



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Style: natural/aggressive			Lead	In Partner's Suit	Convention card European Youth Bridge Championships		
1 level = Natural (5+ cards)		Suit	3rd and 5th	Same			
2 level = Natural (5+ cards)		NT	Attitude	Attitude or count			
Raise = Jumping is weak, jump-cue is better than preempt, 2NT = fit 4° 8/11 hcp		Subseq	Count	Attitude			
Responses: natural, only cue-bid is forcing 1+ round		Other: highest from doubleton				PLAYERS: M. Chavarria / G. Donati – G. Percario	
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS					
On 1A = Natural: 14/17 balanced + or -		Lead	Vs. Suit	Vs. NT			
Responses: like on our opening		Ace	AKxxx; AKQ; Ax	AKx; AKxx	SYSTEM SUMMARY		
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J			
Reopening: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQ10x; QJ10; QJ98	GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor		
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural	1A = 2+ cards (if balanced 11/14)		
1-Suit: medium (5/10 hcp) 6(+) cards		9	Natural	Natural	1A = 10/21 4+ cards		
		Hi-x	Even	Even	1A = 10/21 5+ cards		
		Lo-x	Odd	Odd	1A = 10/21 5+ cards		
Responses: 2NT or Cue = forcing 1+ round		SIGNALS IN ORDER OF PRIORITY			1NT Opening: 15/17 Balanced		
Reopen: 12/15 good 6 cards suit					2NT Opening: 20/21 Balanced		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding		
		Suit	1	UDC	UDC	E = Odd	
			2				
			3				
Over 1M = Ghestem, JUMP = ask stopper		NT	1	UDC	UDC	E = Low	
			2	E = Low			
			3				
VS. NT (vs. Strong / Weak; Reopening: PH)						2 OVER 1 Response: FORCING GAME	
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2A = 5/4+ ♥/♠		Signals (including Trumps):				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2A= Multi (1 major) 2A/2A = 5/5+ major/minor							
2NT = 1 minor strong (vs Strong) , 4S+long minor (vs Weak)						Op. 2♦ = 18/19 bal	
3A/3A = 6 + cards pree (vs Strong), nat+4H (vs Weak)							
Reopening: same direct, 2♦ (maybe only 5 cards)		DOUBLES				2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥	
VS. PREEMPTS (Doubles; Cue-bids; Jump; NT bids)							
Double = take out		TAKEOUT DOUBLES (Style; Responses; Reopening)					
		Style : Natural					
Jumps = over 2H/2S leaping Michaels		Responses: natural on 1♦/1♥ (only cue is F1+)					
NT (2 or 3) = natural to play NT (4) = bicolor 5/5+ any							
Bids = natural		Reopening: aggressive					
VS. ARTIFICIAL STRONG OPENINGS		After overcall: with good hand and without the opponents suit					
		SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLE/REDOUBLE				SPECIAL FORCING PASS SEQUENCES	
Vs 1A - DBL = majors (constructive) , 1NT = 5+/5+ major/minor		Negative; Responsive					
		Double in competition = good hand + (HCP but also distribution)				IMPORTANT NOTES THAT DON'T FIT ELSEWERE	
OVER OPPONENT'S TAKEOUT DOUBLE		Penalty = only after: a) partner's opening bid 3♣/♦/♥/♠ ect.					
