DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			8			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING	LEADS	STYLE			
Style: natural/aggressive	Lead In Partner's Suit					♣ •	
1 level = Natural (5+ cards)	Suit	3rd and 5t	h		Same		Convention card
2 level = Natural (5+ cards)	NT	Attitude		Att	itude or count		
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit	Subseq			Attitude			
Responses: natural, only cue-bid is forcing 1+ round	Other: highest from doubleton						
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		l l	LEADS			PLAYERS: M	. Chavarria – A. Gandoglia
On 1♦ = Natural: 14/17 balanced + or -	Lead	Vs. Suit			Vs. NT		SYSTEM SUMMARY
Responses: like on our opening	Ace	AKxxx; AKQ;	; Ax		AKx; AKxx		STSTEW SUMMART
	King	KQJ; KQ109;			Q109x; unblock A/J	GENERAL AF	PPROACH AND STYLE: NATURAL 5 cardmajor
Reopening: 11/14 balanced (also without stop)	Queen	QJxx; Qx			0x; QJ10; QJ98		
Responses: Only cue is forcing	Jack	J109; J108;	Jx	J109x; J1087x		1♣ = 2+ cards	s (if balanced 11/14)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Natural			Natural	1 ♦ = 10/21 4+	- cards
1-Suit: medium (5/10 hcp) 6(+) cards	9	Natural			Natural	1 ♥ = 10/21 5+	- cards
1-3uit. medium (5/10 ncp) 6(+) cards	Hi-x	Even			Even	1 ♠ = 10/21 5+	- cards
	Lo-x	Odd			Odd		
Responses: 2NT or Cue = forcing 1+ round		SIGNALS IN O	RDFR C	F PRIO	RITY		15/17 Balanced
Reopen: 12/15 good 6 cards suit					ı	2NT Opening:	20/21 Balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declare	r's Lead	Discarding		
	1	UDCA	UD	CA	Odd= encourage		
	Suit 2						
Over 1M = Ghestem, JUMP = ask stopper	3						2 OVER 1 Response: FORCING GAME
	1	UDCA	UD	CA	Odd= encourage		2 O TER T RESPONDE T STROME STRINE
	NT 2						
VS. NT (vs. Strong / Weak; Reopening: PH)	3						
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2 ♣ = 5/4+ v /♠		Signals (i	including	Trumps):		SPECIAL	BIDS THAT MAY REQUIRE DEFENCE
2 ♦= Multi (1 major) 2 ♥/ 2 ♦ = 5/5+ major/minor							
2NT = 1 minor strong (vs Strong) , 4S+long minor (vs Weak) 3♣/3♦ = 6 + cards pree (vs Strong), nat+4H (vs Weak)						Op. 2♦ = 18/19	9 bal
Reopening: same direct, 2♦ (maybe only 5 cards)				_		2♥ response o	ver 1 minor opening = 5-9 HCP 5+♠/4+♥
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)		DC	UBLE	5			The state of the s
Double = take out	TAK	EOUT DOUBLE	S (Style; I	Response	s; Reopening)		
	Style : Nat	ural					
Jumps = over 2H/2S leaping Michaels		s: natural on 1♦/1♥	(only cue i	s F1+)			
NT (2 or 3) = natural to play NT (4) = bicolor $5/5$ + any	Response	S. Hatarai on 1 v/1 v	(Offiny Odd I	3111)			
Bids = natural	Reopening: aggressive						
VS. ARTIFICIAL STRONG OPENINGS	After overcall: with good hand and without the opponents suit				onents suit		
