

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Responses: new suit NF (except on 3 level overcalls)
vs.1♣op: X= 4+♠4+any; 1♦= 4+♥4+any; 1M= 5+ (3 <sup>o</sup> : NV and vs art.)
1NT= 5+♦4+♣; 2NT= 6♣4♦; Pass maybe nat or any 15+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18p; reopening 12-15p; Responses: stayman, TRS, 2♠INV.bal/6m
2NT overall 17-19; reopening 14-17 (if Jumping: 20-22p)
Responses: cuebid = 4M (or 3♣ vs artificial openings)
TRS (3♦= ♠ vs.2♥ opening; 3♥= ♣ vs.2♠ opening)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak (7-10p); good hand vs.2 openings
2NT: 5♦5♠; 5+♣5+♥ on 1♦ opening
3NT: 6+ minor with stopper; 3 cuebid: 6+minor without stopper
Reopen: 9-12p.; 2NT= 20-22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
vs.1♥: 4/5♠.6+minor. Responses: 3♣= INV.fit minor; 3♦= INV.4+♠
vs.1♠: 5♥5♣(3♣= 5♥5♦).Responses: 3♦=INV.3+♥; 2NT asks strenght
vs.1♦: 5+♥5+♠. Responses: 3♥♠= INV.; 2NT asks for strenght
vs.1♣: 6+♣
<b>VS. NT (vs. Strong/Weak; Reopening;PH) always:</b>
X: 4/5♥.4/5minor or 4+♥4♠ or 6♥, or any strong hand
2♣: 4/5♠.4+♣
2♦: 4/5♠.4+♦
2♥: 4+♥.5+♠
2♠: 5+♠ (maybe 6♠.4/5minor); 4♣/♦: 6minor.5♠
2NT: 5+♣5+♦; 3♣♦♥♠: 6+ weak hand (good vs. Weak NT)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
vs.3♣: 4♣=5.5+M; 4♦= 5+♦.5+M. vs.3♦: 4♦= 5+♥.5+♠
vs.3♥: 4♥=5♠.5minor; 4NT= 5.5+minors vs.2♥♠: 3♥♠= 6+ minor
vs.3♠: 4NT/4♠= 5♣.5♦/minors 6.4; 4♣♦= 5 <sup>^</sup> .5♥ (same vs.2♥♠ op.)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.1♣ system on
vs.1♦2♣♦: X=5/6M; 1or 2suit:4+.4+upper suit; NT=♣♦; Jump weak
vs.1♣-1♦negative same
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
new suit: NF; XX= 9+p.
on 1♥♠: TRS 1♣ - (X) -1♠/2NT= 5+♦ / 5+♦4+♣
on 1♦: natural 1♦ - (X) - 3♦/2NT= INV/weak (FLIP FLOP)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from H; xX; Xxx(x)	3 <sup>rd</sup> ; attitude if raised	
NT	3 <sup>rd</sup> /5 <sup>th</sup> (4th when 3 <sup>rd</sup> too high)	count; attitude if raised	
Subseq	attitude	attitude	
Other:			
<b>LEADS</b>			
	Vs. Suit	Vs. NT	
Ace	asks for attitude	asks for attitude	
King	asks for count	asks for unblock or count	
Queen	QJ(x); KQweak suit; AKQ(x)	QJx; KQweak suit; AKQ(x)	
Jack	J10(x)	J10(x)	
10	109(x); KJ10(x); AJ10(x)	109(x); KJ10(x); AJ10(x)	
9	H109(x); H98(x); J98(x)	H109(x); H98(x); J98(x)	
Hi-X	Xxx(x)	even (or MUD odd)	
Lo-X	xX; HxX(xx)	HxX(x); HxxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude (count on K)	count	attitude / count
Suit 2	count	attitude	count
3			count
1	attitude (count on K)	rev.Smith + Lavinthal	attitude / count
NT 2	count	Lavinthal	count
3		count	count
Signals (including Trumps): Trumps: suit preference; high= odd, low= even			
Low: encourages; odd cards			
High even/odd: suit preference high/low; even cards			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Responsive X up to 4♦ or 4♥ on minor opening/overcall			
Take out X " " " " " "			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
vs Splinter: X= lead suit under the splinter (except NV vs Vuln)			
vs slam: X = lightner or shows tricks			
vs cuebid of our raised suit: X= asks for a lead in a new suit			
when overcall is doubled: XX shows A or K			
when majors raised in both lines, X on right opponent ♠ = invite to 5♥			
(except after splinter or 2NT Jacoby)			

CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: ITALY</b>
<b>PLAYERS: DI FEBO T. – VECCHI L.</b>
<b>EVENT WORLD GAMES</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♠ = 1+ 1♦ = 5(4)+ 1♥♠ = 5+ 1NT= 15-17 2NT= 20-22
2♣ = FG (23+ balanced; 22+ unbalanced)
2♦ = 6♥/♠, 6-10p.; 6+♠/♦, FG; 20-22p. balanced (no 5M)
2♥♠ = 5+♥♠.5+♣♦, 7-10p
3NT gambling = AKQ minor without stopper on side
2 over 1 responses FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
overcalls vs opponent 1♣ opening:
-X = 4+♠.4+any, <15p.
-1♦ = 4+♥.+any, <15p (when ♥♠: 5+♥.4♠)
-1M = natural; maybe 3 <sup>o</sup> +5/6minor when NV and vs 1♣ artificial
-1NT = 5+♦.4+♣, <15p.
-2NT = 6♣.4♦, <15p.
-2♣♦ = 6+, 8-13p.
-2♥♠ = 6/7, 7-11p.
-Pass = natural or maybe any 15+p.
TRS after 1♣♦ overcalled, and after 1M- (X)
on opponent 1♠ opening: -2♠=5♥.5♣; -3♠= 5♥.5♦; -2NT= minors
on opponent 1♥ opening: -2♥= 4/5♠.6minor; -2NT= minors 5.5
on opponent 1♦ opening: -2♦=5♣.5♥; -2NT=5♣.5♥; 3♣/♦=5♠.5♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
when opponent preempt 5M or 6minor, on our take out X ,
pass is forcing
<b>IMPORTANT NOTES</b>
to bid after a forcing pass, when partner X, is stronger than a direct bid
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		1	4♥	11-21p.	2♣:4+FG; 2♦:6M,weak; 2♥:4♥5♠+,4-8p; 2♠:5♥5♠+FG	XYZ; 1♣-1M,3♥4♦: void; 1♣-1M,-3♣: 6♣fit3°;	
					3♣♦:6+,8-10p; 3♥♠:7^,weak; 2NT:4♣,11-12; 3NT:4♦,13-14p.	1♣-1M,-2♦: 6♣ or 5♣4♦ or 3 suiter,16-21p. or 18-19 balanced	
1♦		5(4)	4♥	11-21p.	2♣: 6M,weak; 2♥: 4♥5♠+,4-8p; 2♠: 5♥.5♠+FG; 2NT:5.9,4+♦; 3♣:INV..(3)4+♦; 3♥♠/4♣ = splinter	XYZ;1♦-1M,-3♥4♣void;1♦-1M,-3♦:6♦,fit3°;1♦-2♣,3NT: fit	
					3♣:6+,8-10p; 3♥♠4♣:shortness; 3NT:4♦,13-14p	1♦-1M,2♣:15-17+,6♦no fit, or 5♦.4♣, or bal.18-19;	
1♥		5	4♦	11-21p.	1NT:Nf; 2♣:4/5♠6m,4-10p; 3♠NT4♣/♦: short ♦♣♠/♣+♦ctr.	1♥-1♠,-3NT:fit ♠,18-21p; 1♥-1♠,-4♣♦void, fit ♠, 17-21p	2♣ rDrury,fit 3+
					2NT:fit 3°+,INV+; 3♣♦:6^,8-10p; →same on 1♠ opening	1♥-1♠NT,-3♣♦:5.5,15-17; 1♥-1♠NT,-2NT:6♥4m, 15-21p.	
