



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural also weak at fav vuln. responses new suit 7-14 p. but NF		Lead		In Partner's Suit	
response 1NT = 10-14 constructive; cuebid = F1R 9 up		Suit	3rd and 5th	same	
Jump 2NT = limit raise; Jump CUEBID = better limit raise		NT	Attitude	Count	Category:
		Subseq			Country: Italy
		Other:			Event: Reno NABC 2010
					Players: Lauria L. - Versace A.
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd position 15-18 system ON		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th position 11-14 CUEBID = F1R new suit = NF		Ace	Ace or AK (not bare)	AK ask preference	Natural 5 cards major
		King	KQ or AK bare	Strong suit, ask unblock or count (rev)	1♣ may be only 2 cards (with bal 12-14)
		Queen	QJ	May be from KQ	1♦ at least 4 cards
		Jack	J10	May be from AJ10 or KJ10	strong NT (15-17)
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109 or doubleton	May be from H+109	2♣ FG - 2♦ bal 18-19
1-Suit: weak only nonvul		9	98 or doubleton	May be from H+98	2 over 1 is FG
2-Suit: weak against vuln		Hi-x	even number	Denies H in suit	1NT Openings: 15-17 bal
		Lo-x	odd number	normally small card promise an H	2 OVER 1 Responses: GF
Reopen: 1-suit = intermediate; 2-suit = same 2nd position,		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
2♣ over 1♣ show 5-4 in the majors; 2♦ over 1♦ show 5+/5+ in the majors		Suit: 1st	Rev count	Rev count or suit pref	odd enc even disc
cuebid over 1 major opening show other major+♣, jump cue bids generally ask stopped		2nd	Suit preference	Suit preference	
but over 1♦ opening show 5+/5+ ♣ and ♠		3rd			
		NT: 1st	Rev count	Rev count or suit pref	odd enc even disc
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	low enc high disc	Suit preference	
2♣ = Landy; 2♦ = 1 major; 2♥-2♠ = 5+ and a minor; 2NT = strong with 1 minor against		3rd			
strong NT or 4♠+long minor against weak NT; 3♣-3♦ = 4♥ and 5+ in the suit		Signals (including Trumps): eventually suit preference			
against weak					
Same in 4th position but may be less strong					
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Distributional or any strong hand			
over weak 2 in a major, 4♣-4♦ shows suit + other major; over 2♦ multi,		responses: Cuebid = F1R; 1NT constructive over 1♣-1♦-1♥			
pass and then 4♣-4♦ shows suit+5♠, direct 4♣-4♦ shows suit + 5♥		Jump new suit = invitational			
Direct cuebid against weak 2 show strong 2 suiter other major+minor					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
against strong ♣ dbl show majors (5+/4+), 1♦-1♥-1♠		opener DBL = generally maximum hand but not after responder's RDBL or a positive			
may be 3 or 4 cards with another longer suit; 1NT show 5+/5+ 1 major/1 minor; 2♦ multi		bid (in this case dbl is for penalty except over 1 major op., 2♣ resp and 2♦ overcall)			
natural overcall with 2-2-6-3 distribution (not available 1♥/1♠ with 3 cards)		DBL = disc after forcing pass			
		Lightmer DBL			
OVER OPPONENTS' TAKE OUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
new suit at 1 level NF (also at 2 level, f.e.: 1♥-dbl-2♣); RDBL = 10+ F1R;					over our 1♣ op. and 1♦ overcall play trsf (ex. dbl = 5+♥, 1♥ = 5+♠ ecc.)
jump 2 in a major show 5-9 p. with 5+ cards and tolerance for opener suit					Psychics:

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	*	2	5♦	10-22 May be 2 cards with bal 12-14	natural at 1 level; 2♣ = 4+♣ GF; 2♦ = weak in a major;	1♣-1♦-1♥ or 1♠ = F1R; 1♣-1♦-1♥ or 1♠-2♣ = trsf to 2♦	2♣ = nat weak
1♣					2♥ = 5-9 with 5-6♠ and 4♥; 2♠ = inv with 6+♣	exc special hands; 1♣-1♥ or 1♠-1NT-2♣ = ask;	
1♣						1♣-1♦-2♥ or 2♠ = art. strong; 1♣-1♥-2♦ or 2♠ = art. strong	
1♦		4	5♣	10-22	natural at 1 level; 2♥ = 5-9 with 5-6♠ and 4-5♥; 2♠ = GF	1♦-1♥-2♠ or 1♦-1♠-2♥ = art. strong	
1♥		5	4♦	10-21	natural at 1 level (1NT NF); 2♣ = GF nat or bal; 2♦ =	1♥-1♠ or 1NT-2♣ = nat or any strong hand; 1♥-1♠ or	2♣ = Drury (generally 3 cards); 2NT= 4-5 cards raise
1♥					GF 5+; 2♠ = 7-10 p. 5+/5+ in the minors; 2NT-3♣-3♦ =	1NT-2NT = strong with 6♥ and 4+minor; 1♥-1♠ or 1NT-3♣	no shortness; 3♣ = 4 cards raise better than preemp
1♥					mixed raise	or 3♦ = strong with 5+♥ and 5+♣-♦	
1♠		5	4♥	10-21	1NT = nat NF; 2♣ = GF nat or bal; 2♦-2♥ = GF 5+;	1♠-1NT-2♣ = nat or any strong hand; 1♠-1NT-2NT =	2♣ = Drury (generally 3 cards); 2NT= 4-5 cards raise
1♠					2NT-3♦-3♥ = mixed raise; 3♣ = inv. with 6-7 cards in ♥	strong with 6♠ and 4+minor; 1♠-1NT-3♣ or 3♦ = strong	no shortness; 3♣ = 4 cards raise better than preemp
1♠						with 5+♠ and 5+♣-♦	
1NT			4♦	15-17 bal	2♣ = asking (dont promise majors) ; 2♦-2♥-2♠-2NT =	1NT-2♣-2♦ = min w/o majors or 4♠; 1NT-2♣-2♥ = max	
1NT					TRSF; 3♣ = inv. with 5+♥-4♠; 3♦ = inv. with 5+♠-4+♥;	w/o majors or 4♥; 1NT-2♣-2♠ = min with 4-4 majors;	
1NT					3♥ = inv. with both minors (5+4+); 3♠ = GF with both	1NT-2♣-2NT = max with 4-4 majors; 1NT-2♣-2♦-2♥ = ask	
1NT					minors (5+4+); 4♣ = trsf 4♥; 4♦ = trsf 4♠	1NT-2♣-2♥-2♠ = ask	
2♣	*	0	4♠	Game Forcing	2♦ = waiting or 5+♥; 2♥ = 5+♠; 2♠ = 5+-5+ ♣-♦; 2NT =	2♣-2♦-2♥ = nat or 25+ bal; 2♣-2♦-2 major = may be	
2♣					(♣)-3♣ (♦)-3♦ (♥) = 2H 6 cards or 1H 7 cards	canapé style	
2♦	*	2	4♥	18-19 (20) bal	2♥ = 4+♠ or strong 1 suit in ♣-♦-♠; 2♠ = 5+♥ or NT	2♦-2♥-2NT = 4 cards in ♠; 2♦-3♣-3♦ = 1 or 2 majors	
2♦					hands; 2NT = trsf to 3♣; 3♣ = Puppet or 5+♥-4♠; 3♦		
2♦					= 5+♠-4+♥; 3♥/3♠ = both minors and shortness; 3NT		
2♦					= 5+/5+ both majors; 4♣ = trsf 4♥; 4♦ = trsf 4♠		
2♥		6		weak	2NT = asking; new suit = F1R	2♥-2NT-3♣ = max or 6-4, 3♦ = 2H, 3♥ = min	
2♠		6		weak	2NT = asking ; 3♦ = F1R; 3♥ = 5+♠; 3♣ = 5+♥	2♠-2NT-3♣ = max or 6-4, 3♦ = 2H, 3♥ = 2H+J, 3♠ = min	
2NT				20-21 (22) bal . May have 5 cards	3♣ = asking; 3♦-3♥ = trsf; 3♠ = at least 5-4 both	2NT-3♣-3♦ = 1 or 2 majors, 3♥ = no majors, 3♠ = 5	
2NT				major	minors; 4♣ (♥), 4♦ (♠), 4♥ (♣), 4♠ (♦) = one suit	cards, 3NT = 5 cards in ♥	
2NT					slam oriented		
3♣		7		preemptive	new suit F1R	first step = sing or void in pd's suit	
3♦		7		preemptive	new suit F1R	first step = sing or void in pd's suit	
3♥		7		preemptive	new suit F1R		
3♠		7		preemptive	new suit F1R		
3NT	*			preemptive in a minor (usually 8 cards)	4♣ = NF asking; 4♦ = Forcing asking		
4♣		7		preemptive			
4♦		7		preemptive			
4♥		7		preemptive			
4♠		7		preemptive			
4NT	*			5+/6+ in the mnors			
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Mixed Cue Bids (1st and 2nd round control) ; RKCB ; DOPI-ROPI; Lightner dbl

forcing pass, forcing pass after 2♣ opening; splinters, TRSF splinters

after RKCB first step is GST; lead directing bid; Turbo modified when ♣ are trumps

OVERCALLS AGAINST STRONG ♣

DBL = majors (5+/4+)

1♦-1♥-1♠ = 3-4 cards with another longer suit

1NT = 5+/5+ 1 major/1 minor

2♦ = natural (not necessary weak with 6♦-3♣-2-2 distribution – not available 1♥-1♠)

Subsequent bids by RHO:

over 1♦ 1♥-1♠-2♠ = P/C (pass or correct)

over 1♥ 1♠-2♠ = P/C , 2♦ = natural

over 1♠ 2♣-2♠ = P/C , 2♦-2♥ = natural

over 1♦-1♥-1♠ 1NT = ask longer suit (positive hand)

over 1NT 2♣ = P/C etc.