


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				<div></div> <div><b>Category:</b> Green</div> <div><b>Country:</b> ITALY</div> <div><b>Event:</b> U26</div> <div><b>Players:</b> Luca DRAGHI – Matteo LOMBARDI</div>	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
General Style ⇒ Natural Responses ⇒ 1NT= constructive; JUMP 2NT= strong raise; JUMP CUE= limit raise; weak jump raise; CUE: F1 11+ Reopening : DBL: 9+ ; in suit: 9-13; 1nt: 11-14			Lead	In Partner's Suit			
		Suit	3rd/5th	3rd/5th			
		NT	Attitude	3rd/5th			
		Subseq					
		Other: NT ⇒ A small encouraging; K asks unblock					
INTOVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY	
2nd → 15-17 Responses: system on 4th → 11-14 (also without stop) 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); KQ109x			
		Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ(x)			
		Jack	J10(x); HJ10(x); Jx	HJ10x; J10(x); Jx			
		10	H109x; 10x; 109(x)	H109(x); 10x; 109x			
		9	9x; H98x;	H98x(+); 9x			
		Hi -x	Even	Xx; xXxx;			
		Lo-x	Odd	xXx; HxX; HxxX			
JUMP OVERCALL (Style; Responses; Unusual NT)		SIGNALS IN ORDER OF PRIORITY				GENERAL APPROACH AND STYLE  Natural 5 card M, 1♦= 4+, 1♠= 2+ 2♦= 18-19 BAL no 5 majors 2♥/2♠= weak-two in ♥♠  1NT Opening: (14)15-17 pt.; 2NT Opening: 20-21 2 OVER 1 Response: FORCING GAME	
1-Suit: WEAK 2-Suit: Ghestem  Reopen: solid suit and opening values; over 1♥♠ op. → 2NT =18-20 bal			Partner's Lead	Declarer's Lead	Discarding		
		Suit	1 small = encouraging 2 high = odd no. 3		small = encouraging high/low = suit preference		
		NT	1 small = encouraging 2 high = odd no. 3		small = encouraging high/low= suit preference		
		Signals (including Trump) Lavinthal					
		DOUBLES				SPECIAL BIDS THAT MAY REQUIRE DEFENCE  2♦ opening = 18/19 bal. 2♥ response over 1 minor opening = 4-9 pt. 5+♥/4+♠  Landy Ghestem	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		TAKEOUT DOUBLES (Style; Responses; Reopening)					
Style ⇒ Ghestem Responses ⇒ 2NT or cue = asking over OPP 1♠ opening (not strong) → 2♣ = 11-15 with both M (5-4) Reopen ⇒ Ghestem (only 2♦ over 1m opp opening)		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	
		<u>Vs strong (2nd/4th)</u> : DBL = points; 2♣ = both Ms; 2♦ = 6+ ♥ or ♠ or 5M and 5m strong; 2♥♠ = 5+ cards 4+ m; 2NT = minors  <u>Vs weak (2nd/4th)</u> : DBL= points; 2♣ = both Ms; 2♦ = 6+ ♥ or ♠ or 5M and 5m strong; 2♥♠ = 5+ cards 4+ m; 2NT = 4♠ + 5 m; 3m = 5m + 4 ♥		INT - x - xx = transfer to ♣			PSYCHICS: not so unusual
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				Most low level DBLS are T/O			
2♥ → 4♣/♦ = 5 ♠+ 5♣/♦ GF; 3♥ both ms      2♠ → 4♣/♦ = 5 ♥+ 5♣/♦ GF; 3♠ both ms 3♣ → 4♣ = ♦+M GF; 4♦ = both Ms      3♦ → 4♣ = ♣+M GF; 4♦ = both Ms 3♥♠ → 4♣/♦ = ♣/♦ + other M GF							
VS ARTIFICIAL STRONG OPENINGS							
Vs strong 1♣ → DBL=Ms good hand or more unbalanced; 1NT 5M 5m; 2NT 55ms Vs strong 2♣ → DBL=Ms; 2NT 5M 5m; 3NT 55ms							
OVER OPPONENTS' TAKE-OUT DOUBLE							
RDBL = 9+							

