


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
Level 1 = General Style ⇒ Natural Standard Responses ⇒ 1NT= 8-12 ; new suit =NF ;Jump 2NT= invit./+ raise ;Jump raise=preemp. Jump in a new suit=nat.inviting; CUE= 12+; Jump cue=singl . or void Level 2 =Nat. Responses → over 2♣→2♦= REL. (see12) Reopening = DBL=8/11 or 16+; 1NT=12/15 1NT OVERCALL (2nd/4th Live; Responses; Reopening)		Lead	In Partner's Suit		
	Suit	THIRD/FIFTH	Count (Hi-Lo = even)		
	NT	Attitude	Count (Hi-Lo = even)		
	Subseq	Attitude	Count(Hi-Lo = even)		
2nd → 15-18 4th=12-15 Responses: 2 ♣ = rel.; others=TRANSFER		Others: Versus NT ⇒ A for Lavinthal; K asks unblock, or count Smith			Category BLUE
					Country: ITALY
					Event: LISBONA 2018 EUROPEAN MIXED TEAM
					Players: Dario Attanasio - Gabriella Manara
					SYSTEM SUMMARY
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen) opp. 1♣ op. (no st.) → 2♣ = 10-15 both M (5-4) (6-4); 3♣ = ♦+♠ N F opp.1♦ opening → 2♦ = both majors; 3♦ = ♠+♣ FG opp.1♥/1♠-opening → 2♥/2♠=other major + ♣; 3♥/♠ asks stop		LEAD	VS. SUIT	VS. NT	GENERAL APPROACH AND STYLE
JUMP OVERCALL (Style; Responses; Unusual NT) opp.1♣/♦ op.→2♥/2♠= natwk; 2NT=♥+ ot.m; 3♣/♦=♠+ ot.m. NF/F1 opp 1♥→2♠= wk or med; 2NT=♠+♦ 3♣/♦=both minors NF/F1 opp 1♠→2NT=♥+♦; 3♣/♦= both minors NF/F1		Ace	AKx-Ax-A	AK (xx)	PRECISION/ STRONG CLUB/5 CARD MAJOR
		King	AK; KQ; KQx(x); KQJx; Kx	AKJ10x; KQJ(10)(x); KQ109x	1 ♣ = STRONG 17+ ANY DISTRIBUTION
		Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJx; KQ10x; QJ10;ADJ	1♦ = ART. 11/16; 1♥ /1 ♠= NAT.5+ 10/16
		Jack	KJ10x; J10(x)	J109; J10(x);DJxx	1 NT=15/17
		10	K109x; Q109x; 10x; 109	10x; 109x ; A(K) J10	2 ♣= NAT..5+ 10/16; 2♦= MULTI; 2♥/2♠= TWO SUITERS 3/10
		9	9x; H98x(+)	H109x(+);98xxx	2 OVER 1 Response: forcing
		Hi-x	Even number of cards	Even number of cards	
		Lo-x	Hx(+);S ; xSx; odd number	H10x(+);S; Hxx(+);S;Attitude	
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DE
VS 1 N.T. OPENING Weak DBL = 12+ / Strong DBL= 4 Major/5+ minor or Strong 1 suiter; 2 ♣ = Both M; 2 ♦ = Multi; 2♥/ ♠ = 5♥/ ♠ + 4+ minor; 2NT = Both minors			Partner's Lead	Declarer's Lead	1♦/♥/♠ opening and <u>OPP DBL</u> → TRANSFER from 1NT up
				Discarding	1♦/1♥ overcall→2♥=♠+MIN.
		1	odd = encourag	low =odd no.cards	1♦/1♠ overcall→2♥= NF;2♠=5+♥FG/
		2	low=suit pref./	low=suit pref./	opp.2♥/♠→dbl-pass→2 NT= Relay
		3	count / discour.	count / discour.	
		3	High=suit pref./count/enc.	High=suit pref./count/enc.	
		DOUBLES			OPP 1♣ opening (not strong) → 2♣ = 11-15 with both M (5-4/6-4)
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) 3♣ → 4♣ = both Ms GF; 4 ♦ =♦+M; 3♦ → 4♣ = ♣+M GF; 4 ♦ =both Ms 3♥/♠ → 4♣ /♦ = ♣/ ♦+ other Major		TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES
VS ARTIFICIAL STRONG OPENINGS Over 1♣→ DBL= both M (even 4-4); 1NT= both m; 1♦/♥/♠=nat ;2♦=multi;2♥/♠= Major+ minor		Style: Opening values Responses: cue F1; jump=8-10			High level pass in forcing sequence shows a good hand
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
		Inverted double High level in forcing sequence:double shows no interest in bidding			PSYCHICS Never

