



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CONVENTION CARD		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			 <div style="text-align: center;"> CONVENTION <hr/> CARD </div> <div style="text-align: right;">  </div>		
Style: aggressive 1 level = Natural (4+ cards); 2 level = Natural (5+ cards) Raise = Jumping is weak, jumping cue is limit, 2NT = fit 4° 9/13 hcp Responses: natural, only cue-bid is forcing 1+ round Reopening = suit 7/13, jumping suit 12/15, double 7/10 or 14+ any		Suit	Lead	In Partner's Suit			
		NT	Attitude	Small/high or MUD	CATEGORY: 1 st NCBO: ITALY EVENT: Mixed Team PLAYERS: Anna LICURSI - Gianni GENOVA		
		Subseq	Attitude	Normal count			
		Other: MUD; the highest from doubleton			SYSTEM SUMMARY GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS					
Natural: 14/17 balanced + or - Responses: like on our opening		Lead	Vs. Suit	Vs. NT	1♣ = 2+ cards if balanced 11/14 or 18-20; natural in all the other situation 1♦ = 10/22 4+ cards 1♥ = 10/22 5+ cards 1♠ = 10/22 5+ cards		
		Ace	AKxxx; AKQ; Ax	AKx; AKxx; AKJx			
		King	AKxx; KQJ; KQ109; KQ;	AKJ10; KQ109x; sblocks	2♣ = Semiforcing (any distribution; 22+ HCP if balanced) 2 OVER 1 Response: FORCING GAME (ex 2♦**) 2NT on 1♥/♠ = 4 cards fit, limit or more (8+) 3NT/4♣/4♦ on 1♥/♠ = splinter in under suit		
		Queen	KQJ; KQ10x; QJ10;	KQ10x; QJ10; QJ98			
Reopening: 9/13 balanced (also without stop)		Jack	QJ9x; QJx; J109; J108; Jx	QJ9x; J109x; J1087x	1NT Opening: 15/17 Balanced (+ o -) any 5 card suit 2NT Opening: 20/21 Balanced (+ o -) any 5 card suit		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural or journalist			
1-Suit: medium (6/10 hcp) 6(+) cards 2-Suit: a) at 2 level = medium or strong; b) at 3 level = good +		9	Natural	Natural or Kantar	2♣ = Multi (if weak 5/10 HCP, if balanced 22-23 HCP, strong in ♣/♦) 2♥/2♠ = Weak two 5/5 + (5/10 HCP), 2♥ ⇒ could have 5♠ 3♣/3♦/3♥/3♠ = pre-empt 3NT = Gambling (closed suit in ♣ or ♦, 7-8 cards) 4♣ = 8 winners in ♥ 4♦ = 8 winners in ♠ 4NT = good pre-empty in ♣ or ♦ 5♣/♦ = pre-empt		
Responses: 2NT or Cue = forcing 1+ round Reopen: 12/15 good 6 cards suit		Hi-x	Even	Even			
		Lo-x	Odd	Odd	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
		SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	2♦ = Multi (if weak 5/10 HCP, if balanced 22-23 HCP, strong in ♣/♦) 2♥/2♠ = Weak two 5/5 + (5/10 HCP), 2♥ ⇒ could have 5♠ 3♣/3♦/3♥/3♠ = pre-empt 3NT = Gambling (closed suit in ♣ or ♦, 7-8 cards) 4♣ = 8 winners in ♥ 4♦ = 8 winners in ♠ 4NT = good pre-empty in ♣ or ♦ 5♣/♦ = pre-empt	
On 1♠/♦ = 5/5+ ♥♣ On 1♥/♠ = 5/5+ major/minor Jump cue on opening ♥♣ = asking for stop Responses: natural, only 2NT or cue are forcing 1+ Reopening: on minor = 5/5 ♥♣; on 1♥/♠ = major/minor		Suit	1	E = Odd	Normal count		