OPENING	TICK IF ARTIFICIAL	MIN. No.	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♦	11-22 NAT May be 2 cards if 11-14 bal.	1♦/♥/♠/NT= NAT [supp. notes 1, 2, 3]; 2♣= ART GF [supp. note 4] 2♦=3-7 multi (6 cards ♥ or ♠) or 55 Ms INV+ 2♥=5+♠ 4♥ 5-9; 2♠= raise invitational or + ♣; 2NT= NAT invitational; 3♣=6 +♣ weak; 3♦/♥/♠= weak 6+ cards	1♣-1x-2SA = 17+ 4+♣ + 4x OR 15-17 6+ ♣ [supp. notes 1, 2, 3] 1♣-1♦-2♥ = 17+ 1-suiter♣ or 2-suiter ♣/♥ 1♣-1♥-2♦ = 17+, 1-suiter♣ 2-suiter ♣/♦ 1♣-1♠-2♦ = 17+, 1-suiter♣ 2-suiter ♣/♦	
1♦		4	5♥	11-22 NAT	1♥/♠/NT= NAT; 2♣= ART GF [supp. note 7]; 2♦=3-7 multi (6 cards ♥ or ♠) or 55 Ms INV+; 2♥=5+♠ 4♥ 5-9; 2♠= strong raise ♦; 2NT=NAT invitational; 3♣= raise invitational; 3♦= weak raise; 3♥/♠= weak 6+ cards	1♦-1♥/♠-2NT = 4 cards raise 17+ OR 15-17 6+♦ [supp. notes 5, 6] 1♦-1♥-2♠ = 17+, 1-suiter ♦ or 2-suiter ♦/♠ 1♦-1♠-2♥ = 17+, 1-suiter ♦ or 2-suiter ♦/♥1♦- 1NT- 2NT = 17+, 2-suiter ♦/♠ 1♦-1x-2♣ = F1	
1♥		5	5♠	11-22 NAT	1NT = NF (4-3-3-3♥ 4-5pt.) 2♣= ART GF [supp. note 10]; 2♦= GF; 2♥= weak raise (5-9pt.); 2♠= 6+♣ GF or 5 +♠ and 5 minor → 2sa: asks → nat. 2NT= invitational raise 3° or raise 4° (9+pt.); 3♣= 4 cards raise (6-9 pt.); 3♦= GF raise 4°with a singleton; 3♥= weak jump raise; 3NT/4♠/4♦ = void in ♠/♦/♠	1♥-1x-2♣ = ART either nat. 11-14 or any 15+ [supp. notes 8, 9] 1♥-1x-2NT = ART 6♥+4m 17+ 1♥-1x-3♠/♦ = 5-5 (15)16+ hcp	1♥→ 2♣ = Drury, 3 cards raise 9/11 1♥→ 2♠ = 55 minors
1♠		5	6♥	11-22 NAT	1NT=NF (4-3-3-3♠ 4-5pt.); 2♣= ART GF [supp. note 12]; 2♦= GF; 2♥=GF; 2♠= weak raise (5-9pt.); 2NT= invitational raise 3 or 6-9 hcp raise 4♠; 3♣ = invitational 6(+ ) ♥; 3♦= GF raise 4° with a singleton; 3♥= 10-11 hcp 4 cards raise; 3♠= weak jump raise; 3NT/4♠/4♦ = void in ♠/♦/♥	1♠-1NT-2♣ = ART either nat. 11-14 or any 15+ [supp. note 11] 1♠-1NT-2NT = ART 6♠+4m 17+ 1♠-1NT-3♠/♦ = 5-5 (15)16+ hcp	1♠→ 2♣ = Drury, 3 cards raise 9/11
1NT			4♥	(14)15-17 BAL	2♣ = asking; 2♦/♥/♠/NT = trsf; 3♣ = puppet; 3♦ = 6+ cards m w/ shortness in other m; 3♥ 3♠= minors with shortness; 4♠/♦ = texas ♥♠	1NT - 2♣ - 2♦ - 2♥/♠ = INV 5♠/♥ and 4 in other M	
2♣	*	0	6♠	22+ BAL any GF (except 2♣-2♦-2SA)	2♦= waiting; 2♥= 5+ ♠; 2♠= 5+♥; 2NT= both M; 3♠/♦ = 6+♦/♠ good suit (at least 2HH); 3♥ 3♠= minors with shortness	2♣-2♦-2♥→ 4+♥ or 24+ BAL      2♣-2♦-2♠→ 4+♠ 2♣-2♦-3♥→ 5+♠ 4+♦      2♣-2♦-2SA = 21-23 bal 2♣-2♦-3♠→ 5+♦ 4+♠	
2♦	*	1	4♥	18-19 BAL	[supp. note 13] 2♥ = 4+♠ or special hands; 2♠ = transfer to 2SA (4+♥ or NT hands); 2NT= trsf to 3♠; 3♠ = puppet or 5+♥/4+♠; 3♦ = 5+♠/4♥; 3♥/3♠= shortness; 3NT= 5+♠/ 5+♥ forcing		
2♥	*	4	no	NV 3-9, at least 44 cards in Ms	2NT = asking	2NT asks → 3♠ = 54Ms min. [or 55] (3♦ asks longer suit); 3♠ = 44 min; 3♥ = 5+♠/4♥; 3♠ = 5+♥/4♠; 3NT = 44 Ms max; 4♠/4♦ = 55 max w/ shortness	
2♥		6	no	VULN 3-9, usually 6 cards	2NT = asking		
2♠		6	no	3-9, usually 6 cards	2NT = asking		
2NT			5♠	20-21 BAL	PUP STAY; transfers; 3♠ = slam try with both ms (5+4+); 3SA = NAT; 4♠= ♥ ISL; 4♦=♠ ISL; 4♥=♣ ISL; 4♠=♦ ISL; 4SA/5SA=quantitative;		
3♣		6	no	Preempt; undisciplined 3-9 NVul 6-9 VUL;			
3♦		6	no	Preempt; undisciplined 3-9 NVul 6-9 VUL			
3M		7	no	Preempt; undisciplined 3-9 NVul 6-9 VUL (NVUL may be 6 cards)			
3NT	*	7	no	Good 4M PRE	4♠ = asks to bid 4♦ w/♥ and 4♥ w/♠; 4♦= bid your M		
4♠		7	no	Preempt; undisciplined 3-9 NVul 6-9 VUL		<b>HIGH LEVEL BIDDING</b>	
4♦		7	no	Preempt; undisciplined 3-9 NVul 6-9 VUL		4NT = RKCB 14 – 03; 4♠/♦ ask for aces with fit in ♠/♦	
4♥		7	no	Preempt; undisciplined 3-9 NVul 6-9 VUL		Cue style: 1 <sup>st</sup> and 2 <sup>nd</sup> round control	
4♣		7	no	Preempt; undisciplined 3-9 NVul 6-9 VUL		Josephine; Lightner DBLS; DOPI	
4NT	*		no	BOTH Ms		Forcing pass / Double discouraging after forcing pass	