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✱	0	4♣	16+ any distribution	1♦-0-6/1♥=7+ 0-2ctr./1♠=3.ctr/1NT= 4ctr./2♣= 5+ ctr. 2♦2♥=wk 6 ♥ ♠ / 2♠ = Wk ms(see 2)/2NT= Wk majors(see3) 3♣/3♦/3♥/3♠= 5/7pt.singl. 3 suiter 3 NT4♣/♦/♥/= 8 cards weak ♣/3♦/♥/♠	1♣-1♦-2♥ = Nat.FG or 25+ bal. (see 1) 1♣-1♠-2♥= 17+, not balanced	After overcall we bid natural
1♦		0	4♣	11-14 BAL 11+/16 Unbal.possible 5+ clubs	1♥/♠=NAT. (see4);1NT= Nat.; 2♣= ART FG(see5-6) 2♦=Nat.FG or wk.tran.. ♥/♠; 2♥=5♣ 4♥ 4-7; 2♠=5♣ 4♥ 8-11 (see7);2NT=INV. 3♣/♦= limit ; 3♥/♠= singl. 5♣/4♦	1♦-1♥/♠-2NT = 14-16 6 + ♦ + values 1♦-1♥-2♠ = 14-16 nat.;1♦-1♠-2♥ = 14-16 nat.	
1♥		5	4♣	11+ NAT	1♠= NAT./1NT= NF; 2♣= ART FG (see14/15); 2♦= Nat.FG or weak raise; 2♥= 8-10 2NT= limit raise3-4 cards; 3♣/3♦= nat.limit ; 3♥= weak jump raise; 3♠=nat. weak; 3NT/4♣/♦= singl.or void ♣ ♦♥♠ Not ISL (see 8)	1♥-1xopp.->2♣ = nat.FG 1♥-1xopp.->2NT = limit raise 1♥-1NT opp.-2♠ = nat.wk 1♥-our1♠/N T ->2♣ =ART.may be strong 1♥-our1♠/N T ->2NT=6 ♥+ 4min.	1♥→ 1NT= NAT →2♣= Drury 3 cards raise 9-11 →2♦= Nat. N.F. 0-2 ♥ →2NT = 4 cards limit raise →3♣/♦= fit showing
1♠		5	4♥	11+ NAT	see 1♥ opening; 2♣= ART.GF(see16/17); 2♦=see up/2♥= FG; 2♠= 8-10 2NT= LIMIT RAISE 3-4 cards/ 3♣3♦3♥= LIMIT NAT.	1♠-1NT-2♣ = May be ART 1♠-1NT-2NT = ART 6♠+4m 15+	1♠→ see 1♥ opening
1NT			4♥	15-17 BAL	2♣ R F1 POSSIBLE WEAK transfers; 3♣ = both minors limit 3♦ = both minors FG 3♥ = singl. FG; 3♠ = singl.FG 4♣ /4♦= Transfer♥♠; 4♥4♠ nat.	1NT-2♣ → a) 2♦ = no majors b) 2♥ = 4♥ min or max.poss.4 ♠ c) 2♠= 4♠	
2♣	✱	5		11-16 one or two suiter	2♦= RF1; 2♥2♠=5+ F1; 2NT= ART.(wk raise/or GF With ♦ or strong both majors (see9) 3♣ = inv.9/11 3♦ = 5+♦NF; 3♥/♠ = 6+FG	over2♦R---2♥= nat.or any strong hand;3♥/♠ →6♣ + 5♥/♠	
2♦	✱	2		Multi:Weak(3-10) two in 1 maj or 3 suiter 15-18 singl.♦	2♥/♠=pass/correct;2NT= RF1; 3♣ = 5+♥FG ;3♦ = 5+♠ FG ♦ 3♥/♠= pree	Over 2♥/♠ -> 2NT by opener is 3 suiter; over 2NT->3♣-♦wk ♥♠; 3♥/♠= Reverse good ♠♥	
2♥		5		Wk (5-10) 5+ ♥/ 5+ any	2♠= pass or correct; 2NT= R.F1; 3♣/♦= nat.NF; 3♥= pree 3♠=Nat. not forcing		
2♠		5		Wk (5-10) 5+♠/5+ minor	2NT= RF1 3♣ 3♦3♥= nat.F1		
2NT				20-22 BAL.poss.5 major	PUP STAY; transfers; 3♠= both minors (see10)		
3♣		6		preempt; 3 rd /4 th pos.undiscipl.	3♦=R for 3 cards maj (see11)	HIGH LEVEL BIDDING	
3♦		6		preempt; 3 rd /4 th pos.undiscipl.		TURBO / 4NT = RKCB only not in cue action; CUE BID style: 1 st and 2 nd round control, in cue action 4NT TURBO(shows even number of aces) Josephine; Lightner DBLS; BLACKWOOD Forcing pass	
3♥		6		preempt; 3 rd /4 th pos.undiscipl.			
3♠		6		preempt; 3 rd /4 th pos.undiscipl.			
3NT	✱	7		Gambling (solid ♣ or ♦)			
4♣/♦		7		PREEMPT			
4♥/♠		6		preempt			

