt	Cue-bid		
4NT	*	-	no	Minors 6-6(5)	5♣ = P/C,		
5♣		8	no	Preempt	Cue-bid		

