


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
<b>Level 1</b> = General Style ⇒ Natural    Standard <b>Responses</b> ⇒ 1NT= 8-12 ; new suit =NF ;Jump 2NT= invit./+ raise ;Jump raise=preemp. Jump in a new suit=nat.inviting; CUE= 12+; Jump cue=singl . or void <b>Level 2</b> =Nat. <b>Responses</b> → over 2♣→2♦= REL. ( <b>see12</b> ) <b>Reopening</b> = DBL=8/11 or 16+; 1NT=12/15 <b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		Lead	In Partner's Suit		
	Suit	THIRD/FIFTH	Count (Hi-Lo = even)		
	NT	Attitude	Count (Hi-Lo = even)		
	Subseq	Attitude	Count(Hi-Lo = even)		
2nd → 15-18    4th=12-15  Responses: 2 ♣ = rel.;    others=TRANSFER		Others: Versus NT ⇒ A for Lavinthal; K asks unblock, or count <b>Smith</b>			<b>Category</b> BLUE
					<b>Country:</b> ITALY
					<b>Event:</b> LISBONA 2018 EUROPEAN MIXED TEAM
					<b>Players:</b> <b>Dario Attanasio - Gabriella Manara</b>
SYSTEM SUMMARY					
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> opp. 1♣ op. (no st.) → 2♣ = 10-15 both M (5-4) (6-4); 3♣ = ♦+♠ N F opp.1♦ opening → 2♦ = both majors; 3♦ = ♠+♣ FG  opp.1♥/1♠-opening → 2♥/2♠=other major + ♣; 3♥/3♠ asks stop <b>JUMP OVERCALL (Style; Responses; Unusual NT)</b> opp.1♣/♦ op.→2♥/2♠= natwk; 2NT=♥+ ot.m; 3♣/♦ =♠+ ot.m. NF/F1 opp 1♥→ 2♠= wk or med; 2NT=♠+♦ 3♣/♦=both minors NF/F1  opp 1♠→2NT=♥+♦; 3♣/♦ = both minors NF/F1		GENERAL APPROACH AND STYLE			
		PRECISION/ STRONG CLUB/5 CARD MAJOR			
		1 ♣ = STRONG 17+ ANY DISTRIBUTION 1♦ = ART. 11/16; 1♥ /1♠= NAT.5+ 10/16 1 NT=15/17 2 ♣= NAT..5+ 10/16; 2♦= MULTI; 2♥/2♠= TWO SUITERS 3/10 2 OVER 1 Response: forcing			
		SPECIAL BIDS THAT MAY REQUIRE DE			
		1♦/♥/♠ opening and OPP DBL → TRANSFER from 1NT up 1♦/1♥ overcall→ 2♥=♠ +MIN. 1♦/1♠ overcall→2♥= NF;2♠=5+♥FG/ opp.2♥/♠→dbl-pass→2 NT= Relay			
<b>VS 1 N.T. OPENING</b> Weak    DBL = 12+ /  Strong    DBL= 4 Major/5+ minor or Strong 1 suiter; 2 ♣ = Both M; 2 ♦ = Multi;    2♥/♠ = 5♥/♠ + 4+ minor; 2NT = Both minors			Partner's Lead	Declarer's Lead	Discarding
		1	odd = encourag	low =odd no.cards	odd= encourag
		2	low=suit pref./	low=suit pref./	low=suit pref./
		3	count / discour.	count / discour.	count discour.
		3	High=suit pref./count/enc.	High=suit pref./count/enc.	High=suit pref./count/enc.
		DOUBLES			
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b> 3♣ → 4♣ = both Ms GF; 4 ♦ =♦+M; 3♦ → 4♣ = ♣+M GF; 4 ♦ =both Ms  3♥/♠ → 4♣ /♦ = ♣/♦ + other Major		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>VS ARTIFICIAL STRONG OPENINGS</b> Over 1♣→ DBL= both M (even 4-4); 1NT= both m; 1♦/♥/♠=nat ;2♦=multi;2♥/♠= Major+ minor		<b>Style:</b> Opening values <b>Responses:</b> cue F1; jump=8-10			
		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
		Inverted double High level in forcing sequence:double shows no interest in bidding			
		<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>			
		PSYCHICS Never			