SUPPLEMENTARY SHEET 1

S01. 1♣⇒1♦= 0-7 pt. 2♥= FG → 2♠ R → 2 NT Bal.25+ poss.any 5°; 3♥ Natural FG 6+ ♥

1♣→1♥/♠/1nt/2♣ (fg) 2♥/♠nat.unbal. →2NT Relay--→ 3♣= 2 suiter artificial strong hand (3♦ R → 3♥=4+♣; 3♠= 4+♦; 3NT = 4+other mayor)
 3♦= 6+♥/♠ (3♥ R→3♠ min./ 3NT max);
 3♥= 5♥/♠+♣ not interesting slam;
 3♠= 5♥/♠+♦ not interesting slam;
 3NT = 5♥/♠+ 4 other mayor not interesting slam

S02. 1♣⇒2♠= 4-7 both minors 2NT=R → 3♣=5/5min.; 3♦=5/5max; 3♥=6♣/5♦; 3♠=6♦/5♣

S03. 1♣⇒2 NT=4-7 both majors 3♣=R → 3♦=5/5 min.; 3♥=5/5 max; 3♠=6♥/5♠; 3NT= 6♠/5♥

S04 1♦→1♥ →1♠/1NT Nat →**2NT SAT** (tr.3♣) ---->PASS = weak in ♣; 3♦=5♥+5♦ FG; 3♥=5♥+5♠ FG; 3♠=5♥+4♠+ any sgl.FG(If opener bid 1♠)or 6+♥/ 5+♠; 3NT=6+♥ good suit not interesting slam; 4♣/♦= cue bid 6+♥; 4♥ = nat.6 cue ♠

1♦→1♠ →1NT Nat →**2NT SAT** (tr.3♣)→ PASS = weak in ♣; 3♦= 5♠+5♦ FG; 3♥= 5♠+5♥ FG; 3♠=5♠+5♣ FG; 3NT=6+♠ good suit not interesting slam;4♣/♦♥= cue bid 6+♠;

1♦→1♥ →1♠/1NT Nat →3♣/♦= 5♥ + 5♠/♦ NF

1♦→1♠ →1NT Nat → 3♠/♦/♥ = 5♠ + 5♣/♦/♥ NF

1♦→1♥♠ →1NT Nat →2♣R →2X→ 3♥/♠=6+FG not good suit

S05. 1♦→2♣→2♦ minim.bal.
 or 6+♦ 11-14
 or 6♦/4+♣ 11-16
 or 5♦/5♣ 11-14

2♠ = both minors 9/10 cards
 2 NT= bal.12/14
 3♣= 4/5 clubs unbalanced
 3♦ = 6+diamonds 11-14
 3♥/♠=6 diamonds+ 4 clubs singl. ♠/♥

2♥R

1♦→2♣

1♦→2♣→2♥/♠ nat.

