

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 Category: Green NCBO: ITALY Event: Players: Bocchi N. – Sementa A.
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
General Style ⇒ NAT Responses ⇒ 1NT= CONST; Jump 2NT= SUPP LIM+; cue= F1; New suits= NF; Jump cue= mixed raise; Jump raise= PRE; Over 1♦ (neb) → 2♦= NAT; 2♥= ♣+x; 2♠= ♦+M; 2NT= M+M		Lead		In Partner's Suit	
	Suit	3/5		ATT	
	NT	ATT		ATT	
	Subseq	ATT		ATT	
	Other:	VS NT K asks UB/CT			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY GENERAL APPROACH AND STYLE Generally sound openings , PRE may be very light (NV vs VUL) 1♣= 12-14 BAL or NAT ; 1♦= NAT 11+ UNBAL; 1M= 11+ 5+M 2♣= 18-19 BAL; 2♦= ANY FG; 2♥/♠= WK 1NT Opening: (14)15-17 2 OVER 1 Response: generally show special hands SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1♣-1♦/♥/♠= TRF 1♣/1♦- 1NT= @ GF Over our opening and OPPT DBL or O/C → many bids are TRF
2nd → 15-18 4th → 12-15 Responses: SYSTEM ON	LEAD	VS. SUIT		VS. NT	
	Ace	AKx+; AKJx; AKJ10;Ax		AK; AKx(+); AKJx;	
	King	AK; KQ; KQx(x); KQJx		AKJ10x; KQJ10(x); KQ109(x)	
	Queen	QJ(x); QJ10(x); AQJ(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	Sx		Sx; xSxx; HxSx; HxxSx	
	Lo-x	xxS; xxSx; HxS		H10x(+);S; HHx(+);S;	
JUMP OVERCALL (Style; Responses; Unusual NT)		SIGNALS IN ORDER OF PRIORITY			
2-Suit: 1♣ → 2♦=M+M; 2♥/♠= oM+♦; 2NT=m+m 1♦→ 2♥/♠= oM+♣; 2NT= M+M STR; 1♥→ 2♠= m+m; 2NT= ♠+♦ 1♠→ 2NT= ♦+♥; 3♣= m+m; 3♠= m+m STR Reopen: same		Partner's Lead	Declarer's Lead	Discarding	
	Suit	1	Hi = ENC	Lo= Even	O/E
		2	S/P		Lo= Odd
		3			
	NT	1	Hi= ENC	Lo= Even	O/E
2				Lo= Odd	
3					
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		Signals (including Trump)			
Style ⇒ 1♣ 2♣= ♣+M; 1♦ 2♦= WK M+M; 1♥ 2♥= ♠+♣; 1♠ 2♠= ♥+♣ Responses ⇒ 2NT= F1 asking Reopen ⇒ same	Trump S/P Smith (vs suit)				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Style: Opening values Responses: cue F1; jump= 8-10 ; Reopening: 8+				
VS. NT (vs.Strong/Weak; Reopening; PH)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE PSYCHICS Almost never
