



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Style: natural/aggressive			Lead	In Partner's Suit		Convention card	PLAYERS: SAU – PERCARIO
1 level = Natural (5+ cards)		Suit	3rd and 5th	Same			
2 level = Natural (5+ cards)		NT	Attitude	Attitude or count			
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp		Subseq	Count	Attitude			
Responses: natural, only cue-bid is forcing 1+ round		Other: highest from doubleton				Country: ITALY	Competition: any
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY	
On 1♦ = Natural: 14/17 balanced + or -		Lead	Vs. Suit	Vs. NT			
Responses: like on our opening		Ace	AK+; Ax	AKx; AKxx		GENERAL APPROACH AND STYLE: NATURAL 5 card major	
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J			
Reopening: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQx+; QJ10; QJ98		1♣ = 2+ cards (if balanced 11/14)	
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x		1♦ = 10/21 4+ cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural		1♥ = 10/21 5+ cards	
1-Suit: medium (5/10 hcp) 6(+) cards		9	Natural	Natural		1♠ = 10/21 5+ cards	
		Hi-x	Even	Even			
		Lo-x	Odd	Odd			
Responses: 2NT or Cue = forcing 1+ round		SIGNALS IN ORDER OF PRIORITY				1NT Opening: 15/17 Balanced	
Reopen: 12/15 good 6 cards suit						2NT Opening: 20/21 Balanced	
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: Ghestem, JUMP: asks stopper		NT	1	Count (E=L-H)	Count (E=L-H)	Lav	2 OVER 1 Response: FORCING GAME
1♣ → Direct: Landy; 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)						SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2♣ = 5/4+ ♥/♠		Signals (including Trumps):					
2♦ = Multi (1 major) 2♥/2♠ = 5/4+ major/minor							
2NT = minors (vs Strong) , 4S+long minor (vs Weak)						Op. 2♦ = 18/19 bal	
3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)						2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥	
Reopening: same direct, 2♦ (maybe only 5 cards)		DOUBLES					
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)							
Double = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)					
Cue bid on 3M→ minors		Style : Natural					
Jumps = over 2H/2S leaping Michaels (also on 3H/3S but no jump)		Responses: natural on 1♦/1♥ (only cue is F1+)					
NT (2 or 3) = natural to play NT (4) = bicolor 5/5+ any							
Bids = natural		Reopening: aggressive					
VS. ARTIFICIAL STRONG OPENINGS		After overcall: with good hand and without the opponents suit					
		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE				SPECIAL FORCING PASS SEQUENCES	
		Negative; Responsive					
Vs 1♣ - DBL = majors (constructive) , 1NT = 5+/5+ major/minor		Double in competition = good hand + (HCP but also distribution)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
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°)							

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	5♦	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+♣ ; 3♣ = preempt	1♣-2♣--> supplementary sheets; 1♣-2♥-2NT= asks shape	
1♦		4	5♥	Natural 10/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = asks FG; 2♦= nat; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠= FG 4+♦ ; 3♣ = inv with ♦	1♦-2♣--> supplementary sheets; 1♦-2♥-2NT= asks shape	
1♥		5	5♠	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) 1♥ - 1♠/1NT - 2NT = 6-4min 16+ 1♥ - 1NT - 3♣/♦ = 5+-5+ 16+	drury
1♠		5	6♥	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; 3NT/4♠/4♦= void (♣♦♥)	1♠ - 1NT - 2♣ = F1 (Gazzilli) 1♠ - 1NT - 2NT = 6-4min 16+ 1♠ - 1NT - 3♣/♦/♥ = 5+-5+ 16+	drury
1N			4♥	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♠	
2♣	*	0	6♠	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting or ; 2♥ = positive 5+♠; 2♠ = positive 5+♥; 2NT= majors 5+/5+; 3♣/3♦ = HHxxxx or 7+ cards (A/K) with ♦/♠	2♣-2♦-2♥= nat (4+♥) or 24+ bal look supp. Sheets	
2♦	*	2	4♥	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♠ For other: supplementary sheets	
2♥	*	6	3♠	5/10 HCP	2NT = asking	3♣= max w/o 2H or 6-4; 3♦= max 2H; 3♥= min	
2♠	*	6	3♥	5/10 HCP	2NT = asking; 3♣= 5+♥; 3♥= 6+♣	3♣= max w/o 2H or 6-4; 3♦= max 2H; 3♥= max 2H + J	
2N			no	Balanced 20/21	3♣ = puppet 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		
3♦		7	no	Preempt	Natural		
3♥		7	no	Preempt	Natural		HIGH LEVEL BIDDING
3♠		7	no	Preempt	Natural		VTL = special KC asking with ♣ trumps
3NT	*	7m	no	Gambling	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		
5♣		8	no	Preempt	Cue-bid		