1♠			4♦	11-21p.	1NT:F1; 2♠:8-10p; 3♥NT4♣/♦: short ♥♥♠/♠+♦ctr.	same “ “ “ “ “ “; 1♥♠-1♠NT,-2♣Gazzilli	same “ “
INT			4♥	15-17p.	2♣stayman; 2♥:4+; 2♠INV: bal.(no M) or 6+minor; 4♣♦:6+♥♠	1NT-2♣,-2♥-2♠asks; 1NT-2♣,-2♠-3♠asks; smolen	1NT-2♣-(2M)
					2NT/3♣:5♣/♦5any or 5.4m.3♥/♠; 3♣:5♥5♠; 3M:4^short other M	1NT-2♣(X):system on with stopper, pass without	inverted X
2♣	*	0	4♥	FG: 23+balanced, less than 4 losers	2♣relai; 2♥:5+,1+ctr;2♠:6+any or 6♠4♥; 3♥/♠: any 6+AKQ/J	2♣-2♥,-3♣: minors 5.4+ /-3♣: minors 5.5 /-3NT:5♦4♣min	X: shows Ms
					2NT: 5♣5any,6+p; 3♣: 5♦5M or 6♠4♥; 3♦:5♥5♠	2♣-2♥,-3♦: 5♦4♣4♠(-3♥:5♦4♣4♥after 2♦); 2♣-2♥,-2M: 4+	
2♦	*	0	4♥	6M, 6-10p. 6+m,FG	2M: reject; 2NT: asks; 3♣/♦:5+♥/♠,13+p; 3♥:5♥5♠, 7+p. FG	2♦-2NT: -3♣♦=6♥♠/-3♥/♠=6♣♦; 2♦-3♥,-3♠=fit in 1M,strong	
					3♣: 6+♠, 13-15p. INV.		
2♥		5		5+♥5+minor, 7-10p.	2NT: asks (maybe weak); 3♣: minors, INV; 3♦: fit ♥,INV	2♥-3♣,if max: -3♥=6♥/-3♠NT=short ♠/minor (then 4m reject)	
					2♣: 5+♠, F1	2♥-2♠: -2NT/3♠= fit 2°/3°, -3♣♦= no ♠fit (then 3♥TRS,3♠inv)	
2♠		5		5+♠5+minor, 7-10p	2NT asks (maybe weak); 3♣: minors, INV; 3♦:fit,INV; 3♥:INV	2♠-3♣,if max:-3♠= 6♠/-3♥3NT= short ♥/minor then 4m reject	
2NT			4♥	20-22p. (no 5M)	3♥♥TRS; 3♣:4♣4♦+; 4♣♦♥:TRS; 4♠NT5♦:6+♣ (2/3/3+Q, KC)	3♣muppet: -3♦=1/2M, -3♥= no M, 3♠/SA= 4♠/♥.333	
3♣		6		preemt	3♣: asks for stopper; 4♣: slam try; 4♦: 5/6♥.5♠		
3♦		6		preempt	4♣: slam try; 4♦: 5/6♥.5♠, forc.		
3♥		6		preempt	3♣4♣: cuebid; 4♦: 6+♠, slam try		
3♠		6		preempt	4♣♦: cuebid		
3NT	*	7		gambling ♣ or ♦ (max Q on side)	4♣: pass/correct 4♦: asks for s/v (4NT= 7222; 5m = short other minor)		
4♣		7		preempt			
4♦		7		preempt			
4♥		7		preempt			
4♠		7		preempt			
4NT		9		♣ or ♦ (at least AK)	5♣: pass/correct; 5♦♥♠: cuebids (first round)		
5♣		8		preempt		<b>HIGH LEVEL BIDDING</b>	
5♦		8		preempt		cuebids (last train);	
5♥				asking for 2HM		splinter (fit showing after overcalls)	
5♠				asking for 2HM		RKCB 14-30 5NT grand slam try	
						Dynamic Turbo (3/4/5NT, 4minor); Kickback Turbo (minors); Turbovoid	
						(sometimes odd KC when opener shows a strong hand)	
						Quantitative (4NT)	