Vs Strong/Weak (2nd): DBL= strenght; 2♣= M+M; 2♦= M or M+m STR; 2M= 5M4+m; 2NT= 4♥5+m; 3m= 4♠5+m; 3M= PRE Vs Strong/Weak (4th): DBL= M+M or ♣ or 2♦ or 4♠5+m; 2♣= 4♥5+m; 2♦/♥/♠= same as in 2nd seat; 2NT/3m= same as in 2nd seat but STR; 3M= PRE		Most low level DBL are T/O Over our 1♣/♦ opening and OPPT 1M → DBL= 5+ HCP w/ 4+ oM			
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					
DBL= T/O; 3m 4♣= om + M; 4♦= M+M 3M 4M= oM+m; 4NT= m+m					
VS ARTIFICIAL STRONG OPENINGS					
Over 1♣→ <u>VUL</u> : DBL= strength; 1♦/♥/♠/NT=TRF; 2♣= 5♣5M; 2♦=M+M; 2♥= ♥+♦; 2♠= ♠+♦; 2NT= m+m; 3x= PRE; <u>NV</u> : 1/2x= NAT; 2♣=M+M					
OVER OPPONENTS' TAKE-OUT DOUBLE					
RDBL = strenght; 1x- DBL - TRF					

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 5+♣ or 4♣441R	1♦/♥/♠= TRF to ♥/♠/♦; 1NT= @ FG BAL; 2♣= WK; 2♦= FG 5♣431/5♣44/5♣422 16+; 2♥= FG 6+♣ or 6♣4x; 2♠= 5♣+ LIM; 2NT= PRE♠ or FG M SOL; 3♣= FM 5♣4♦/♥22; 3♠= FG 5♣4♠22; 3♥/♠= PRE; 4♣/♦= TRF	1♣-1♦/♥ TRF to M→ 2♦= ART 16+ 54 w/o 3+M; 2M=4M BAL 2oM= ART 16+ 3+M; 2NT= ART 19+ 6+♣ or 5♣4M; 3♣= 16-18 6+♣ w/o 3M 1♣-1♠ TRF to ♦ → 2NT= 19+ 6+♣ or 5♣4♦	
1♦		4	4♠	11+ 5+♦ (not 5♦332) or 4♦441B	1M= 4+M F1; 1NT= @ FG BAL or 4+♦ or 5♣4M22; 2♣/♦= WK; 2♥= FG 6+♣ or 6♣4M; 2♠= FG 54M31; 2NT= PRE♦ or FG M SOL; 3♣/♦= LIM; 3♥/♠= 4+♦ SPL ♠/♥; 4♣/♦= TRF	1♦-1M → 2♣= NAT or 16+ w/o 3+M; 2oM= ART 16+ 3+M; 2NT= ART 16+ 6+♦ w/o 3+M or 19+ 5♦4M; 3♣= 55 14-16 1♦-1NT → ART bid for shape description	
1♥		5	4♠	11+ 5+♥	2♣= @ FG; 2♦= NAT FG; 2♠= FG 5+♠; 2NT= 3+♥ LIM; 3♣= 4+♥ FG no S/T; 3♦= FG 4+♥ any SPL 10-13; 3♥= mixed raise; 3♠/4♣/4♦= 4+♥ VOID ♣/♦/♠10-13; 3NT= 12-14 BAL 3-4♥	1♥-1x → 2♣= NAT 11-15 or any 16+; 2NT= 6♥4m 16+; 3m= 55 15+ F1; 3♥= 7♥ 13-15 1♥-2♣ → ART bid for shape description	2♣= 3♥ 9-11; 2♦= Hx ♥ 10-11 2♠= 4♥ 7-9 any SPL; 3♥= PRE 2NT/3♣/♦= 4+♥ MAX SPL ♣/♦/♠ 3NT/3♣/♦= 4+♥ MAX VOID ♣/♦/♠