Redouble = 10+ new suit = NF		b) a redouble or a partner's penalty double					
Raise = NF – pre-empt jump in a new suit = limit (nat. or fit 4°)							

OPENING	*IF ARTIFICIAL	MIN N° OF CARDS	NEG. DBL. THRU	PLAYERS: M. Chavarria / G. Donati – G. Percario			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1 \bar{A}	*	2	5 \bar{A}	Natural 10/22 HCP Balanced 11/14	1 \diamond /1 \heartsuit /1 \spadesuit /1NT = Natural; 2 \clubsuit = 2+ \clubsuit FG; 2 \diamond = weak 6M or INV+ 5+/5+ both majors; 2 \heartsuit = 5-9 HCP 5+ \spadesuit /4+, 2 \spadesuit = INV+ 5+ \spadesuit ; 3 \clubsuit = preempt		
1 \bar{A}		4	5 \bar{A}	Natural 10/22 HCP Balanced 11/14	1 \heartsuit /1 \spadesuit /1NT = Natural; 2 \clubsuit = 2+ \clubsuit FG; 2 \diamond = weak 6M or INV+ 5+/5+ both majors; 2 \heartsuit = 5-9 HCP 5+ \spadesuit /4+ \heartsuit ; 2 \spadesuit = FG 4+ \diamond ; 3 \clubsuit = inv with \diamond		
1 \bar{A}		5	5 \bar{A}	Natural 10/22 HCP	1NT=NF; 2 \clubsuit /2 \diamond = FG; 2NT = 10-11 3/4 \heartsuit ; 3 \clubsuit = 6-9 4 \heartsuit ; 3 \diamond =FG raise any shortness; 3NT/4 \clubsuit /4 \diamond = void (\clubsuit \diamond \spadesuit)	1 \heartsuit - 1 \spadesuit /1NT - 2 \clubsuit = F1 (Gazzilli) 1 \heartsuit - 1 \spadesuit /1NT - 2NT = 6-4min 16+ 1 \heartsuit - 1NT - 3 \clubsuit / \diamond = 5+-5+ 16+	
1 \bar{A}		5	6 \bar{A}	Natural 10/22 HCP	1NT=NF; 2 \clubsuit /2 \diamond = FG; 2NT = 10-11 3 \spadesuit or 6-9 4 \spadesuit ; 3 \clubsuit = INV 6+ \heartsuit ; 3 \diamond =FG raise any shortness; 3NT/4 \clubsuit /4 \diamond = void (\clubsuit \diamond \heartsuit)	1 \spadesuit - 1NT - 2 \clubsuit = F1 (Gazzilli) 1 \spadesuit - 1NT - 2NT = 6-4min 16+ 1 \spadesuit - 1NT - 3 \clubsuit / \diamond = 5+-5+ 16+	
1N			4 \bar{A}	15/17 balanced	2 \clubsuit = Asking ; 2 \diamond /2 \heartsuit /2 \spadesuit /2NT = trsf; 3 \clubsuit = INV 5+ \heartsuit /4 \spadesuit ; 3 \diamond = INV 5+ \spadesuit /4+ \heartsuit ; 3 \heartsuit = INV both minors; 3 \spadesuit = FG both minors	2 \diamond = min w/o majors or 4 \spadesuit ; 2 \spadesuit = max w/o majors or 4 \heartsuit ; 2 \clubsuit = min with 4 \heartsuit /4 \spadesuit ; 2NT = max with 4 \heartsuit /4 \spadesuit	
2 \bar{A}	*	0	6 \bar{A}	FG except 2 \clubsuit -2 \diamond -2NT Any distribution or 22+ balanced	2 \diamond = waiting; 2 \heartsuit = 5+ \spadesuit ; 2 \spadesuit = 5+ \heartsuit ; 2NT = majors	2 \clubsuit -2 \diamond -2 \heartsuit = nat or 24+ bal	
2 \bar{A}	*	2	4 \bar{A}	Balanced18/19	2 \heartsuit = 4+ \spadesuit or special hands; 2 \spadesuit = trsf to 2NT (4+ \heartsuit or NT hands) ; 2NT = trsf to 3 \clubsuit ; 3 \clubsuit = puppet or 5+ \heartsuit /4 \spadesuit ; 3 \diamond = 5+ \spadesuit /4 \heartsuit ; 3 \heartsuit /3 \spadesuit = shortness; 3NT = 5+ \heartsuit /5+ \spadesuit forcing	2 \diamond -2 \heartsuit -2NT = 4 \spadesuit	
2 \bar{A}	*	6	3 \bar{A}	5/10 HCP	2NT = asking		
2 \bar{A}	*	6	3 \bar{A}	5/10 HCP	2NT = asking; 3 \clubsuit = 5+ \heartsuit ; 3 \heartsuit = 6+ \clubsuit		
2N			no	Balanced 20/21	3 \clubsuit = puppet; 3 \diamond /3 \heartsuit = trsf; 3 \spadesuit = both minors; 4 \clubsuit /4 \diamond /4 \heartsuit /4 \spadesuit = slam try with 6+ \heartsuit / \spadesuit / \clubsuit / \diamond	2NT-3 \clubsuit -3 \heartsuit = no majors; 2NT-3 \clubsuit -3NT = 5 \heartsuit	
3 \bar{A}		7	no	Preempt	3 \diamond = ask shortness		
3 \bar{A}		7	no	Preempt	Natural		
3 \bar{A}		7	no	Preempt	Natural		HIGH LEVEL BIDDING
3 \bar{A}		7	no	Preempt	Natural		VTL = special KC asking with \bar{A} trumps
3NT	*	8	no	A or K in one minor	4 \clubsuit = P/C		4NT = RKCB
4 \bar{A}		7-8	no	Preempt	Natural		Cue-bid = 1 st and 2 nd control
4 \bar{A}		7-8	no	Preempt	Natural		Exclusion Blackwood
4 \bar{A}		7-8	no	Preempt	Natural		GSL TRY
4 \bar{A}		7-8	no	Preempt	Natural		
5 \bar{A}		8	no	Preempt	Cue-bid		