## 1♣/♦ OPENING

- 1♣/♦ - 1M
  - 1m - 1♥ or 1♣ - 1♦
  - 1♠/NT - 2♣ = forces 2♦ (weak with ♦ or inv.)
  - 1♠ - 2♦ 1♠ - 2♥
  - 2♦ = artificial FG
  - 2♠ = balanc. without stopper or unbalanc** → 2NT asking
  - 1m - 1M
  - 2other m** = 16+ (natural 2suiter or 3suiter, or **1suiter without 3 cards support**; or 18-19 balanced:  
- 2♥ asks; - 2♠ = 6M (maybe 6.4); - 2NT/3♣ = 5♣.4/5M; - 2/3♦ = nat.(weak/inv. or 5M.5♦ after 1♣); - 3♥ = 5♠.5♥
  - 1m - 1M
  - 1m - 1M
  - **2NT** = fit M, 16+ p.
  - 3m** = 6<sup>+</sup>, 15-17p. with **3cards support**
  - 3♦ after 1♣ opening = fit M, 4333 18-19p.
  - splinter = **void**, 18-21p.
  - 1m - 1♠
  - 3M = 4cards support, 11-15p., singleton on side
  - 2♥ - **2♠** = asks for shape
  - **2M = 3/4 cards support** → 2♠/NT asking for shape and strenght
  - 1♦ - 1NT
  - 2♥ - 2♠ = asking: **- 2NT/3♠ = 3suiter without ♣** (16-18/19-21); - 3♣/♦ = 5♦.4♥ (19-21/16-18); - 3♥ = 6♦.5♥
  - 1♣ - 1M
  - 2♣ - 2♦ asking: **- 2♥ = any short suit** → 2♠ asks: - 2NT = short ♦; - 3♣ = short responder's M; - 3♦ = short other M
  - 2♠ = fit 3°M or 4♦** → 2NT asks: - 3♣ = 4♦; - 3♦ = fit 3°M; - 3♥ = fit 3°M and 4♦
  - 2NT/3♣ = 6+♣ max/min (no fit 3°, no 4♦) → 3♦ asks for stopper; **- 3otherM = 5M5♦**
  - 2NT/3♦ = **5M.4♦ / 6M.4♦**, inviting
  - 1♣ - 2♣ = 4+♣, FG
  - 2♦ = minimum → 2♥ asking: **- 2♠ = 4♥ cards**; **- 3♦♥ = 5♣.4♠. singleton ♦♥**; **- 3♠/NT = 5♣.4♠.2.2** (NT = stoppers)
  - **2NT/3♣ = 6+♣**, 16-21/11-15p.
  - **3♦/♥/♠ = 5♣.4♦.2.2/singl.♥/♠**
  - 1♦ - 2♣ FG, nat. or 4+♦ support
  - 2♦ = minimum → 2♥ asking: **- 2♠ = 4♥ cards**
  - **2NT = 6+♦.4♣.2.2**, 18-20p.
  - 1m - 2♦ = 6 cards in a Major, 2-7p. → 2NT asks (- 3♣/♦ = 6♥/♠ min; - 3♥/♠ = 6♠/♥ max); - 2♥♠ = reject
  - 1m - 2♥ = 5+♠.4+♥, 4-8HCP → 2NT asking: - 3♣ = 5.4; - 3♦/♠ = 6♠.4♥ min/max; - 3♥/NT = 5.5 min/max
  - 1m - 2♠ = 5+♠.5+♥, FG → 2NT asking: - 3♣/♦ = 5.5, 11-13/14+ HCP; - 3♥/♠ = 6.5
- AFTER OVERCALL
- **Transfer at 1 level** (1♠ = no M), but 1♦ - (X) - 1♥♠ = **nat.**, 4+ cards
  - New suit = **non forcing over 2 level overcall**, but is **forcing game the higher suit**: 1♦ - (2♣) - 2♥ = NF (untill 3♣) (7-11 HCP) - 2♠ = FG
  - Jump in a new suit = 6+ cards, inviting (8-10 HCP)
  - on 1♥ overcall: - 2♥ = 6+♠, 6+HCP (opener: - 2NT = asks; **- 3♥ = 6<sup>+</sup> minor, strong**)  
- 2♠ = 5+♦.4+♣ after 1♣ opening; **fit ♦ after 1♦ opening**
  - on 1/2♠ overcall: **- 2/3♣♦ = 8-11/10-12 HCP**; 1m - (2♠) - 3♣ = 10-12HCP  
**- X = take out with ♥** - X = 4/5 ♥
  - 1♣♦ - (1♠) - **2♠ = 4+ minor, FG (inv.+ when raises ♦)** 1♦ - (1♠) - **2♠ = 4+♦**, 10+ HCP
  - 1♣ - (2♣/♦ michael's) **- 2♥/♠ = 5+♠/♦, FG** • 1♣ - (2NT) - 3♣ = 6♠.4♥ or 5♠.5♥ → 3♦ asking  
- 3♣/♦ = 6+♠/♦, 7-10HCP - 3♦ = 6♥.4♠
  - 1♣♦ - (1NT) - 2♠ = 4+♠.4+♥ • 1♦ - (X) - 3♦ = 4+♦, 10-12, inv.
  - 1♣ - (X) - **2NT = 5+♦.4+♣, weak** **- 2NT = 4+♦, 5-9** (→ 3♣ asking)