See 06

1♦→2♣

1♦→2♣→**2NT** 6♦ bad

suit 14-16

1♦->2♣->**3♣** = 4+♠ 14-16

3♦ R → 3♥ = 5♣/4♦; 3♠=5♦/4♣; 3NT=5♣-5♦

1♦→2♣→**3♦**=6+♦ 14-16

1♦→2♣→**3♥/♠**=6♦+5♥ ♠

1♦→2♣→**3NT**=7♦sgl♣

1♦->2♣

S06.	1♦→2♣→2♥/2♠	2♠ = RFG → 2 NT = 3suiter (3♣ R → 3♦ = 4♣; 3♥ = 4♠; 3♠ = 5♦/4♥ 11/15; 3♦ = 6/4; 3♥/♠/ 3nt = 5/4 max (singl high/singl.low/2-2)
	2NT R->	3♣ = min 5/4 (3♦ R → 3♥ 5-4 singl♥.; 3♠ = sgl ♠; 3NT = 5-4 -2-2); 3♦ = 6♦ + 4♠ (3♥ R-> 3♠ = min.; 3NT = max); 3♥ = max 5-4 singl. ♥; 3♠ = max 5-4-3-1 sgl ♠; 3 NT = max 5-4-2-2;
S07.	1♦→2♠= 5+ ♠/4♥ 9-11	2NT= R F1→ 3♠=min.5♠/4♥(-->3♦ R→ 3♥=5-4- sgl♦; 3♠=sgl♠, 3 NT=2-2-) 3♦=6♠/4♥; 3♥=max 5-4- sgl♦; 3♠=max sgl ♠; 3NT= max 2-2
S08.	1♥1♠→ 3NT/4♠/4♦=	4+ supp.+ singl.or void in ♣♦ other major not interesting slam
S09	2♣→2 NT=Transfer 3♣	Pass= weak support; 3♦ = 6+♦ FG ; 3♥ = 5-5 ♥ +♦; 3♠ = 5-5 ♠+♦ ; 3 NT = 5-5 ♥+♠ FG; 4♠ = strong support; 4♦=5-5 ♥+♠ very strong
S10.	2NT(Strong Bal.)	3♣ = R.puppet ; 3♦ = Tr.♥; 3♥=Tr.♠; 3♠= both minors; 3NT=to play; 4♠=tr. ♥; 4♦= tr. ♠; 4♥= tr.♣weak; 4♠=tr.♦weak; 4 NT= invite to slam 3♣ R → 3♦ = 1 or both may; 3♥=no 4/5 may(→3♠=tr.x 3NT; 3 NT=5♠+4♥); 3♠ = 5♠ ; 3NT = 5♥;

S12	1♦opp.→2♣ -pass-	2♦=R; 2♥2♠= nat.; 2NT= support + stop ; 3♣=weak support; 3♦= support clubs short in ♦; 3♥/3♠=fit showing
	1♥ opp.-->2♣ -pass-	2♦=R; 2♥= good support; 2♠=nat; 2 NT =stop+ support; 3♣=weak support; 3♦/3♠=fit showing; 3♥=short in ♥,
	1♠ opp.-->2♣ -pass-	2♦=R; 2♥=nat.; 2♠=good support; 2 NT = stop+ support; 3♣=weak support 3♦/3♥=fit showing; 3♠=short in ♠,
	1♥ opp.-->2♦ -pass	2♥=R; 2♠=Nat.; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=short in ♥
	1♠ opp.-->2♦ -pass-	2♥=nat.; 2♠=R; 2NT= stop + support; 3♣=nat. ; 3♦=weak support; 3♥=fit showing; 3♠=short in ♠

S14 1♥→2♣ R

→2♦ min.no 4♠

→2♥=5+♥/4♠10-16

→2♠=14-16 4+♦

→2NT 14-16 5+♥

→3♠ 4 14-16

→3♦ 6♥/4 ♣14-16

→3♥ 5-5 ♥+♠14-16

→3♠ 5-5 ♥+♠11-16

→3NT

2♥ R→ 2♠ = 5+♥ / 4+♦ 11-13; 2NT = 5+♥ 11-14; 3♣ = 4+♠; 3♦ = 6♥+4♠; 3♥=5♥+5♠singl♠.; 3♠=5♥+5♠singl♦.

