

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
General Style ⇒ Natural , standard  Responses: 2NT = good support F1R, 9+ JUMP CUE= limit raise; CUE: F1R 11+; Jump raises = Preemp.  3 ♠/♦ =If Jump or cue SUPPORT ON PARTNER MAJOR SUIT		Lead		In Partner's Suit	
	NT	Attitude		Count if not supported	
	Suit	Attitude		Count if not supported	
		in Suit A asks preference; K asks count			
		in NT A or Q asks preference; K asks unblock/ count			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
2nd → 15-17 4th → 10-13 Responses: system on	LEAD	VS. SUIT		VS. NT	
	Ace	AK+; AKJx; AKJ10;Ax(+)		AK; AKx(+); AKJx;	
	King	AK+; KQ; KQx(x); KQJx		AKJ10x; KQJ10(x); KQ109x	
	Queen	QJ(x); QJ10(x); AQJ(x) Qx		KQ+ ; QJx(x) ; Qx	
	Jack	J10x; J10+ Jx		J10x+; J10+	
	10	HJ10x; 10x; 109x		HJ10+; 10x; 109x	
	9	9x; H109x(+ )Q109x		H109x(+ ) 9x ; 98+	
	Hi -x	Sx; xSxx xSx		Sx; xSxx+ ; xSx;	
JUMP OVERCALL (Style; Responses; Unusual NT)		Lo-x		Hx(+ )S	Hxx(+ )S; HHx(+ )S;
1-Suit weak					
2-Suit: Ghestem twosuiters					
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			
Style ⇒ Ghestem twosuiters Responses ⇒ 2NT or cue = asking			Partner's Lead	Declarer's Lead	Discarding
1 ♠ - 2 ♠ = Natural		Suit	1 odd = encouraging	low = reverse count	odd= encouraging
VS. NT (vs.Strong/Weak; Reopening;)			2 low reverse count		Lavinthal
Vs strong Dbl = 15+Hcp vs weak 12/14 Double= opening values			3		
2 ♠ = 4+ 4+ in majors ; 2♦ = multi 6+ ♥ or ♠;		NT	1 odd= encouraging	Rev.count	odd= encouraging
2♥/♠ = 5+ cards 4+ m; 2NT = both m			2 low = even no.		Lavinthal
Weak jumps			3		
		Signals (including Trump) Lavinthal			
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
Vs 2 ♦ multi: Dbl as vs a 2 ♠ opening or Very Strong		TAKEOUT DOUBLES (Style; Responses; Reopening)			
		Style: Opening values or Good Distribution			
		Responses: cue F1; jump=8-10			
VS ARTIFICIAL STRONG OPENINGS		Reopening: 8+			
Over 1♣→ weak jumps; 1NT =ONE SUIT ; ghestem :twosuiters ;2♠=MINORS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
OVER OPPONENTS' TAKE-OUT DOUBLE		Sputnik; Responsive; Lead direct; max hand.			
RDBL = 9+					
New suit 1 level= F 1 Rd; if 1♠ opening, transfer (1♠ = 5+ ♦)					
		PSYCHICS rare			
		Country: Italy Category GREEN Event: Women			
		Players: MONICA AGHEMO CATERINA BURGIO			
		SYSTEM SUMMARY			
		GENERAL APPROACH AND STYLE			
		Natural 5 card M, 1♦= 4+, 1♠= 2+			
		2 ♠ = bal 22+ or FG any distr. 2♦ 18 -19 BAL.			
		2♥/2♠=-6+cards max 9 (10) HCP			
		1NT Opening: = (14) 15-17 HCP			
		2 OVER 1 Response: = 1 Rd F			
		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
		Week Jumps			
		Gazzilli			
		Check back			
		Jump raises preemptive			

IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed

IMPORTANT: All text must be typewritten or block letters

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♦/♥/♠/NT= NAT; 2♠= GF may be artificial (if bal.)  2♦ =1 major weak 2♥= 5 ♠/4♥ weak  2♠= 6 ♠/4♥ Invit. 2NT= pre ♠♦= or GF♠ 3♠=5/5 minor 2/9 ; 3♦=5/5 majors Inv. Or Slam Try 3♥/♠= Preempt.	For Check back see note 7  See Note 1	1♣ 1♦ 1NT 2 NAT. NF
1♦		4	4♠	12-14 BAL  11+ NAT	1♥/♠/NT= NAT; 2♠= GF may be artificial (if bal.)  2♦=1 major weak 2♥/2♠= as above 2 NT= pre ♠♦/or GF♦ 3 ♠= invit in ♦ 9/11 3= 5/5 majors Inv Or Slam Try 3♥/♠= Preempt.	See Note 1 For Check back see note 7	
1♥		5	4♠	10-20 NAT	1 ♠/ 1NT = nat.; 2♠=GF may be artificial (if bal.) \ Drury  2♥= 3/4 cards supp 2-10 2♠= Nat.Strong 1 or 2 suit 2NT= Supp-. 4Cards 10+ 3♠=4cards sup 5-8.;3♦= 3 cards sup /9-12 3♥= weak jump raise; 3NT splinter in ♠ 4♠/♦= splinter 3♠ = Any void	For Gazzilli see note 6  For Check back see note 7 See Note 1	
1♠		5	4♥	10-20 NAT	see 1♥ opening; 2♠= 1 Rd F may be artificial);  2NT= fit 4 cards 10+ others= as above 3♥ = Any void 3 NT = Splinter in ♥	For Gazzilli see note 6 See Note 1 For Check back see note 7	
1NT			4♥	15-17 NAT	Stayman may be weak; Smollen ; 2♦/♥ transfers ; 2♠/2NT = ♦/ 3♠/3♦ = 5/5 minors weak / GF  3 ♥/♠ =9 cards minor, sing GF 4♠/♦ = texas		
2♣	*	0		22-+ BAL  FG any or club	2 ♦ = relay waiting  2 ♥= 5♠ with 2H - 2♠= 5 ♥ with 2H - 3♠= minors 5/5 2SA/3♠/3♥/♥=Texas 6+ ♠/♦/♥/♠ with 2 H	See Note 4  2 ♥ = may be nat. FG or balanced 23+ □ force 2 ♠	
2♦	*	2	x	balanced 18/19	2♥= transf to 2♠ 2♠ = transf to 2NT 3♠= puppet  3♦= 5♠/4♥ Invit + 3 ♥/♠ =9 cards minor, sing GF  3NT= 5/5 majors - 4♠/♦ = texas	See Note 3	
2♥		6		6+ ♥ weak	2♠= relay 2NT=♠ 3♠/3♦=Nat. 1 Rd F	See note 5	
2♠		6		6+ ♠ weak	2NT relay 3♠/3♦=Nat. 1 Rd F	See Note 5	
2NT				Bal. 20-21	3 ♠ = puppet ;3♦/♥=Texas; 3♠=Both Minors 3NT=Nat. 4=♥ 4♦=♠ 4♥= 4♦=♠ FG	See Note 2	

3/♦		6	preempt; undisciplined		HIGH LEVEL BIDDING
3♥/♠		6	preempt; undisciplined		
3NT	*		Good 4♥/♠ opening	4♣ = bid your suit in trs (may be ISL) 4♦ = LISL (looks for special hand) 4♥ = pass or correct 4♠ = to play	
4/♦	*	7	preempt; undisciplined		
4♥/♠		8	Pre-empt undisciplined		
4SA			Both Minors Pre-empt		

4NT = RKCB Not frequent 1-4, 0-3, 2, 2+tr ;

Cue style: 1<sup>st</sup> or 2<sup>nd</sup> round control

Josephine; Lightner DBLS;

Splinter