

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style Natural;				
Responses New suit = 7 to 14 hcp, not forcing;				
1NT = 9 to 14 hcp constructive, not forcing ; CUE-BID = F1R 10 up;				
JUMP CUE-BID = better limit raise; JUMP 2NT = limit raise;				
IN BAL. POS. same two suiter overcalls(Ghestem).				
Responses				
TAKE-OUT DOUBLE - General Style DISTRIBUTIONAL				
Responses CUE-BID = F1R ; 1NT constr. over 1♣, 1♦ & 1♥ ;				
JUMP NEW SUIT = invitational. but not forcing;				
IN BAL. POS.				
Responses				
1NT OVERCALL	Responses	Other meanings		
2nd pos. 15 to 18	SYSTEM ON			
4th pos. 11 to 14	CUE-BID = f1R ;	new suit = not forc.;		
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	only n.v.	#		CUE-BID
TWO SUITERS	against v.	#		2NT, 3♣
Responses 2nt = forcing 1 round ;				
UNUSUAL NT 2nt in jump = over 1 minor = ♥ + other minor ;				
Responses over 1 major = two suiter in the minors ;				
DIRECT CUE-BID STYLE two-suiter at least 5 - 5 ;				
1♣/♦ - 2♦ = ♥ & ♠ ; 1♥/♠ - CUE = ♣ & oth.maj.				
Responses 2NT = f1R ; New suit = invitational ;				
VS NT	Responses	natural or (R)		
see SYSTEM SUMMARY ;				
(SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE)				
VS. PREEMPTS				
natural style;				
VS. ARTIFICIAL STRONG 1§ or 2§ OPENINGS				
Over 1♣ strong ---- DBL. = 4+4+ in the majors ;				
OVER OPPONENTS' TAKE-OUT DOUBLE				
RD = 9 up;				
new suit = Not Forcing;				

LEADS AND SIGNALS					
OPENING	SUIT	3rd/5th;	4th;	Attitude; Rusinow;	
		Others			
LEADS	N.T.	3rd/5th;	4th;	Attitude; Rusinow;	
		Others			
SUBSEQUENT LEADS					
Big letters opening leads vs no-trumps					
Underline leads against suit contracts different					
A <u>k</u>	<u>k</u> Q	QJ	J10	10x	
A kx	<u>k</u> Qx	QJx	J10x	10 ₉	
A kjx	<u>k</u> Qxx	QJ109	J1098	10 _{9x}	
A KJ10x	<u>k</u> QJx	<u>k</u> Q10x	KJ109	98x Xx	
A QJx	KJ10x	KQ109x	K1098	xX _x	
AjxX	KxX	QxX	JxX	10X _x xX _x	
KJxxX	KxxX	QxxX	JxxX	10XX _x XXX _{xx}	
KxxxxX	KxxxX	q109x	JxxxX	10XX _{xx} XXX _{xxx}	
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					
USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					
D = Discouraging, E = Encouraging, S = Suit Preference					
BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					
	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	D	E		
	On declarer's lead	1	2		
	Discarding			E	D
NT	On partner's lead	D	E		
	On declarer's lead	1	2		
	Discarding			E	D
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
			COUNT		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
OPENER DBL.= MAXIMUM HAND but not after					
responder's redouble or a positive response(in this case double is penalty, exception:over 2♦ after 1 major-2♣)					
1 X --- DBL --- ANY --- DBL = 9 + HCP ;					
DBL . = DISCOURAGING AFTER FORCING PASS ;					
LIGHTNER DOUBLES					
SPECIAL FORCING PASS SEQUENCES					
ns 2♣---4maj---PASS=weak or penalty oriented;					
ns 2♣---4maj---DOUBLE=take-out;					