2♠ R→ 2NT=5-4-4; 3♣=5/4min.; 3♦=6-4; 3♥5-4 max singl. ♦; 3♠=5-4 max singl. ♣ 3NT=5-4 2-2 max

2 NT R→ 3♠=5-4; 3♦ =6-4; 3♠ =5-5 singl. ♠; 3NT=5-5 singl. ♦

3♠R→3♦=6♥ + singl. 3♥=6♥ + no singl ; 3♠ =5♥ with 3 cards in ♠; 3NT= 2 cards in ♠;

3♦R→ 3♥=5-4-singl. ♠; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♠; 3NT=singl. ♦

S16 1♠→2♣→2♦ min.

→2♥ 5♠+4♥11-16

→2♠ .5+♠/4+♦+14-16

→2NT 5+♠ 14-16bal

→3♠ 4+♠ 14-16

→3♦ 6♠ 4 ♣14-16

→3♥ 5-5 ♠ ♣14-16

→3♠ 5-5 ♠ ♣14-16

→3NT

2♥ R→ 2♠ = 5+♠ /4+♦11-13; 2NT = 5+♠ 11-14; 3♣ = 4+♠; 3♦ =6♠ 4+♦; 3♥= 5♠+5♠; 3♠ = 5♠+5♠; ; 3NT= 3 suiter (no other major)

See S17**2 NT R**→ 3♠=5-4; 3♦ =6-4; 3♥ =5-5 singl♥. 3♠ =5-5 singl. ♠;

3♠R→3♦=6♠ + singl. 3♥=6♠ + no singl ; 3♠ =5♠ with 3 cards in ♠; 3NT= 2 cards in ♠;

3♦R→ 3♥=5-4-singl. ♥; 3♠=5-4 sgl♦; 3NT=5-4 -2-2

3♥R→3♠=singl. ♥; 3NT=singl. ♦

S17 1♠→2♣→2♥ 5♠+4♥
11-16

2♠ R

→2NT=3suiter or 5-5 minimum→3♠R→3♦=4♠; 3♥=4♦ 3♠=5♠5♥ sgl♦; 3NT=5♠-5♥sgl♠

→3♠=min.-->3♦R→3♥=5-4 singl♦.; 3♠=5-4 singl. ♠; 3NT=5-4-2-2

→3♦=6♠+4♥→3♥R→3♠=min.; 3NT=max;

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→3NT=5-4-2 2max

2NT R (supp. ♥) →3♠=min.-->3♦R→3♥=5-4-1-3; 3♠=5-4-3-1; 3NT=5-4-2-2

→3♦=6♠+4♥→3♥R→3♠=min.sgl♦; 3NT=min.sgl♠; 4♠=max sgl♦; 4♦=max sgl♠

→3♥=5-4-1-3max;

→3♠=5-4-3-1max;

→3NT=5-4-2 2max

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat style
2 level sound
Reop. 1 level nat .2 level sound
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2°= 15 17 – resp. Trf - Stayman
4°=10-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
medium up to top. values (10- 14) or two suiter (Ghestem)
Reopen: as 2°
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1 ♣-2 ♣ nat. others jump cue: Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
Versus str.nt=! either ♣ or 5-4 M—2 ♣=either ♦ or 5-5 M—2 ♦=1 M—2 ♥-2 ♠=two suiter with 1 m.—2 nt =two suiter m.
Versus weak nt !=13+ 2♣ Landy, others as above
Weak nt !=answers from 2nt up in trf; but 2 ♣=no 5 cards+ any
Reop. 1nt p-p-! >-2 ♣ no5 cards any other level 2 nat; from 2nt and up transfer bids
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Nat- cue=two suiter –jump=two-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Weak jumps
OVER OPPONENTS' TAKEOUT DOUBLE
!!=9 hcp+--new suit f1 round
See note 9