			2	E = High		E = High	
			3				
		NT	1	E = Odd	Normal count	E = Odd	
			2	E = Low		E = Low	
			3				
VS. NT (vs. Strong / Weak; Reopening: PH)		Signals (including Trumps):			SPECIAL FORCING PASS SEQUENCES In slam approach against opponents pre-empt In competitive situation after FG partner's bid Cue-bid doubled = 2 nd round control		
Double = 4/5+ maj/minor (Vs weak NT = 14+ any)		ECHO					
2♣ = 5/4+ ♥/♠; 2♦ = Multi; 2♥/♠ = 5/4+ major/minor; 2NT = 5/5+ ♣♦ If weak: 2♣ = Landy; 2♦/♥ = transfer; 2♠ = 4♠/5+ min; 3♠/♦ = 4♥/6+		DOUBLES			2♦ = (on 1♦/1♥/1♠) GF with any distribution (also with void in ♣); 2♥ = 8-12 fit 3°; natural GF (5+♦)		
Reopening: 2♦/2♥/2♠ natural ;2♣ landy; double 10/14		TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)		Style : Natural (very often and aggressive)			2♣ = (on 1♦/1♥/1♠) GF with any distribution (also with void in ♣); 2♥ = 8-12 fit 3°; natural GF (5+♦)		
Double = take out		Responses: natural on 1♦/1♥ (only cue is F1+)					
Cue-bid = bicolor 5/5+ (with 1 + major)		Reopening: aggressive (sometimes also after weak-two)			IMPORTANT NOTES THAT DON'T FIT ELSEWERE Lebensohl modified; Redouble after overcall show high honour Cue-bid on overcall = FIT 4°, does'nt promise another bid		
Jumps = natural		After overcall (pass – pass): obliges (if without the opponents suit)					
NT (2 or 3) = natural to play NT (4) = bicolor 5/5+ any Other = natural		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE			VS. ARTIFICIAL STRONG OPENINGS		
		Sputnik; Negative; Responsive, Lightner					
VS. ARTIFICIAL STRONG OPENINGS		Double in competition = good hand + (HCP but also distribution)			OVER OPPONENT'S TAKEOUT DOUBLE		
Vs 1♣ ⇒ double = 5/5+ ♠/major; 1NT = 5/5+ ♦/major; 2♣ = 5/5+ ♣♦ 2♦ = 5/5+ ♥♠; 2♥/♠ = weak; 1♦/1♥/1♠ = transfer		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.					
Vs 1♦ ⇒ double = 5/5+ ♠/major; 1NT = 5/5+ ♠/major; 2♣ = 5/5+ ♣♦ 2♦ = 5/5+ ♥♠; 2♥/♠ = weak; 1♥/1♠ = natural		b) a redouble or a partner's penalty double			OVER OPPONENT'S TAKEOUT DOUBLE		
		Directing lead; Maximall overcall double					
		Double in competition = good hand + (HCP but also distribution)			OVER OPPONENT'S TAKEOUT DOUBLE		
		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.					
Redouble = 9+ balance (+ o -); 1NT = ♣; new suit = transfer		b) a redouble or a partner's penalty double			OVER OPPONENT'S TAKEOUT DOUBLE		
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)							

PLAYERS: Anna LICURSI – Gianni GENOVA

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THRU	PLAYERS: Anna LICURSI – Gianni GENOVA			MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	
1♣	*	2	5♦	Natural 10/22 HCP	1♦/1♥/1♠/1NT = Natural; 2♣ = GF*; 2♦ = Multi 4/8 6 cards;	Natural	