ITALY NCBO LAURIA L. NAME OF PLAYER VERSACE A. NAME OF PLAYER

SYSTEM SUMMARY				
GENERAL APPROACH AND STYLE				
NATURAL 5-CARD MAJORS				
1♣ :MAY BE ONLY 2 CARDS (IF BALANCED)				
1♦ : AT LEAST 4 CARDS				
RESPONSES: 2 OVER 1 FORCING TO GAME				
ARTIFICIAL STRONG 2♣ Response Style natural & relay				
CANAPE:	Open.	All	Strong	Special
	Resp.	Hands	Hands	Sequenc.
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE				
OPENINGS	DESCRIPTION			
OP.1 1♣ →	2♦ = weak in ♥ or ♠			
OP.2 1♦ →	3♣ = limit raise in ♦ ;			
OP.3 1♥ →	2♠ = 6 to 11 hcp two suiter ♣/♦ at least 5-5 ;			
OP.4 1♥ →	2nt = limit raise in ♥, usually 3-cards support;			
OP.6	OTHER SEE SUPPLEMENTARY SHEET page 1;			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE				
CB.1 VS. 1NT (STRONG) DBL: 4 major+minor or strong w major				
2♣ →	Landy			
2♦ →	one major but limited			
2♥ →	5 cards + 4 more cards in minor			
2♠ →	5 cards + 4 more cards in minor			
2NT :> strong with 1 minor				
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE				
Our Overall				
1♣ 1♦ →	2♥ = weak 6♥			
1♣ 1♦ →	2♠ = weak 6♠			
PSYCHICS OPENINGS Rare OTHER 3 position				
OCCASIONALLY Light Opening				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1♣	*	2	5♦	10 to 22 hcp 2 or more ♣;	1♦/1♥/1♠/1NT = NATURAL; 2♣ = FTG 4+S; 2♦ = multi: weak(3 to 9 hcp) 6+♥/♠; 2♥ = 4 to 9 hcp 5+SP and 4H 2♠ = invitational 6+♣; 2NT = invitational; 3♣ = preemptive;	1♣ --- 1♦ --- 1♥ / 1♠ = 4+ cards, forcing 1 round; 1♣ --- 1♦ --- 2nt = 16 to 18 hcp one suited ♣; 1♣ --- 1♦/♥ --- 3♣ = 13 to 16 hcp 1suited good ♣; 1♣ --- 1♥/♠ --- 1♠/nt --- 2♣ = relay other SEE SUPPLEMENTARY SHEET Nr.2	SYSTEM ON
1♦		4	5♣	10 to 22 hcp at least 4♦;	1♥/1♠/1NT = NATURAL; 2♣ = FTG 4+S or fit in " "; 2♥ = 4 to 9 hcp 5+SP and 4H 2SP = FTG with 5+ diamonds 3♣ = limit raise;	1♦ --- 1♥ --- 2♠ = 16up without 4+♣ & 4+♠; 1♦ --- 1♥ --- 2nt = 16 to 18 hcp one suited ♦; 1♦ --- 1♥/♠ --- 3♦ = 13 to 16 hcp 1suited good ♦; 1♦ --- 1♠ --- 2♥ = 16up without 4+♣; 1♦ --- 1♠ --- 2nt = 16 to 18 hcp one suited ♦;	
1♥		5	4♦	10 to 21 hcp at least 5♥;	1♠/1NT = NATURAL; 2♣ = FTG 4+S or balanced; 2♦ = FTG 5+♦; 2♠ = 6 to 11 hcp 2-suiter in the minors(5+5+); 2NT = limit raise (3-4 cards);3CL=6-9 4 cards other SEE SUPPLEMENTARY SHEET Nr.1	1♥ --- 1♠/nt --- 2♣ = weak with 4+♣ or strong any; 1♥ --- 1♠/nt --- 2nt = strong 5-5 or 6-4 with a minor; 1♥ --- 1♠/nt --- 3♣/♦ = 13 to 15 hcp good 5-5; 1♥ --- 1♠/nt --- 3♥ = 13 to 15 hcp good one suited;	
1♠		5	4♥	10 to 21 hcp at least 5♠;	1NT = NATURAL; 2♣ = FTG 4+S or balanced; 2♦ = FTG 5+♦; 4-card support ♠; 2♥ = natural FTG 2NT = limit raise 3 or 4 cards 3CL= inv with 6 cards in H	1♠ --- 1nt --- 2♣ = weak with 4+♣ or strong any; 1♠ --- 1nt --- 2nt = strong 5-5 or 6-4 with a minor; 1♠ --- 1nt --- 3♣/♦/♥ = 13 to 15 hcp good 5-5; other SEE SUPPLEMENTARY SHEET	
1 N			4♦	15 to 17 hcp bal	2♣ = relay; 2♦/2♥/2♠/2NT = TRANSF.; 3♣ = invitational two-suiter 5+♥ & 4♠; 3♦ = invitational two-suiter 5+♠ & 4♥; 3♥ = invitational two-suiter minors(5+4+); 3♠ = forc.game two-suiter minors(5+4+); 4♣(♥)/4♦(♠) = texas;	SEE SUPPLEMENTARY SHEET Nr.2 SEE SUPPLEMENTARY SHEET Nr.2 SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) CUE-BIDS (MIXED, 1st & 2nd Round Control) / SPLINTERS / TRANSFER SPLINTERS / ROMAN KEY CARDS BLACKWOOD / 5♥ & 5NT SPECIAL JOSEPHINE G.SLAM TRY /	
2♣	*	0	4♥	Game Forcing	SEE SUPPLEMENTARY SHEET Nr.2	LONG SUIT TRIES /	
2♦	*	2	4♥	18 to 20 hcp balanced;	SEE SUPPLEMENTARY SHEET Nr.3	DBL. DISCOURAGING AFTER FORCING PASS;	
2♥		6	3♦/3♥	weak in ♥			
2♠		6	3♦/3♥	weak in ♠			
2 NT	*		4♦	20-21 hcp balanced;	SEE SUPPLEMENTARY SHEET Nr.4	FORCING PASS / FORCING PASS AFTER 2♣ OPENINGBID / TURBO WITH CLUBS TRUMP / DOPI-ROPI	
3 NT	*		PENALTY	Preempt. in a minor;	4♣ = NF RELAY; 4♦ = RELAY forcing;	LIGHTNER DOUBLES /;	
4 x	*	0	PENALTY	Preempt.;	natural & cue-bids;		