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Highest from 3 small-2° or 4° others	same	
NT	Attitude	Standard count	
Subseq	Reverse count		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A Kxx	AKxxx	
King	AK KQxx	AKJ10x-KQJxx	
Queen	QJxx	KQxxx-QJ10xx	
Jack	J10xx-HJ10xx	J10xx-HJ10xx	
10	109xx-H109xx	109xx-H109xx	
9	9xx-H98xx	Like suit	
Hi-X	smaller		
Lo-X	smaller		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	rev count	rev count	rev count
Suit 2	odd	odd	odd
3			
1			
NT 2	Same lavinthal		
3			
Signals (including Trumps): rev count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Nat style 2° seat-4°seat=!8-11 hcp or 15+--1nt=10-14-- 1 suit nat--ghestem			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1x-1y-!-!= top card.in y			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Vanuzzi Marilina-Uggeri Paolo
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards major—1nt 15-17 possible 5 major
1♣ at least 2 cards ---- 1♦ 4+ cards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 ♣ gf.any or bal 24+---2 ♦ weak in one M or bal 22-23
2 ♥/♠ two suiter ♥/♠+minor 5+5 7-11
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		10 -21or bal.or nat	2♣fg-2♦weak in♥or♠-2♥=5+♠4♥3-8hcp-2♠two suiter minor lim-2nt pre♠-3♣ inv.	1♣-2♣ See note 10 —1♣2♦-2♥/2♠ pass or correct; 2nt=rf.ask for points and distr.—1♣2♥-2nt=rf.—1♣2♠-2nt=rf.	
1♦		4		10 21	2♣fg 2♦weak♥♠ 2NT pre♦/strong 3♦inv		
1♥		5		10 21	2♣fg.r.-2♦or nat fg.or♥supp.weak-2♥7-11hcp♥supp. 2♠nat strong.2nt 4+♥lim+ 3♣,♦lim.3 pre	1-♦2♣ see note 1 .others as 1♣ 1♥-2♣-2♦ min --1♥-2♦ see note 2 -1♥-2nt see note 3	
1♠		5		10 21	As above(2♥either nat strong or weak♠ supp.)	As above	
INT				15 17 any 5 cards	2♣nf. Stay-2♦-2♥-2♠-2nt trf.3♣3♦str.6 cards singl. M—3♥3♠=5-4m.singlM.4♠=gerber. 4♦bothM -4♥/♠ nat.	See note 4	
2♣		0		Fg umbal or24 + bal	2♦waiting; others until 3♦3 or more controls, 2♥=5♠, 2♠=5♥, 2NTa balanced, 3♠=5♦, 3♦=53♥=6♠(2topHon); 3♠=♥	See note 5	
2♦		0		Weak one suit major or 22 23 bal	2♥-2♠=pass.or correct—2nt= Rf1 round—3♣3♦=nat f. 3♥-3♠= pass or correct. 4♠= ask suit in trf.- 4♦=ask suit nat	See note 6	
2♥		5		7-11 with minor (5-5)	2nt=R f 1 round other nat f 1 round	See note7	
2♠		5		7-11with minor (5-5)	As above	See note 7	
2NT				20-21 may 5 cards major	3♠=puppet stay. 3♦-3♥=trf—3♠=trf to 3nt 3nt = two suiter M	See note 8	
3♣		6		preemptive	New suit f.		
3♦		6		preemptive	As above		
3♥		6		preemptive	As above		
3♠		6		preemptive	As above		
3NT				gambling	4♣ pass or correct-		
4♣				Namyats♥	4♦= R f. 4♥=to pass		
4♦				Namyats♠	4♥=R f. 4♠= to pass		
4♥				nat			
4♠				nat			
4NT				Good 5♣ or ♦ 9/10 tricks		HIGH LEVEL BIDDING	
5X				nat		Turbo= nt is even nr. of aces—cue-kcb-Josephine. Exclusion Blackwood (0-1-2)	