				Balanced 11/14 or 18-20	2♥ = 5♠/4♥ 3/8; 2♠ = 5♠/4♥ 9/12; 2NT = pre in ♣ or ♦;	1♣ - 2♣ - 2♦ = normal hand; 1♣ - 2♦/♥/♠ - 2NT = ask for strength	
1♦	*	4	5♥	Natural 10/22 HCP	1♥/1♠/1NT = Natural 2♣ = GF*; 2♦ = 6 cards♥ or ♠ 4/8	1♦ - 2♣ - 2♦ = normal hand	
				Balanced 11/14	2♥ = 5♠/4♥ 3/8; 2♠ = 5♠/4♥ 9/12; 2NT = pre in ♣ or ♦;	1♦ - 2♦ - 2♥ = relais; 1♦ - 2♥/♠ - 2NT = ask for strength	
1♥		5	5♠	Natural 10/22 HCP	1♠ = natural ; 1NT = natural 3/11 NF ; 2♣ = GF*; 2♦ = **	1♥ - 2♣ - 2♥ = 11-14 5+ cards; 1♥ - 2♣ - 2NT/3♣=15+	2♣/2♦ = 2 way Drury
					2♥ = 3/8 HCP; 2♠ = 4/8 6 cards; 2NT = fit in ♥ limit or +	1♥ - 1♠/1NT - 2♣ = F1 (Gazzilli)	
					3♣/♦ = limit 6+ cards; 3♥ = weak; 3NT/4♠/♦ = splinter *	1♥ - 1♠/1NT - 2NT = 6-4 good+; 1♥ - 1NT - 3♣/♦ = 15/17	
1♠		5	6♥	Natural 10/22 HCP	1NT = 3/11 NF ; 2♣/2♥ = GF ; 2♦ = ** 2♠ = 3/8 HCP	1♠ - 2♣ - 2♠ = 11-14 5+ cards; 1♠ - 2♣ - 2NT/3♣= 15+	2♣/2♦ = 2 way Drury
					2NT = fit in ♠ limit or +; 3♣/♦/♥ = limit 6+ cards;	1♠ - 1NT - 2♣ = F1 (Gazzilli)	
					3♣ = weak; 3NT/4♠/♦ = splinter * (in under suit)	1♠ - 1NT - 2NT = 6-4 good +; 1♠ - 1NT - 3♣/♦ = 15/17	
1N			6♥	15/17 balanced	2♣ = miniStayman ; 2♦/2♥ = transfer x ♥♠	2♠ after 2♣ is relais (FG)	
					2♠ = transfer x ♣; 2NT = transfer x ♦; 3♣ = 5/5 ♣♦ weak		
					3♦ = 5/5 ♣♦ GF; 3♥/3♠ = singleton in 5-4-3-1 GF		
2♣	*	0	6♠	Semiforcing	2♦ = waiting; 2♥/2♠ = 5+ good suit; 2NT = 5-5+ ♥♠;	Natural	
				Any distribution or 24+ balan.	3♣/3♦/3♥/3♠ = AQxxxx or KQxxxx; 3NT = AKQxxx any	3♣ on 2NT is Puppett	
2♦	*	0	5♥	Multi: a) weak two in ♥ or ♠;	2♥ = weak or reject x ♥ ; 2♠ = reject x ♠ and limit x ♥ ;		
				b) 22/23 bal.; c) strong in ♣ or ♦	2NT = good relais ; 3♣/♦ = natural F1; 3♥/♠ = fit NF	3♣ on 2NT is Puppett	
2♥	*	5	4♠	5+♥/5+ ♣ or ♦ or ♠ 5/10 HCP	2♠ = x pass or correct; 2NT = relais; 3♣/♦/♠ = natural GF		
2♠	*	5	5♥	5+♠/5+ ♣ or ♦ 5/10 HCP	2NT = relais ; 3♣/3♦/3♥ = natural GF		
2N	*		no	Balanced 20/21	3♣ = puppett ; 3♦/3♥ = transfer x ♥♠; 3♠ = ISL x ♣♦	Puppet	
3♣	*	5	no	Pre-empt 7+ ♣	3♦/3♥/3♠ = natural GF ; 3NT = to play		
3♦	*	0	no	Pre-empt 7+ ♦	3♥/3♠ = natural GF 3NT = to play; 4♣ = cue bid		
3♥	*	0	no	Pre-empt 6+ ♥	3♣ = GF; 3NT = to play; 4♣/4♦ = cue bid;		HIGH LEVEL BIDDING
3♠	*	0	no	Pre-empt 6+ ♠	3NT/4♥/4♠ = to play ; 4♣/4♦ = cue-bid		Trial-bid/ Fragment-bid
3N	*		no	Gambling (closed minor suit)	4♣ = sign-off (or cue-bid); 4♦ = cue bid; 4♥/♠ = to play		2♣ Gazzilli
4♣	*	0	no	8 winners in ♥	4♦ = relais ; 4♥ = to play		4th suit
4♦	*	0	no	8 winners in ♠	4♥ = relais ; 4♠ = to play		Splinter (in under suit)
4♥		7	no	Pre-empt	4♠/4NT/5♣ = cue-bid		4NT = RKGB
4♠		7	no	Pre-empt	4NT/5♣/5♦ = cue-bid		Cue-bid = 1st and 2nd control
4N	*		no	Good pre-empty in ♣ or ♦	5♣ = x pass or 5♦		Roudi
5♣		7	no	Pre-empt	Cue-bid		Josephine
5♦		7	no	Pre-empt	Cue-bid		

