

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
General Style ⇒ Natural Responses ⇒ 1NT= constructive ; JUMP 2NT= raise op. Value or + ; JUMP CUE= limit raise; weak jump raise; CUE: F1R→ see (18)	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd → 15-17 4th → 11-14 Responses: 2nd → system on ; F1; 4th → natural, CUE F1R;	
JUMP OVERCALL (Style; Responses; Unusual NT)	
1-Suit: WEAK 2-Suit: Ghestem	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	
Style ⇒ Ghestem Responses ⇒ 2NT or step = asking over OPP 1♣ opening (not strong) → 2♣ = 9-13 with both M (5-4)	
VS. NT (vs.Strong/Weak; Reopening; PH)	
<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♥	
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
natural	
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	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
		Lead	In Partner's Suit
Suit	3 rd /5 th	Same	
NT	Attitude	Count (Hi-Low = odd)	
Subseq			
Other: NT ⇒ A asks attitude, K asks unblock or count(reverse)			
LEADS			
	LEAD	VS. SUIT	VS. NT
	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)
	10	K109x; Q109x; 10x; 109x	K109x; Q109x; 10x; 109x
	9	9x; H98x(+)	H98x(+)
	Hi -x	Even	Sx; SSSx;
	Lo-x	Odd	HxSS; HHxS; HxxxS
SIGNALS IN ORDER OF PRIORITY			
		Partner's Lead	Declarer's Lead
		Discarding	
Suit	1 rev count	low = even no. of cards (rarely used)	odd= encouraging
	2 low = enc		high/low= suit
	1 low= enc		odd/even =
NT	2 low = even no.	low = even no. of cards (rarely used)	suit preference
	3		
Signals (including Trump)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Opening values Responses: cue F1; jump=INV. Reopening: 8+			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Over our 1♣/♦ op. and OPP 1♥/♠ overcall → DBL = 4-5♠/4+♥			

Category: Green

Country: Italy

Event:

WordChampionship

Players: Lauria Lorenzo -Versace Alfredo

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M, 1♦ = 4+, 1♠ = 2+
2♣ = GF unbal or 22+ BAL
2♥/2♠ = weak 2
1NT Opening: 15-17 pt.
2 OVER 1 Response: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Op. 2♦ = 18-19 BAL
1♣/1♦ → 2♦ = 5+♥/5+♠ inv+ or weak with 6+♥/♠
1♣/1♦ → 2♥ = 5+♥/5+♠ 5-9
1♣ → 2♠ = inv 5+♣ or FG both minors
1♦ → 2♠ = FG 4+♦
1♠/3♣ = inv 6+♥

Transfers after 1♣ op. and 1♦ overcall
Transfers after 1 min op. and 1♠ overcall

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS Almost never

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♠	12-14 BAL 11+ NAT	1♦ = 2+♦ - 1♥/♠ = nat - 1NT = FG bal 2♣ = weak-two in ♥/♠ or 5+/5+ majors inv+ 2♦/2♥/2♠ = 5+♣+4+♦/4+♥/4+♠ FG 2NT = preeventive ♣ 3♣ = invitation ♣ 3♦/3♥/3♠ = weak 7' c.	1♣-1♦-2♥ = nat or 16+ 1-suiter ♣ 1♣-1♠-2♦ = nat or 16+ 1-suiter ♣	
1♦		4	4♠	12-14 BAL 11+ NAT	1♥ = 3+♥ - 1♠ = nat - 1NT = FG bal 2♣ = weak-two in ♥/♠ or 5+/5+ majors inv+ or 6+♣ FG 2♦ = 3+♦ nat weak 2♥/2♠ = 5+♣+4+♥/4+♠ FG - 2NT = good ♣ pree 3♣ = limit raise in ♦ 3♦/3♥/3♠ = pree	1♦-1♥-2♠ = nat or 16+ 1suiter ♦	
1♥		5	4♠	11+ NAT	1NT = NF ; 2♣ = ART FG 2NT = inv raise 3-4 cards 3♣ = raise 6-9; 3♦ = raise any singleton 3♥ = weak jump raise; 3NT/4♣/♦ = void	1♥-1x-2NT = ART 6♥+4m 15+ → see (8)	1♥ → 1NT = NAT → 2♣ = 3 cards raise 9-11 → 2NT/3♣/3♦ = 4 cards raise
1♠		5	4♥	11+ NAT	1NT = NF ; 2♣ = ART FG 2NT = mixed raise 3-4 cards 3♣ = inv 6+♥; 3♦ = raise any singleton		1♠ → see 1♥ opening
1NT			4♥	15-17 BAL	2♣ = asking; 2 suit = trsf 3♣ = 5+♥/4♠ limit 3♦ = 5+♠/4♥ limit 3♥ = 9+ cards in the minors inv 3♠ = 10+ cards in the minors FG 4♣/♦ = texas	1NT-2♣ →	
2♣	*	0		22+ BAL any GF	2♦ = waiting; 2♥ = 5+♠; 2♠ = 5+/5+ ♣/♦ 2NT/3♣/3♦ = good suit ♣/♦/♥	2♣-2♦-2♥ → 5+♥ or 24+ BAL	
2♦		6		18-19 BAL	2♥ = 4+♠; 2♠ = NT or 4+♥		
2♥		6		5-10, usually 6 cards	2♠ = natural; 2NT = asking		
2♠		6		5-10, usually 6 cards	2NT = asking;		
2NT				20-21 BAL	PUP STAY; transfers; 3♠ = both m (5+/4+)		
3♣		7				HIGH LEVEL BIDDING	
3♦		7				4NT = RKCB only not in cue action;	
3♥		7				Cue style: 1 st and 2 nd round control,	
3♠		7				Josephine; Lightner DBLS;	
3NT	*			preempt in minor		Forcing pass /Double discouraging after forcing pass	
4♣/♦		7		preempt		When M suit agreed → 3NT is discouraging for the slam try	
4♥/♠		7		preempt			