



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 																							
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Convention card																							
Style: natural		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>1 level = natural (usually 5+ cards)</td> <td>Suit</td> <td>3rd and 5th</td> <td>Same</td> </tr> <tr> <td>2 level = natural (5+ cards)</td> <td>NT</td> <td>Attitude</td> <td>Attitude (few times count)</td> </tr> <tr> <td>Raise = Jumping is weak Jump cue=inviting 4+ cards support 2NT = fit 4th invitational or more</td> <td>Subseq</td> <td>Attitude</td> <td>Attitude</td> </tr> <tr> <td>Responses: natural, cue-bid is forcing 1+ round Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14</td> <td colspan="3">other leads : highest from doubleton</td> </tr> </tbody> </table>						Lead	In Partner's Suit	1 level = natural (usually 5+ cards)	Suit	3rd and 5th	Same	2 level = natural (5+ cards)	NT	Attitude	Attitude (few times count)	Raise = Jumping is weak Jump cue =inviting 4+ cards support 2NT = fit 4th invitational or more	Subseq	Attitude	Attitude	Responses: natural, cue-bid is forcing 1+ round Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14	other leads : highest from doubleton					
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1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS																										
On 1 lev-opening = Natural: 14/17 balanced + or - Responses: like on our opening		<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKxxx; AKQ; Ax</td> <td>AKx; AKxx</td> </tr> <tr> <td>King</td> <td>KQJ; KQ109; AK;</td> <td>KQJx; KQ109(x); unblock A/J</td> </tr> <tr> <td>Queen</td> <td>QJ(xxx); Qx</td> <td>KQ10x; QJ10; QJ98</td> </tr> <tr> <td>Jack</td> <td>J109; J108; Jx</td> <td>J109x; J1087x</td> </tr> </tbody> </table>			Lead	Vs. Suit	Vs. NT	Ace	AKxxx; AKQ; Ax	AKx; AKxx	King	KQJ; KQ109; AK;	KQJx; KQ109(x); unblock A/J	Queen	QJ(xxx); Qx	KQ10x; QJ10; QJ98	Jack	J109; J108; Jx	J109x; J1087x									
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REOPENING: 11/14 balanced (also without stop) Responses: system on		PLAYERS: Schuster(s) - Olivieri - Primavera																										
JUMP OVERCALLS (Style; Responses; Unusual NT)		SYSTEM SUMMARY																										
Weak jump: usually 5/10 hcp 6(+) cards or two suiter Responses: 2NT or Cue = forcing 1+ round Reopen: 12/15 good 6 cards suit		GENERAL APPROACH AND STYLE: NATURAL 5-card major																										
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		1♣ = 2+ cards (if balanced 11/14 hcp only)																										
Over 1M = Michaels, JUMP = ask stopper		1♦ = 11/21 4+ cards																										
VS. NT (vs. Strong / Weak; Reopening: PH)		1♥ = 11/21 5+ cards (in 3 rd seat could be weaker)																										
Double = 4/5+ maj/minor (Vs weak NT = 12+) 2♣ = 5+/4+ ♥/♠ 2♦ = Multi (1 major) 2♥/2♠ = 5/5+ major/minor 2NT = minors 3♣/3♦ = weak (vs Strong), constructive (vs Weak)		1♠ = 11/21 5+ cards (in 3 rd seat could be weaker)																										
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)		1NT Opening: 15/17 Balanced could have a 5 card-major 2NT Opening: 18/19 Balanced could have a 5 card-major 2♦ Opening: 20/22 Balanced could have a 5 card-major																										