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✱	0	4♣	16+ any distribution	1♦0-6/1♥=7+ 0-2ctr./1♠=3.ctr/1NT= 4ctr./2♣= 5+ ctr. 2♦2♥=wk 6 ♥ ♠ / 2♠ = Wk ms(see 2)/2NT= Wk majors(see3) 3♣/3♦/3♥/3♠= 5/7pt.singl. 3 suiter 3 NT4♣/♦/♥/= 8 cards weak ♣/3♦/♥/♠	1♣-1♦-2♥ = Nat.FG or 25+ bal. (see 1) 1♣-1♠-2♥= 17+, not balanced	After overcall we bid natural
1♦		0	4♣	11-14 BAL  11+/16 Unbal.possible 5+ clubs	1♥/♠=NAT. (see4);1NT= Nat.; 2♣= ART FG(see5-6) 2♦=Nat.FG or wk.tran.. ♥/♠; 2♥=5♣ 4♥ 4-7; 2♠=5♣ 4♥ 8-11 (see7);2NT=INV. 3♣/♦= limit ; 3♥/♠= singl. 5♣/4♦	1♦-1♥/♠-2NT = 14-16 6 + ♦ + values  1♦-1♥-2♠ = 14-16 nat.;1♦-1♠-2♥ = 14-16 nat.	
1♥		5	4♣	11+ NAT	1♠= NAT./1NT= NF; 2♣= ART FG (see14/15); 2♦= Nat.FG or weak raise; 2♥= 8-10 2NT= limit raise3-4 cards; 3♣/3♦= nat.limit ; 3♥= weak jump raise; 3♠=nat. weak; 3NT/4♣/♦= singl.or void ♣ ♦♥♠ Not ISL (see 8)	1♥-1xopp.->2♣ = nat.FG 1♥-1xopp.->2NT = limit raise 1♥-1NT opp.-2♠ = nat.wk 1♥-our1♠/N T ->2♣ =ART.may be strong 1♥-our1♠/N T ->2NT=6 ♥+ 4min.	1♥→ 1NT= NAT →2♣= Drury 3 cards raise 9-11 →2♦= Nat. N.F. 0-2 ♥ →2NT = 4 cards limit raise →3♣/♦= fit showing
1♠		5	4♥	11+ NAT	see 1♥ opening; 2♣= ART.GF(see16/17); 2♦=see up/2♥= FG; 2♠= 8-10 2NT= LIMIT RAISE 3-4 cards/ 3♣3♦3♥= LIMIT NAT.	1♠-1NT-2♣ = May be ART 1♠-1NT-2NT = ART 6♠+4m 15+	1♠→ see 1♥ opening
1NT			4♥	15-17 BAL	2♣ R F1 POSSIBLE WEAK transfers; 3♣ = both minors limit 3♦ = both minors FG 3♥ = singl. FG; 3♠ = singl.FG 4♣ /4♦= Transfer♥♠; 4♥4♠ nat.	1NT-2♣ → a) 2♦ = no majors  b) 2♥ = 4♥ min or max.poss.4 ♠ c) 2♠= 4♠	
2♣	✱	5		11-16 one or two suiter	2♦= RF1; 2♥2♠=5+ F1; 2NT= ART.(wk raise/or GF With ♦ or strong both majors (see9) 3♣ = inv.9/11 3♦ = 5+♦NF; 3♥/♠ = 6+FG	over2♦R---2♥= nat.or any strong hand;3♥/♠ →6♣ + 5♥/♠	
2♦	✱	2		Multi:Weak(3-10) two in 1 maj or 3 suiter 15-18 singl.♦	2♥/♠=pass/correct;2NT= RF1; 3♣ = 5+♥FG ;3♦ = 5+♠ FG ♦ 3♥/♠= pree	Over 2♥/♠ -> 2NT by opener is 3 suiter; over 2NT->3♣-♦wk ♥♠; 3♥/♠= Reverse good ♠♥	
2♥		5		Wk (5-10) 5+ ♥/ 5+ any	2♠= pass or correct; 2NT= R.F1; 3♣/♦= nat.NF; 3♥= pree 3♠=Nat. not forcing		
2♠		5		Wk (5-10) 5+♠/5+ minor	2NT= RF1 3♣ 3♦3♥= nat.F1		
2NT				20-22 BAL.poss.5 major	PUP STAY; transfers; 3♠= both minors (see10)		
3♣		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.	3♦=R for 3 cards maj (see11)	HIGH LEVEL BIDDING	
3♦		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.		TURBO / 4NT = RKCB only not in cue action; CUE BID style: 1 <sup>st</sup> and 2 <sup>nd</sup> round control, in cue action 4NT TURBO(shows even number of aces) Josephine; Lightner DBLS; BLACKWOOD Forcing pass	
3♥		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.			
3♠		6		preempt; 3 <sup>rd</sup> /4 <sup>th</sup> pos.undiscipl.			
3NT	✱	7		Gambling (solid ♣ or ♦ )			
4♣/♦		7		PREEMPT			
4♥/♠		6		preempt			