Supplementary sheets ITALY U26

DRAGHI Luca – LOMBARDI Matteo

[1] 1♣ → 1♦

2♥ (natural or strong with 6+♣) → 2♠ = asks

2NT = 6+♣ max

3♣ = 5♣ 4♥ → 3♦ asks sing → 3♥/3♠/3NT = ♠/♦/2-2

3♦ = 6♣ 4♥ → 3♥ asks shortness → 3♠/3NT = ♦/♠

3♥ = 6♣ w/ 3 cards in ♦

3♠ = 6+♣ min

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1♣ → 1♦ → 2NT → 15-17 6+♣ or strong with support ♦

1♣ → 1♦ → 3♣ → 15-17 6+♣ w/ 3 cards in ♦

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[2] 1♣ → 1♥

2♦ (natural or strong with 6+♣) → 2♠ asks

2NT = 6+♣ max

3♣ = 5♣ 4♦ → 3♦ asks sing → 3♥/3♠/3NT = ♠/♥/2-2

3♦ = 6♣ 4♦ → 3♥ asks shortness → 3♠/3NT = ♥/♠

3♥ = 6♣ w/ 3 cards in ♥

3♠ = 6+♣ min

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1♣ → 1♥ → 2NT → 15-17 6+♣ or strong with support ♥

1♣ → 1♥ → 3♣ → 15-17 6+♣ w/ 3 cards in ♥

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[3] 1♣ → 1♠

2♦ (natural or strong with 6+♣) → 2♥ asks

2♠ = 6+♣ min

2NT = 6+♣ max

3♣ = 5♣ 4♦ → 3♦ asks sing → 3♥/3♠/3NT = ♥/♠/2-2

3♦ = 6♣ 4♦ → 3♥ asks shortness → 3♠/3NT = ♥/♠

3♥ = 6♣ w/ 3 cards in ♠

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1♣ → 1♠ → 2NT → 15-17 6+♣ or strong with support ♠

1♣ → 1♠ → 3♣ → 15-17 6+♣ w/ 3 cards in ♠

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[4] 1♣ → 2♣

2♦ = min. unbalanced no both minors → 2♥ asks

→ 2♠ = 5+♣ 4+♠ → 2SA asks → 3♣: 54 min; 3♦: 64; 3♥/3♠/3NT: 54 max (sing ♦/♥/22)