Double = take out		SIGNALS IN ORDER OF PRIORITY																										
Jumps = over 2♥/2♠ leaping Michaels NT = natural Bids = natural		<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1 High = enc</td> <td>STANDARD COUNT</td> <td>Odd = enc</td> </tr> <tr> <td>2</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>1 Low = enc</td> <td>STANDARD COUNT</td> <td>Odd = enc</td> </tr> <tr> <td>2</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> </tbody> </table>				Partner's Lead	Declarer's Lead	Discarding	Suit	1 High = enc	STANDARD COUNT	Odd = enc	2			3			NT	1 Low = enc	STANDARD COUNT	Odd = enc	2			3		
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VS. ARTIFICIAL STRONG OPENINGS		2 OVER 1 Response: FORCING GAME																										
After overcall: with good hand and without the opponents suit		SPECIAL BIDS THAT MAY REQUIRE DEFENCE																										
OVER OPPONENT'S TAKEOUT DOUBLE		Op. 2♦ = 20/22 Balanced could have a 5 card-major																										
Redouble = 12+ new suit = F1R		drury																										
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)		DOUBLETS																										
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OPENING				PLAYERS: Schuster(s) - Olivieri - Primavera			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♣	*	2	5♦	Natural 11/22 HCP Balanced 11/14	1♦/1♥/1♠/1NT = Natural; 2♣ = 4+♣ GF; 2♦/2♥/2♠ = weak; 2nt=11-12 balanced no majors; 3♣/3♦/3♥/3♠ = preempt;	1m - 2♣ - 2♦ = minimum hands	
1♦		4	5♥	Natural 11/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 4+♣ GF; 2♦ = natural GF; 2nt=11-12 balanced no majors; 3♣/3♦/3♥/3♠ = preempt;	1m - 2♣ - 2♦ = minimum hands	
1♥		5	5♠	Natural 11/22 HCP	1♠/1NT = Natural; 2♣ = GF could be short in ♣; 2♠ = GF 6+♠ or 5♠ + 5 minor; 2nt=raise 4+♥ GF; 3♣ = raise with 3♥ invitational; 3♦ = raise with 4♥ invitational; 3♥/3♠ = preempt; 4m=splinters		
1♠		5	6♥	Natural 11/22 HCP	1NT = Natural; 2♣ = GF could be short in ♣; 2nt=raise 4+♠ GF; 3♣ = raise with 3♠ invitational; 3♦ = raise with 4♠ invitational; 3♥=nat invitational 6+♥; 3♠ = preempt; 4m=splinters;	Drury on a passed partner	
1NT			4♥	15/17 balanced	2♣ = mod. stayman; 2♦/2♥/2♠/2NT = trsf; 3♣= weak minors; 3♦=5-5 majors GF; 3♥/♠ = sing♥ 5-5 in the minors GF; 4♣(♥)/4♦(♠)= texas s.off or slam try;	1nt - 2♣ - 2nt = min with a 5-card major or 4♠; 3♥/3♠ = max with 5♥/♠;	
2♣	*	0	5♠	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = 0-7 neg 0/7 hcp, over a suit bid by opener next suit shows 0/4 but no ace;		
2♦	*	0	4♥	weak two in a major or 20/22 balanced	2♥/2♠ = pass or correct ; 2NT = forcing 1 round;	2♦-2♥/2♠ - 2NT = 20-22 balanced could have a 5-card major;	
2♥	*	5	4♦	5+♥ 5+in another suit 5/10 HCP	2NT = asking		
2♠	*	5	4♦	5+♠ 5+in a minor 5/10 HCP	2NT = asking;		
2NT			no	Balanced 18/19	3♣ = puppet; 3♦/3♥ = trsf; 3♠ = transfer to 3nt to pass or show a minor with slam interest; 4♣/4♦ = transfer 6+♥/♠		
3♣		7	no	Preempt	Natural		
3♦		7	no	Preempt	Natural		
3♥		7	no	Preempt	Natural		HIGH LEVEL BIDDING
3♠		7	no	Preempt	Natural		4♣/4♦ = RKCB in the minor
3NT	*		no	good pre-empt in a major	4♣/♦ = ask		4NT = RKCB
4♣		7-8	no	Preempt	Natural		Cue-bid = 1 st and 2 nd control
4♦		7-8	no	Preempt	Natural		Exclusion Blackwood
4♥		7-8	no	Preempt	Natural		Grand Slam Try
4♠		7-8	no	Preempt	Natural		
5♣		8	no	Preempt	Cue-bid		