1♠		5	4♥	11+ 5+♠	2♣= @ FG; 2♦/♥= NAT FG; 2NT= 3+♠ LIM; 3♣= 6+♥ LIM; 3♦= 4+♠ FG no S/T; 3♥= FG 4+♠ any SPL 10-13; 3♠= mixed raise; 3NT= 12-14 BAL 3-4♠; 4♣/♦/♥= 4+♠ VOID ♣/♦/♥10-13	same as above	2♣= 3♠ 9-11; 2♦= Hx ♠ 10-11 2NT= 4♠ 7-9 any SPL; 3♠= PRE 3♣/♦/♥= 4+♠ MAX SPL ♣/♦/♥ 3NT/3♣/♦= 4+♠ MAX VOID ♣/♦/♥
1NT			4♥	(14)15-17 BAL (5M332 14-15)	2♣= STAY WK or LIM, FG 54 MM, FG w SPL 2♦/♥/♠/NT= TRF; 3♣= puppet STAY 3♦= @ 44 MM, 44 mm S/T, 5m332 S/T, 4333 S/T 3♥= 5♠5m LIM; 3♠= 54 mm S/T 4♣/♦= TRF; 4NT= 4333 S/T	1NT-2♣ → 2♦= no M; 2♥= 4♥ may have 4♠; 2♠= 4♠ 1NT-2♦ → 2♠= 3♥ MAX; 2NT= 4♥ MIN; 3♣= 4♥ MAX 1NT-2♥ → 2NT= 3♠ MAX; 3♣= 4♠ MIN; 3♦= 4♠ MAX 1NT-2♠/NT → 3♣/♦ likes ♣/♦	
2♣	★	2		18-19 BAL	2♦/♥= TRF; 2♠= TRF to 2NT: NT or 4M5+m or 5M BAL or 5m332 S/T 2NT= 54 MM LIM or 44 mm S/T or 55 mm S/T or 4♠1♥ 3♣= ♦ WK or ♦ S/T or FG SPL M; 3♦= 44 MM; 3♥/♠= 4♠/♥; 3NT= 6+♣ light S/T; 4♣/♦/♥= 6+♣ SPL ♦/♥/♠; 4♠/NT/= 6+♣ w/o SPL 2/3/4 aces		
2♦	★	0		ANY FG	2♥= @; 2♠= any 55; 2NT/3♣/♦/♥= 6+♣/♦/♥/♠ at least 2H; 3♠= BAL 0-4 w/o 4M; 3NT= 0-5 w/ 7+ cards in any suit		
2♥		5		NV 5-6♥ WK VUL 6♥ WK	NV → 2♠/3♣/♦= NAT NF; 2NT= @ F1; 3♥= PRE; 3♠= 6+ FG; 3NT= S/O VUL → 2♠= @ F1; 2NT= 5+♠ F1; 3♣/♦= NAT FG; 3♥= PRE; 3♠/4♣/♦= SPL ♣/♦/♠; 3NT= S/O		
2♠		5		NV 5-6♠ WK VUL 6♠ WK	NV → 2NT= @ F1; 3♣/♦/♥= NAT NF; 3♠= PRE= 6+ FG; 3NT= S/O VUL → 2NT= @ F1; 3♣= 5+♥ F1; 3♦= NAT FG; 3♥= ♣ FG; 3♠= PRE; 4♣= SPL ♣ or ♦; 4♦= SPL ♥; 3NT= S/O		
2NT				20-22 BAL	3♣= puppet STAY; 2♦/♥= TRF; 3♠= TRF to 3NT w/ 6m or 54+mm; 3NT= 54+ mm; 4♣/♦= ♥/♠ S/T; 4♥/♠= ♣/♦		
3♣		6		PRE (aggressive NV)	3♦= TRF to 3♥: ♠ or 55MM or fit ♣ FG; 3♥/♠= LIM; 4♦= ♥	HIGH LEVEL BIDDING 4NT (♦/♠) or 4♠ (♣/♥)= KCB 1430 Cue style: first and second round controls up the line In forcing situations at high levels: PASS= TRF to DBL, DBL= light S/T, BID= UNBAL no S/T	
3♦		6		PRE (aggressive NV)	3♥= TRF to 3♠:MM or ♦ or 3NT;3♠= NF;4♣=TRF to 4♦:♥or ♠		
3♥		6		PRE (aggressive NV)	3♠= NF not VUL; 4♣= KCB; 4♦= TRF to 4♥ any S/T		
3♠		6		PRE (aggressive NV)	4♣= TRF to 4♦ any S/T; 4♦= KCB		
3NT	★			good 4M PRE	4♣= TRF to 4♦/♥ (♥/♠); 4♦= light S/T;4NT=KCB; 4♥/♠= S/O		
4♣/♦		8		PRE			
4♥/♠		7		PRE			