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SUPPLEMENTARY SHEETS

SHEET Nr 1

Special responses after a 1-major openingbid:

1♥ → 3♣ = LIMIT RAISE 4-CARDS SUPPORT;

1♥ → 3♦ = SPL (SING) IN ANY SUIT

1♥ → 3♥ = PREEMPTIVE;

1♥ → 3NT(♣)/4♣(♦)/4♦(♠) = TRSF SPLINTERS (VOID)

1♠ → 3♣ = INVITATIONAL 6♥;

1♠ → 3♥ = LIMIT RAISE 4-CARDS SUPPORT;

1♠ → 3♠ = BA ;

1♠ → 3NT(♣)/4♣(♦)/4♦(♥) = TRSF SPLINTERS (VOID)



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SUPPLEMENTARY SHEETS

SHEET Nr 2

SUBSEQUENT AUCTION(continue)

1 ♣ Opening Bid:

1 ♣ --- 1 ♥ --- 2 ♦ = 16 up 5+ ♣ & 4 ♦ 0-2 ♥ , or 16 up 6+♣ 0-2 ♥ ;

1 ♣ --- 1 ♥ --- 2 ♠ = 16 up 4+ ♣ & 3+ ♥ ;

1 ♣ --- 1 ♥ --- 2nt = 16 to 18 hcp one-suited ♣;

1nt Opening Bid:

1nt --- 2 ♣ --- 2 ♦ = min. without majors or 4♠;

1nt --- 2 ♣ --- 2 ♥ = max. without majors or 4♥;

1nt --- 2 ♣ --- 2 ♠ = min. with 4♥ & 4♠;

1nt --- 2 ♣ --- 2nt = max. with 4♥ & 4♠;



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SUPPLEMENTARY SHEETS

SHEET Nr 3

RESPONSES(continue)

2 ♦ Opening Bid:

2 ♦ --- 2 ♥ = 4+ ♠ or slam try 6+♣/♦/♠;

2 ♦ --- 2 ♠ = 4+ ♥;

2 ♦ --- 2nt = transfer to 3 ♣ :

a) sign-off in ♣ or ♥;

b) slam try 6+♥;

c) slam try balanced;

2 ♦ --- 3 ♣ = a) asking for majors;

b) 5+♥ 4♥;

2 ♦ --- 3 ♦ = 5+♠ 4♥;

2 ♦ --- 3 ♥ = forcing to game two-suite in the minors singleton or void in ♥;

2 ♦ --- 3 ♠ = forcing to game two-suite in the minors singleton or void in ♠;

2 ♦ --- 3nt = forcing to game two-suite in majors at least 5-5;

2 ♥ Opening Bid:

2 ♥ --- 2 ♠/3 ♣/3 ♦ = natural forcing 1 round(after an overcall = not forcing);

2 ♥ --- 2nt = relay;

2 ♠ Opening Bid:

2 ♠ --- 2nt = relay;

2 ♠ --- 3 ♣ = forcing 1 round 5+♥ (after an overcall = not forcing 6+♣);

2 ♠ --- 3 ♦ = natural forcing 1 round(after an overcall = not forcing);

2 ♠ --- 3 ♥ = forcing 1 round 5+♣ (after an overcall = not forcing 6+♥);



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SUPPLEMENTARY SHEETS

SHEET Nr 4

RESPONSES(continue)

2nt Opening Bid:

2nt --- 3 ♣ = Puppet Stayman;

2nt --- 4 ♣ = slam try 6+ ♥;

2nt --- 4 ♦ = slam try 6+ ♠;

2nt --- 4 ♥ = slam try 6+ ♣;

2nt --- 4 ♠ = slam try 6+ ♦;