SUPPLEMENTARY SHEET 1

**S01.** 1♣⇒1♦= 0-7 pt. 2♥= FG → 2♠ R → 2 NT Bal.25+ poss.any 5°; 3♥ Natural FG 6+ ♥

1♣→1♥/♠/1nt/2♣ (fg) 2♥/♠nat.unbal. →2NT Relay--→ 3♣= 2 suiter artificial strong hand ( 3♦ R → 3♥=4+♣; 3♠= 4+♦; 3NT = 4+other mayor )  
 3♦= 6+♥/♠ (3♥ R→3♠ min./ 3NT max);  
 3♥= 5♥/♠+♣ not interesting slam;  
 3♠= 5♥/♠+♦ not interesting slam;  
 3NT = 5♥/♠+ 4 other mayor not interesting slam

**S02.** 1♣⇒2♠= 4-7 both minors 2NT=R → 3♣=5/5min.; 3♦=5/5max; 3♥=6♣/5♦; 3♠=6♦/5♣

**S03.** 1♣⇒2 NT=4-7 both majors 3♣=R → 3♦=5/5 min.; 3♥=5/5 max; 3♠=6♥/5♠; 3NT= 6♠/5♥

**S04** 1♦→1♥ →1♠/1NT Nat →**2NT SAT** (tr.3♣) ---->PASS = weak in ♣; 3♦=5♥+5♦ FG; 3♥=5♥+5♠ FG; 3♠=5♥+4♠+ any sgl.FG(If opener bid 1♠)or 6+♥/ 5+♠; 3NT=6+♥ good suit not interesting slam; 4♣/♦= cue bid 6+♥; 4♥ = nat.6 cue ♠

1♦→1♠ →1NT Nat →**2NT SAT** (tr.3♣)→ PASS = weak in ♣; 3♦= 5♠+5♦ FG; 3♥= 5♠+5♥ FG; 3♠=5♠+5♣ FG; 3NT=6+♠ good suit not interesting slam;4♣/♦♥= cue bid 6+♠;

1♦→1♥ →1♠/1NT Nat →3♣/♦= 5♥ + 5♠/♦ NF

1♦→1♠ →1NT Nat → 3♠/♦/♥ = 5♠ + 5♣/♦/♥ NF

1♦→1♥♠ →1NT Nat →2♣R →2X→ 3♥/♠=6+FG not good suit

**S05.** 1♦→2♣→2♦ minim.bal.  
 or 6+♦ 11-14  
 or 6♦/4+♣ 11-16  
 or 5♦/5♣ 11-14

2♠ = both minors 9/10 cards  
 2 NT= bal.12/14  
 3♣= 4/5 clubs unbalanced  
 3♦ = 6+diamonds 11-14  
 3♥/♠=6 diamonds+ 4 clubs singl. ♠/♥

2♥ R

1♦→2♣

1♦→2♣→2♥/♠ nat.

See 06

1♦→2♣

1♦→2♣→**2NT** 6♦ bad

suit 14-16

1♦->2♣->**3♣** = 4+♠ 14-16

3♦ R → 3♥ = 5♣/4♦; 3♠=5♦/4♣; 3NT=5♣-5♦

1♦→2♣→**3♦**=6+♦ 14-16

1♦→2♣→**3♥/♠**=6♦+5♥ ♠

1♦→2♣→**3NT**=7♦sgl♣

1♦->2♣

<b>S06.</b>	1♦→2♣→2♥/2♠	2♠ = RFG → <b>2 NT = 3suiter</b> ( 3♣ R → 3♦ = 4♣; 3♥ = 4♠; 3♠ = 5♦/4♥ 11/15; 3♦ = 6/4; 3♥/♠/ 3nt = 5/4 max ( singl high/singl.low/2-2 )
	2NT R->	3♣ = min 5/4 (3♦ R → 3♥ 5-4 singl♥.; 3♠ = sgl ♠; 3NT = 5-4 -2-2); 3♦ = 6♦ + 4♠ (3♥ R-> 3♠ = min.; 3NT = max); 3♥ = max 5-4 singl. ♥; 3♠ = max 5-4-3-1 sgl ♠; 3 NT = max 5-4-2-2;
<b>S07.</b>	1♦→2♠= 5+ ♠/4♥ 9-11	2NT= R F1→ 3♠=min.5♠/4♥(-->3♦ R→ 3♥=5-4- sgl♦; 3♠=sgl♠, 3 NT=2-2- ) 3♦=6♠/4♥; 3♥=max 5-4- sgl♦; 3♠=max sgl ♠; 3NT= max 2-2
<b>S08.</b>	1♥1♠→ 3NT/4♠/4♦=	4+ supp.+ singl.or void in ♣♦ other major not interesting slam
<b>S09</b>	2♣→2 NT=Transfer 3♣	Pass= weak support; 3♦ = 6+♦ FG ; 3♥ = 5-5 ♥ +♦; 3♠ = 5-5 ♠+♦ ; 3 NT = 5-5 ♥+♠ FG; 4♠ = strong support; 4♦=5-5 ♥+♠ very strong
<b>S10.</b>	2NT(Strong Bal.)	3♣ = R.puppet ; 3♦ = Tr.♥; 3♥=Tr.♠; 3♠= both minors; 3NT=to play; 4♠=tr. ♥; 4♦= tr. ♠; 4♥= tr.♣weak; 4♠=tr.♦weak; 4 NT= invite to slam 3♣ R → 3♦ = 1 or both may; 3♥=no 4/5 may(→3♠=tr.x 3NT; 3 NT=5♠+4♥); 3♠ = 5♠ ; 3NT = 5♥;