Supplementary Sheet

Note 1) 1 ♦-2 ♣ GF

2 ♦min>>>>>>>>>2 ♥=R >2 ♠=5 ♦+4
2nt 12-14bal
3 ♣=5 ♦+4 ♣
3 ♦=6+ ♦
3 ♥=4 ♦+4 ♣+ 4 ♥
3 ♠=4 ♦+4 ♣+4 ♠

2 ♥=three-suiter singl. ♣

2 ♠=5 ♦+4M(15+)

2nt=18-19 bal

3 ♣=5 ♦+4 ♣(15+)

3 ♦=6+ ♦ (15+)

3 ♥-♠=three-suiter singl ♠/ ♥

Note2) 1 ♥-2 ♦= either nat f. or weak ♥ supp.-----1 ♠-2 ♥= either nat f. or weak supp in ♠

2 ♥= up to 16 others medium/2NT strong 2 ♠=up to 16 others medium/2NT strong

Note 3) 1 ♥or ♠-2 nt=4 cards supp. from lim. to strong

3 ♣=slam inv.

3 ♦=game inv.

3 ♥-♠=weak

Note4) int-2 ♣

2 ♦=noM>>>>>>>2 ♥ no f.

2 ♠ fR

1nt-2 ♣(both M opp.) != TO

2 ♦=s.o. ♦

2 ♥- ♠=stop

2nt=5-4 m inv+

3 ♣=5-5m weak

3 ♦=5-5m inv+

3 ♥= strong with ♣

3 ♠= strong with ♦

1nt-2M(opp.) 2nt trf ♣

3 ♣=trf ♦

3 ♦/♥=trf

3 M(overcall): stayman

3 other M= asks for stop

1nt-2 ♦(multi opp.) 2nt= trf ♣

3 ♣=trf ♦

3 ♦=trf ♥

3 ♥=trf ♠

Note5) 2 ♣ - 2 ♦

2 ♥ = NAT or R → 2 ♠ R → 2SA = bal 26+

3 ♣ = two-suiter 5♥+4x SLAM TRY → 3 ♦ R no fit ♥→3♥= 4♣; 3♠=4♦; 3SA =4 ♠;4 ♣/♦=5♥ 4♠ 4♣/♦

3 ♥ = fit ♥ + ♣ → 3 ♠ = 4♦; 3SA = 4 ♠

3 ♠ = fit ♥ + ♦ → 3SA = 4 ♠

3SA = fit ♥ + ♠

Others = 4+ ♥ no 4 cards in other suit

3 ♦ = 6 ♥ → 3 ♥ = 1 Honour → 3 ♠ asks → 3SA = 1 single H → 3 ♠ R → 3NT bare H; cue Hx or Hxxx

3 ♠ = xx

cue = xxx(x) ♥

3 ♠ = 5 ♥ + 4 ♦ no Slam try

2SA = bal 24-25

3 ♦ = 6 ♦ or 5 ♦ + 4 ♣ -> 3 ♥ R 3 ♠ = ♦ + ♣; 3NT one suiter ♦

$$3 \heartsuit/\spadesuit = 5 \diamond + 4 \heartsuit/\spadesuit$$

2 nt=fR>>>>>>>>>>3 ♣ =min ♥

3 ♦ = min ♠

$$3 \heartsuit = \max \spadesuit$$
$$3 \spadesuit = \max \heartsuit$$

3nt= solid suit any

4 ♣ =22-23 either 5m or 44m

4 ♦ = 22 23 either 1 or 2 M

4 ♥ / ♠ =22 23 with 5 ♥ /5 ♠

$$4nt = 4m - 3 - 3 - 3$$
$$3\spadesuit - 3\heartsuit = f \text{ nat}$$

3 ♥ -3 ♠ =pass or correct

4 ♣ = ask suit in trf(4nt answer if strong bal)

4 ♦ = ask suit direct(4nt if str. Bal)

