



	LEADS AND SIGNALS			
DEFENSIVE AND COMPETITIVE BIDDING	OPENING LEADS STYLE			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		Lead	In Partner's Suit	
At 1 level may be 4 cards and may be canapé. Responses:	Suit	Attitude/ Rusinow	Count	
1NT = 9-12; New suit = N.F.; 2NT = good support	NT	Attitude/Rusinow	Count	Category: Blue
Jump raise = preemptive; Jump cue = invitational raise	Subseq	Attitude	Count	Country: ITALY
	Other: Ace lead asks suit preference, King lead asks rev. count			Event: Senior World Championship - Shanghai 2007
In 4th pos., the 1st step is art. = 12-15 HCP	In NT, King lead asks unblock or rev. count			Players: Leandro Burgay - Carlo Mariani
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd pos: 15-18 HCP	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Responses as after 1NT opening	Ace	AK/+	AK/+; Ax/+	
4th pos: 9-12, responses as after 1NT opening	King	AK/+; KQ(J)/+	KQ109/+; AKJ10/+; KQJ10/+	THE BURGAY SYSTEM - STRONG DIAMOND
	Queen	KQ(J)/+	KQ(J)/+	4 card M, canapé style
	Jack	QJ/ +	QJ/+	1 ♠ any strong hand (16+)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	J10/+; HJ10/+	J10/+; HJ10/+	1 ♣ prep. 10-15 HCP promise 3/+ cards or in ♣ or in ♠
1-Suit: If natural, weak	9	109/+; H109/+	109/+; H109/+	2 ♣/♠ 4/+ cards, canapé style
2-Suit: Many artificial twosuiters	Hi-x	xx; (J)xx/+; xxx/+	xx; (J)xx/+; xxx/+	2 ♥/♠ weak one or twosuiter
	Lo-x	Hxx/+	Hxx/+	2NT 9-11, at least 5-5 in minors
Reopen:	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
Twosuiters	Suit:1st	Odd ENCRG	(Hi-lo =odd num.)	LAVINTHAL
	2nd	Suit preference		
	3rd	Hi-lo = odd num.		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Odd = ENCRG	(Hi-lo =odd num.)	LAVINTHAL
! = vs weak NT 13/+ HCP; vs strong NT: 5/ + in a m + 4 any	2nd	Hi-lo = odd num.		
2 ♣ = majors	3rd			
2 ♠ = multicolor	Signals (including Trumps):			1NT = bal.15-18
2 ♥/♠ = nat + a minor				2 ♣ = Natural
2NT = good onesuiter in a minor				2 ♠ = 5-5/+ in Majors
3♣/♠ = preemptive				2 ♥/♠ = 5-5/+ black/red
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			2NT = 5-5/+ minors
vs multi 2 ♠: ! = 4/+ ♠, or a strong hand	TAKEOUT DOUBLES (Style; Responses; Reopening)			3 ♣ = 5-5/+ ♠/♥
pass and then ! = 4/+ ♥				3 ♠ = 5-5/+ ♣/♥
	Standard; Resp. cue forcing			
VS. ARTIFICIAL STRONG OPENINGS	Reop. = 8/11 or 16/+			
! = lead suggesting; 1NT = twosuiter M-m				SPECIAL FORCING PASS SEQUENCES
2 ♣ = at least 5-4 in majors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After a redouble or in a forcing game sequence, PASS is for
vs 1♣ strong see Special bids that may require defence	Negative, Responsive, Take out, but:			penalty or to show a good unbal. hand
	2 ♥ - opp 2♠ - ! is for penalty			
	1NT - opp. 2x - ! is for penalty			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE				
New suit = forcng at 1 level, not forcing at 2 level				
Weak jump shifts and raise				Psychics: rare
2NT = inv. or strong raise				
Redouble = 9/+				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	4 ♠	1)10-12 many distributions	1♦=neg or pos. relay; 1♥/♠ = 5/+ c, 6/+ p.	1♣-1♦-1♥ = 10-12 no 5 ♠, no 6 ♣ or ♦,	
1♣				except any 5-5 or 6 cardM;	1NT=12-14 bal; 2♣/♦=nat.FG;	but any other distribution	
1♣				promise 3+ cards in ♣ or ♦	weak jumps		
1♣				2) 13-15 3suiter or 5-4 m			
1♦	yes	0	4 ♠	16/+ HCP, any distribution	1♥ = 0-8; 1♠ = 9/+ max 3 contr.; 1NT = 4/+	1♦ - 1♥ - 1♠ = 21/+ bal. or 19/+ unbal	
1♦					2♣/♦/♥/♠ =TRF 4-8; 2NT /3♣/♦/♥ =2suitsers		
1♥		4	4 ♠	12-15, may be canapé	1NT = F1r; weak jump raises, Splinter		
1♠		4	4 ♠	12-15, may be canapé	the same		
1NT			no	13-15	2♣ =Stayman; 2♦/♥ TRF		
1NT					2♠ ask min/max; 2NT = minors	or any other strong hand	
2♣		4	4 ♠	12-15 may be: onesuiter or	2♦ relay; 2♥/♠ = nat. NF; 2NT = F with ♦		
2♣				4/+ ♣ and 5♥ or ♠ ; or	3♣ = preemptive; 3♦ = 5-5 Majors		
2♣				6♣ and 4♦, or 6♦ and 4♣			
2♦		4	4 ♠	12-15 may be: onesuiter or	2♥ = NF relay; 2♠ = F relay (10+); 2NT =		
2♦				4/+ ♦ and 5♣ or ♥ or ♠ ;	unbal.relay; 3♣ = 5-3 in M; 3♦ = 5-5 M		
2♥		5	4 ♠, but	6-11 onesuiter	2♠ relay; 2NT = ♠		
2♥			no aft 2♠	or 9-11 5-5 with a minor			
2♠		5	4 ♥	as above	2NT= relay		
2NT	yes			8-11 5/+♣ and 5/+♦	3♣/♦ = weak; 3♥/♠ forcing		
3♣		6		not constructive preempt			
3♦		6		not constructive preempt			
3♥		6		not constructive preempt			
3♠		6		not constructive preempt			
3NT	yes			preemptive in a minor			
4♣	yes	0		good 4♥ opening			
4♦	yes	0		good 4♠ opening			
4♥				not constructive preempt			
4♠				not constructive preempt			

HIGH LEVEL BIDDING

1st and 2nd round cue-bids

TURBO

BLACKWOOD

Dopi Ropi

Splinter

5NT (or 5♥ / 5♠ if the trump is minor) = Asking for trump honours