<b>S12</b>	1♦opp.→2♣ -pass-	2♦=R; 2♥2♠= nat.; 2NT= support + stop ; 3♣=weak support; 3♦= support clubs short in ♦; 3♥/3♠=fit showing
	1♥ opp.-->2♣ -pass-	2♦=R; 2♥= good support; 2♠=nat; 2 NT =stop+ support; 3♣=weak support; 3♦/3♠=fit showing; 3♥=short in ♥,
	1♠ opp.-->2♣ -pass-	2♦=R; 2♥=nat.; 2♠=good support; 2 NT = stop+ support; 3♣=weak support 3♦/3♥=fit showing; 3♠=short in ♠,
	1♥ opp.-->2♦ -pass	2♥=R; 2♠=Nat.; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=short in ♥
	1♠ opp.-->2♦ -pass-	2♥=nat.; 2♠=R; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=fit showing; 3♠=short in ♠

**S14** 1♥→2♣ R

→2♦ min.no 4♠

→2♥=5+♥/4♠10-16

→2♠=14-16 4+♦

→2NT 14-16 5+♥

→3♠ 4 14-16

→3♦ 6♥/4 ♣14-16

→3♥ 5-5 ♥+♠14-16

→3♠ 5-5 ♥+♠11-16

→3NT

2♥ R→ 2♠ = 5+♥ / 4+♦ 11-13; 2NT = 5+♥ 11-14; 3♣ = 4+♠; 3♦ = 6♥+4♠; 3♥=5♥+5♠singl♠.; 3♠=5♥+5♠singl♦.

2♠ R→ 2NT=5-4-4; 3♣=5/4min.; 3♦=6-4; 3♥5-4 max singl. ♦; 3♠=5-4 max singl. ♣ 3NT=5-4 2-2 max

**2 NT R**→ 3♠=5-4; 3♦ =6-4; 3♠ =5-5 singl. ♠; 3NT=5-5 singl. ♦

3♠R→3♦=6♥ + singl. 3♥=6♥ + no singl ; 3♠ =5♥ with 3 cards in ♣; 3NT= 2 cards in ♣;

3♦R→ 3♥=5-4-singl. ♠; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♠; 3NT=singl. ♦

**S16** 1♠→2♣→2♦ min.

→2♥ 5♠+4♥11-16

→2♠ .5+♠/4+♦+14-16

→2NT 5+♠ 14-16bal

→3♣ 4+♠ 14-16

→3♦ 6♠ 4 ♣14-16

→3♥ 5-5 ♠ ♣14-16

→3♠ 5-5 ♠ ♣14-16

→3NT

2♥ R→ 2♠ = 5+♠ /4+♦11-13; 2NT = 5+♠ 11-14; 3♣ = 4+♠; 3♦ =6♠ 4+♦; 3♥= 5♠+5♠; 3♠ = 5♠+5♠; ; 3NT= 3 suiter (no other major)

**See S17****2 NT R**→ 3♠=5-4; 3♦ =6-4; 3♥ =5-5 singl♥. 3♠ =5-5 singl. ♠;

3♠R→3♦=6♠ + singl. 3♥=6♠ + no singl ; 3♠ =5♠ with 3 cards in ♣; 3NT= 2 cards in ♣;

3♦R→ 3♥=5-4-singl. ♥; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♥; 3NT=singl. ♦

**S17** 1♠→2♣→2♥ 5♠+4♥  
11-16

2♠ R

→2NT=3suiter or 5-5 minimum→3♠R→3♦=4♠; 3♥=4♦ 3♠=5♠5♥ sgl♦; 3NT=5♠-5♥sgl♠

→3♠=min.--&gt;3♦R→3♥=5-4 singl♦.; 3♠=5-4 singl. ♣; 3NT=5-4-2-2

→3♦=6♠+4♥→3♥R→3♠=min.; 3NT=max;

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→3NT=5-4-2 2max

2NT R (supp. ♥) →3♠=min.--&gt;3♦R→3♥=5-4-1-3; 3♠=5-4-3-1; 3NT=5-4-2-2

→3♦=6♠+4♥→3♥R→3♠=min.sgl♦; 3NT=min.sgl♠; 4♠=max sgl♦; 4♦=max sgl♠

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→3NT=5-4-2 2max