


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				 Category: Blue Country: ITALY Event: Players: Angelini F. - (Versace A. - Sementa A.)	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
General Style ⇒ Natural Responses ⇒ 1NT= constructive ; JUMP 2NT= raise op. Value or + ; JUMP CUE= limit raise; weak jump raise; CUE: F1R→ see (18)			Lead	In Partner's Suit		GENERAL APPROACH AND STYLE	
		Suit	Attitude	Enc or Disc			
		NT	Attitude	Enc or Disc			
		Subseq	Other: NT ⇒ A asks attitude, K asks unblock or count(reverse)			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS					
2nd → 15-17 4th → 11-14 Responses: 2nd → system on ; F1; 4th → natural, CUE F1R;		LEAD	VS. SUIT	VS. NT		SPECIAL FORCING PASS SEQUENCES	
		Ace	AKx; AKJx; AKJ10; Ax(H)(+)	AK; AKx(+); AKJx;			
		King	AK; KQ; KQx(x); KQJx, AKx.	AKJ10x; KQJ10(x); KQ109x			
		Queen	QJ(x); QJ10(x);	KQ(x); KQJx; KQ10x; QJ(x)			
		Jack	KJ10x; J10(x)	KJ10x; J10(x)			
JUMP OVERCALL (Style; Responses; Unusual NT)		10	K109x; Q109x; 10x; 109x	K109x; Q109x; 10x; 109x		IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
1-Suit: WEAK 2-Suit: Ghestem		9	9x; H98x(+)	H98x(+)			
		Hi-x	Sx; xSSx	Sx; SSSx;			
		Lo-x	xSx; xxSSx; HxSS	HxSS; HHxS; HxxxS			
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY					
Style ⇒ Ghestem Responses ⇒ 2NT or step = asking			Partner's Lead	Declarer's Lead	Discarding		
		1	odd = encouraging	low = odd no. of	odd = encouraging	1♣ → 2♦ = 8-12 bal 1♣ → 1♥ = 5+♠ 8+ FG 1♣ → 1♠ = 5+♥ 8+ GF 1♣ → 1NT = 5+♣ 8+ GF 1♣ → 2♣ = 5+♦ 8+ GF 1♦ → 1NT = art GF	
		Suit	2	low = odd no.	cards (rarely used)		
		3					
		NT	1	odd = encouraging			
			2	low = even no.		high/low = suit preference	
			3				
VS. NT (vs.Strong/Weak; Reopening; PH)		DOUBLETS					
<u>Vs strong (2nd):</u> DBL= 5+m+4M or strong M; 2♣=both M; 2♦ = 6+♥/♠ Or 5M+5m strong, 2♥/♠ = 5+ cards 4+ m; 2NT = 1 minor Strong; 4 th same <u>Vs weak (2nd):</u> DBL= 13+; 2♣ = both M; 2♦ = 6+♥/♠, 2♥/♠ = 5+ cards 4+ m 2NT = 4♠+long minor; 3♣/♦ = 5+ cards and 4♥		TAKEOUT DOUBLETS (Style; Responses; Reopening)					
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Style: Opening values Responses: cue F1; jump=INV. Reopening: 8+					
natural		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLETS/REDOUBLETS					
VS ARTIFICIAL STRONG OPENINGS		Over 1♣ → DBL= both M constructive; 1NT= 5+/5+ Major+Minor					

OVER OPPONENTS' TAKE-OUT DOUBLE

RDBL = 10+

1m - DBL - 1x = NOT Forcing

IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed

PSYCHICS Not so rare

IMPORTANT: All text must be typewritten or block letters

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♠	16+ any distribution	1♦ = 0-7/1♥ = 5+♠/1♠ = 5+♥/1SA = 5+♣/2♣ = 5+♦ 2♦ = 8-12 bal; 2♥/2♠ = 6 cards weak 2SA = 13+ bal;	Control ask after raise in responder suit	
1♦	*	0	4♠	11-15 unbal. Promise at least 4 cards in one major	1NT = art GF relay 2♣ = P/C	1♦-1♥-2♣ = 5+♣ and 4♠ 1♦-1♠-2♦ = 5+♦ and 4♥ 1♦-1 major-1NT = probably 3suiter short major	
1♥		5	4♠	11/15 NAT	1NT = NF 2♣ = GF or INV with 3 cards raise 2NT = raise 4+ cards INV 3♣ = 4 cards raise 10-11; 3♦ = 4 cards raise 6-9 (same on 1♠ op.)	1♥-2♣-2♦ = min	
1♠		5	4♥	11/15 NAT	1NT = NF 2♣ = GF or INV with 3 cards raise 2NT = raise 4+ cards INV	1♥-2♣-2♦ = min	
1NT			4♥	12-15 BAL	2♣ = stayman 2♦/2♥/2♠/2NT = trsf 3♣/3♦/3♥/3♠ = shortness 4♣/4♦ = texas ♥/♠	1NT-2♣ → 2♦ = max, others = min	
2♣		5		11/15 6+♣ one suit or 5+♣/4♦	2♦ = asking; 2♥/2♠ = nat NF 3♦ = 5+♥/5+♠ inv or better	2♣-2♦ → 2♥/2♠ = 3 cards + 4♦	
2♦		5		11/15 6+♦ one suit or 5+♦/4♣	2♥/2♠ = NF; 2NT = asking 3♣ = 5+♥/5+♠ inv or better	2♦-2NT → 3♥/3♠ = 3 cards + 4♣	
2♥		6		3-9, usually 6 cards	2NT = asking	3♣-3♦ = 6-4; 3NT = good suit	
2♠		6		3-9, usually 6 cards	2NT = asking	3♣-3♦ = 6-4; 3NT = good suit	
2NT	*			10-15 both minors 5+/5+	3♥ = ask min or max		
3♣		6		preempt; undisciplined		HIGH LEVEL BIDDING	
3♦		6		preempt; undisciplined		4NT = RKCB only not in cue action;	

3♥		6	preempt; undisciplined	Cue style: 1 st and 2 nd round control, Josephine; Lightner DBLS; Forcing pass /Double discouraging after forcing pass
3♠		6	preempt; undisciplined	
3NT	*	7	Gambling	
4♣/♦		7	preempt	
4♥/♠		7	preempt	