→ 2NT = 5+♣ 4+♥ → 3♣ asks (like above)

→ 3♣ = 6+♣ sing ♦/♥

→ 3♦ = 6+♣ sing ♠ or without sing

→ 3♥/3♠/3NT = 4441 (♠/♥/♦)

2♥ = min balanced or minors → 2♠ asks

→ 2NT = bil 12-14 → 3♣ asks → 3♦ = 4 cards in ♣; 3♥ = 4♥ w/out 4♣; 3♠ = 4♠333; 3SA = 5♣332

→ 3♣ = 5♣4♦ (11-15)

→ 3♦ = 6♣4♦ (11-21)

→ 3♥/3♠/3NT = 5♣4♦ max (sing ♥/♠/22)

2♠ = 5+♣ 4+♠ (16/21) → 2SA asks → 3♣: 54 min; 3♦: 64; 3♥/3♠/3NT: 54 max (sing ♦/♥/22)

2NT = 5+♣ 4+♥ (16/21) → 3♣ asks (like above)

3♣ = 6+♣ sing ♦/♥ (16/21) 3♦ = 6+♣ sing ♠ or without sing (16/21)

3♥/3♠/3NT = 4441 (♠/♥/♦) (16/21); 4♣ = 441♦4 ISL

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[5] 1♦ → 1♥

2♠ (natural or strong with 6+♦) → 2NT = asks

3♣ = 5♦ 4♠ → 3♦ asks sing → 3♥/3♠/3NT = ♣/♥/2-2

3♦ = 6♦ 4♠ → 3♥ asks shortness → 3♠/3NT = ♣/♥

3♥ = 6♦ w/ 3 cards in ♥

3♠ = 6+♦ min

3NT = 6+♦ max

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[6] 1♦ → 1♠ →

2♥ (natural or strong with 6+♦) → 2♠ = asks

2NT = 6+♦ max

3♣ = 5♦ 4♥ → 3♦ asks sing → 3♥/3♠/3NT = ♣/♠/2-2

3♦ = 6♦ 4♥ → 3♥ asks shortness → 3♠/3NT = ♣/♠

3♥ = 6♦ w/ 3 cards in ♠

3♠ = 6+♦ min

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1♦ → 1♥/♠ → 2NT → 15-17 6+♦ or strong with support ♠

1♦ → 1♥/♠ → 3♦ → 15-17 6+♦ 3 cards in ♥/♠

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[7] 1♦ → 2♣

2♦ = min. unbalanced no both minors → 2♥ asks

→ 2♠ = 5+♦ 4+♠ → 2SA asks → 3♣: 54 min; 3♦: 64; 3♥/3♠/3NT: 54 max (sing ♥/♣/22)

→ 2NT = 5+♦ 4+♥ → 3♣ asks (like above)

→ 3♣ = 6+♦ sing ♣/♥

→ 3♦ = 6+♦ sing ♠ or without sing

→ 3♥/3♠/3NT = 4441 (♠/♥/♣)

2♥ = min balanced or minors → 2♠ asks

→ 2NT: bil 12-14 → 3♣ asks → 3♦: 1 or 2 majors; 3♥: (32)5♦3♣; 3♠: 335♦2♣; 3SA: 4♦333

→ 3♣: 5♦4♣ (11-15)

→ 3♦: 6♦4♣ (11-21) → 3♥ asks shortness → 3♠/3NT = ♥/♠

→ 3♥/3♠/3NT: 5♦4♣ (sing ♥/♠/22)

2♠ = 5+♦ 4+♠ (16/21) → 2SA asks → 3♣: 54 min; 3♦: 64; 3♥/3♠/3NT: 54 max (sing ♥/♣/22)

2NT = 5+♦ 4+♥ (16/21) → 3♣ asks (like above)

3♣ = 6+♦ sing ♣/♥(16/21)

3♦ = 6+♣ sing ♠ or without sing (16/21)

