


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			 <p><b>Category:</b> Green <b>Country:</b> MONACO <b>Event:</b> <b>Players:</b> Lauria Lorenzo -Versace Alfredo</p>
General Style ⇒ Natural			Lead	In Partner's Suit	
Responses ⇒ 1NT= constructive ; JUMP 2NT= raise op. Value or + ; JUMP CUE= limit raise; weak jump raise; CUE: F1R→ see (18)		Suit NT Subseq	3 <sup>rd</sup> /5 <sup>th</sup> Attitude	Same Count (Hi-Low = odd)	
		Other: NT ⇒ A asks attitude, K asks unblock or count(reverse)			
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
2nd → 15-17		LEAD	VS. SUIT	VS. NT	
4th → 11-14 Responses: 2nd → system on ; F1; 4th → natural, CUE F1R;		Ace King Queen Jack	AKx; AKJx; AKJ10; Ax(H)(+) AK; KQ; KQx(x); KQJx, AKx. QJ(x); QJ10(x); KJ10x; J10(x)	AK; AKx(+); AKJx; AKJ10x; KQJ10(x); KQ109x KQ(x); KQJx; KQ10x; QJ(x) KJ10x; J10(x)	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		10 9 Hi-x Lo-x	K109x; Q109x; 10x; 109x 9x; H98x(+) Even Odd	K109x; Q109x; 10x; 109x H98x(+) Sx; SSSx; HxSS; HHxS; HxxxS	
1-Suit: WEAK 2-Suit: Ghestem		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>GENERAL APPROACH AND STYLE</b>
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>			Partner's Lead	Declarer's Lead	Discarding
Style ⇒ Ghestem Responses ⇒ 2NT or step = asking over OPP 1♠ opening (not strong) → 2♣ = 9-13 with both M (5-4)		Suit	1 rev count 2 low = enc	low = even no. of cards (rarely used)	odd= encouraging high/low= suit
			1 low= enc		odd/even =
<b>VS. NT (vs.Strong/Weak; Reopening; PH)</b>		NT	2 low = even no. 3	low = even no. of cards (rarely used)	suit preference
Vs strong (2nd): 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 <sup>th</sup> same Vs weak (2nd): DBL= 13+; 2♣ = both M; 2♦ = 6+♥/♠, 2♥/♠ = 5+ cards 4+ m 2NT = 4♠+long minor; 3♣/♦ = 5+ cards and 4♥		<b>Signals (including Trump)</b>			
		<b>DOUBLES</b>			
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
natural		Style: Opening values Responses: cue F1; jump=INV. Reopening: 8+			
<b>VS ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>
Over 1♠ → DBL= both M constructive; 1NT= 5+/5+ Major+Minor		Over our 1♣/♦ op. and OPP 1♥/♠ overcall → DBL = 4-5♠/4+♥			
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>					
RDBL = 10+ 1m - DBL - 1x = NOT Forcing					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 = preemptive ♣ 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				<b>HIGH LEVEL BIDDING</b>	
3♦		7				4NT = RKCB only not in cue action;	
3♥		7				Cue style: 1 <sup>st</sup> and 2 <sup>nd</sup> 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			