TOTAL TOTAL CHICAGO OF EMILOS	SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE						
					LE/REDOUBLE	SPEC	CIAL FORCING PASS SEQUENCES
Vs 1♣ - DBL = majors (constructive) , 1NT = 5+/5+ major/minor	Negative; Responsive						
	Double in competition = good hand + (HCP but also distribution)					IMPORTA	NT NOTES THAT DON'T FIT ELSEWERE
OVER OPPONENT'S TAKEOUT DOUBLE	Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.				IIII OKTA	THO TEO THAT DON'T THE ELOCIVERE	
Redouble = 10+ new suit = NF		b) a redou	ble or a pa	rtner's pe	nalty double		
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)							

OPENING *IF ARTIFICIAL	CARDS	HRU	PLAYERS: M. Chavarria A. Gandoglia						
	*IF ARTIFIC	MIN N° OF C	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER		
14	*	2	5♦	Natural 10/22 HCP Balanced 11/14	1 ♦ /1 ♥ /1 ♠ /1NT = Natural; 2 ♣ = 2 + ♣ FG; 2 ♦ = weak 6M or INV + 5 + /5 + both majors; 2 ♥ = 5 - 9 HCP 5 + ♠ /4 +, 2 ♠ = INV + 5 + ♣ ; 3 ♣ = preempt				
1+		4	5♥	Natural 10/22 HCP Balanced 11/14	1♥/1♠/1NT = Natural; 2♣ = 2+♣ FG; 2♦= weak 6M or INV+ 5+/5+ both majors; 2♥ = 5-9 HCP 5+♠/4+♥; 2♠= FG 4+♦; 3♣ = inv with ♦				
1♥		5	5♠	Natural 10/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 10-11 3/4 ♥; 3♣ = 6-9 4♥; 3♦=FG raise any shortness; 3NT/4♣/4♦= void (♣♦♠)	1 ▼ - 1 ♣/1NT - 2 ♣ = F1 (Gazzilli) 1 ▼ - 1 ♣/1NT - 2NT = 6-4min 16+ 1 ▼ - 1NT - 3 ♣/ ♦ = 5+-5+ 16+			
1♠		5	6♥	Natural 10/22 HCP	1NT=NF; 2♣/2♦ = FG; 2NT = 10-11 3♠ or 6-9 4♠ ; 3♣= INV 6+♥; 3♦=FG raise any shortness; 3NT/4♣/4♦= void (♣♦♥)	1			
1N			4♥	15/17 balanced	2♣ = Asking; 2♦/2♥/2♠/2NT = trsf; 3♣= INV 5+♥/4♠; 3♦= INV 5+♠/4+♥; 3♥ = INV both minors; 3♠ = FG both minors	2♦ = min w/o majors or 4♠; 2♠ = max w/o majors or 4♥; 2♠ = min with 4♥/4♠; 2NT = max with 4♥/4♠			
24	*	0	6♠	FG except 2♣-2♦-2NT Any distribution or 22+ balanced	2♦ = waiting or 5+♥ w/o 2H; 2♥ = positive 5+♠; 2♠ = 5+/5+ minors; 2NT/3♣/3♦ = HHxxxx or 7+ cards (1H) with ♣/♦/♥	2 . -2♦-2♥= nat or 24+ bal			
24	*	2	4♥	Balanced18/19	2♥= 4+♠ or special hands; 2♠= trsf to 2NT (4+♥ or NT hands) ; 2NT = trsf to 3♣; 3♣= puppet or 5+♥/4♠; 3♦= 5+♠/4♥; 3♥/3♠ = shortness; 3NT = 5+♥/5+♠ forcing	2♦-2♥-2NT = 4♠			
2♥	*	6	3♠	5/10 HCP	2NT = asking				
2♠	*	6	3♥	5/10 HCP	2NT = asking; 3 * = 5+ ♥ ; 3 ♥ = 6+ *				
2N			no	Balanced 20/21	3* = puppet; $3*/3*$ = trsf; $3*$ = both minors; $4*/4*/4*$ = slam try with $6**/*/*/*$	2NT-33			
3♣		7	no	Preempt	3 ♦ = ask shortness				
3♦		7	no	Preempt	Natural				
3♥		7	no	Preempt	Natural		HIGH LEVEL BIDDING		
3♠		7	no	Preempt	Natural		VTL = special KC asking with		
3NT	*	8	no	A or K in one minor	4 . = P/C		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		GSL TRY		
4♠		7-8	no	Preempt	Natural				
5♣		8	no	Preempt	Cue-bid				