3♥/3♠/3NT = 4441 (♠/♥/♣) (16/21); 4 = 4441♣ ISL

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[8] [9] 1♥ → 1♠/1NT →

2♣ → natural or any strong hand → 2♦ asks 8+ hcp

2♥ = 5♥ 4+♣ 12-14 (15) → 2♠ nat. INV

2♠ = 18+ with 3+♣ OR 18+ 5♥4m(22) → 2NT asks → as below from 3♣ to 3NT

2NT = 15-17 or 18-20 with 1 or 2 ♠ (except 5♥4m[22]) → 3♣ asks →

3♦ = 18+ with 5♥1♠(43) → 3♥ asks → 3♠/NT = 4 cards in ♦/♣

3♥ = 15+ 5+♥, 2 or 1♠ → 3♠ asks → 3NT = 2♠5♥33; 4♥ = 15-17 6+♥; other = 18+ 6+♥

3♠ = 15-17 1♠5♥4♦3♣

3NT = 15-17 1♠5♥3♦4♣

3♣ = 15-17 5+♥/4+♠ → 3♦ asks → 3♥/♠/NT = 5♥ and 4♠ shortness in ♣/♦/22

3♦ = 15-17 with 5♥3♠(41) → 3♥ asks → 3♠/NT = singleton ♣/♦

3♥ = 15-17 5+♥3♠ → 3♠ asks → 3NT = 3♠5♥(32); other = cue bid 6+♥3♠

3♠ = 15-17 2♠5♥4♦2♣

3NT = 15-17 2♠5♥2♦4♣

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[10] 1♥ → 2♣

2♦ = any minimum hand without ♠ → 2♥ asks → as below from 2♠ to 3NT

2♥ = min/max 5+♥ e 4♠ → 2♠ asks; 2NT = asks fit in ♠

2♠ = max bal. 5♥(332) OR one suit hand 6+♥ → 2NT = asks

2NT = max 5+♥ and 4+♦ → 3♣ = asks

3♣ = max 5♥ and 4♣

3♦ = max 6♥ and 4♣

3♥ = max 5♥ and 5♣ SGL ♦

3♠ = max 5♥ and 5♣ SGL ♠

3NT = max 5♥4♣4♦

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[11] 1♠ → 1NT →

2♣ → natural or any strong hand → 2♦ asks 8+ hcp

2♥ = 5♠ 4+♣ 12-14 (15)

2♠ = 18+ with 3+♥ OR 18+ 5♠4m(22) → 2NT asks → as below from 3♣ to 3NT; 4♣ = 18-21 5♠5♥

2NT = 15-17 or 18-20 with 1 or 2 ♥ (except 5♠4m[22]) → 3♣ asks →

3♦ = 18+ with 1♠5♥(43) → 3♥ asks → 3♠/NT = 4 cards in ♦/♣

3♥ = 15+ 5+♠, 2 or 1 ♥ → 3♠ asks → 3NT = 5♠2♥33; 4♠ = 15-17 6+♠; other = 18+ 6+♠

3♠ = 15-17 5♠1♥4♦3♣

3NT = 15-17 5♠1♥3♦4♣

3♣ = 15-17 5+♠/4+♥ → 3♦ asks → 3♥/♠/NT = 5♠ and 4♥ shortness in ♣/♦/22

3♦ = 15-17 with 5♠3♥(41) → 3♥ asks → 3♠/NT = singleton ♣/♦

3♥ = 15-17 5+♠ 3♥ → 3♠ asks → 3NT = 5♠3♥(32); other = cue bid 6+♠ 3♥

3♠ = 15-17 5♠2♥4♦2♣

3NT = 15-17 5♠2♥2♦4♣

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[12] 1♠ → 2♣

2♦ = any minimum hand without ♥ → 2♥ asks → as below from 2♠ to 3NT

2♥ = min/max 5+♠ e 4♥ → 2♠ asks; 2NT = asks fit in ♥

2♠ = max bal. 5♠ (332) OR one suit hand 6+♠ → 2NT = asks

2SA = max 5+♠ and 4+♦ → 3♣ = asks

3♣ = max 5♠ and 4♣

3♦ = max 6♠ and 4♣

3♥ = max 5♠ and 5♣ SGL ♦

3♠ = max 5♠ and 5♣ SGL ♠

3NT = max 5♠4♣4♦

**[13] 2♦ OPENING BID:**

Responses:

2♦--- 2♥= 4+♠ or slam try 6+♣/♦/♠;

2♦--- 2♠= 4+♥;

2♦--- 2NT = transfer to 3♣: a) sign-off in ♣ or ♥; b) slam try 6+♥; c) slam try balanced;

2♦--- 3♣= a) asking for majors; b) 5+♥ 4♠;

2♦--- 3♦= 5+♠ 4♥;

2♦--- 3♥= forcing to game two-suite in the minors singleton or void in ♥;

2♦--- 3♠= forcing to game two-suite in the minors singleton or void in ♠;

2♦--- 3NT= forcing to game two-suite in majors at least 5-5