Note7) $2 \heartsuit / \spadesuit - 2nt = \text{ask R}$

Note8) 2nt-3 ♣ = modified Puppet>>>>>>>>>>>>3 ♥ (no 4/5 M)>>>3P = trf to 3 NT ; 3NT = 5 ♠ + 4 ♥

Note 9) 1 ♥ - DBL (opp)>>>>>>>>>> 1NT = ♣ or lead ♣ + 3 cards fit

2 ♣ = ♦ or lead ♦ + 3 cards fit

2 ♦ = 8-11 fit ♥

2 ♥ = 3-7 fit ♥

2 NT= 4 cards fit inv and up

$$3 \clubsuit / \diamond = \text{nat. inv.}$$

1 ♠ - DBL (opp) >>>>>>>>>> 1NT = ♣ or lead ♣ + 3 cards fit

$2 \clubsuit = \spadesuit$ or lead $\spadesuit + 3$ cards fit

2 ♦ = ♥ or lead ♥ + 3 cards fit

2 ♥ = 8-11 fit ♠

2 ♠ = 3-7 fit ♠

2 NT= 4 cards fit inv and up

$$3 \clubsuit / \diamond = \text{nat. inv.}$$



Note 10) 1 ♣ - 2 ♣ GF >>>>>>>>>>>>>>> 2 ♦ = 4 meanings: >>>>>> 2 ♥ R >>>> - 2 ♠ = ♣ + ♦ >>>> 2NT R >>> 3 ♣ (min. 5♣ + 4♦)>>> 3♦ R >>> 3 ♥ = 2-2-5-4; 3 ♠ = 1-3-4-5; 3NT=3-1-4-5

1) min/max ♣ + ♦ - 2NT = bal 12-14 >>> 3 ♣ R >>>> 3 ♦ (1 or 2 M) >>> PUPPET ; 3 ♥ = 4 ♥ +4; 3 ♠ = 4 ♠ +4♣ ; 3NT=4/5♣

2) 12-14 bal. - 3 ♣ = 6 ♣ 11-14

3) min 4-4-4-1 singl. ♦ - 3 ♦ = 11-14 4-4-4-1 singl, ♦

4) min 6+ ♣

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	
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				
Reopening = suit 7/13, double 7/10 or 14+ any, 1NT = 11-14					PLAYERS: M. Chavarria – A. Gandoglia	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS				
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	GENERAL APPROACH AND STYLE: NATURAL 5 cardmajor	
		King	KQJ; KQ109; AK;	KQJx; KQ109x; unblock A/J		
Reopening: 11/14 balanced (also without stop)		Queen	QJxx; Qx	KQ10x; QJ10; QJ98	1♣ = 2+ cards (if balanced 11/14)	
Responses: Only cue is forcing		Jack	J109; J108; Jx	J109x; J1087x	1♦ = 10/21 4+ cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Natural	Natural	1♥ = 10/21 5+ cards	
1-Suit: medium (5/10 hcp) 6(+) cards		9	Natural	Natural	1♠ = 10/21 5+ cards	
		Hi-x	Even	Even		
		Lo-x	Odd	Odd		
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	UDCA	UDCA	Odd= encourage
			2			
Over 1M = Ghestem, JUMP = ask stopper			3			
		NT	1	UDCA	UDCA	Odd= encourage
			2			
			3			
VS. NT (vs. Strong / Weak; Reopening: PH)					2 OVER 1 Response: FORCING GAME	
Double = 4/5+ maj/minor (Vs weak NT = T/O) 2♣ = 5/4+ ♥/♠		Signals (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)					Op. 2♦ = 18/19 bal	
3♣/3♦ = 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 1♣ - 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 A. Gandoglia			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
1♣	*	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♠ - 1NT - 2♣ = F1 (Gazzilli) 1♠ - 1NT - 2NT = 6-4min 16+ 1♠ - 1NT - 3♣/♦ = 5+-5+ 16+	
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♠	
2♣	*	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	
2♦	*	2	4♥	Balanced 18/19	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♥/4♠ = slam try with 6+♥/♠/♣/♦	2NT-3♣-3♥ = no majors; 2NT-3♣-3NT = 5♥	
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 ♣ trumps
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		