## 2NT INGBERMAN (after 2M overcall)

1♣ - (pass) - 1M - (2other M) same after: 1m - (pass) - 1♥ - (1♠)  
pass - (pass) - **2NT= trs to 3♣: weak with 5m** (then pass /3♦) pass - (2♠) - 2NT = TRS to 3♣  
-3♣/♦ = nat., 4+m.5M, **forcing** -3♣/♦ = nat., **forcing**

1♣ - (pass) - 1♦ - (2♥/♠)  
pass - (pass) - 2NT/3♣/♦ = nat., NF; -3♥/♠ = **6+♦ or 5♦.4♣**, FG (then 4♦/♣)

### 1♥/♠ OPENING

• 1♥/♠ - **3♣/♥ = short ♦**; -3NT = short Major; -4♣/♦ = short ♣ (without / with ♦ control). 8-10HCP (1/2KC)

• 1M - 2NT = fit 3+ cards, inviting or more (if strong, 4+ support) 1M - 2M  
-3♣ = 17+ → **3♦/♥ = 4+♣/♦, 3cards support**; -others = 4 cards support -new suit = long trial bid  
-3♦ = 14-16, no singleton (maybe A stiff) → 3NT = choose the contract -**2NT= asking for values**  
-3M = minimum  
-3other M / -3NT / -4♣♦ = short ♦ / short M / short ♣ (without / with ♦ control)

• 1♥ - 1♠ • 1♥ - 1♠ • 1♥ - 2♠ = 4/5♠.6♣/♦, 5-10p.  
-2♠ - 2NT asking for shape 1NT - 2♣ = forces 2♦ (weak or inv.) -3♣ = Pass/correct, weak  
-3NT = 5+♥.4♠, 18-21HCP -2♦ = FG, artificial -2NT asks: -3♣ = 6♣, 5-7p.  
-4♣/♦ = **VOID**, fit ♠ -2NT = 5♠.5m or 6+♠, **strong** -3♦/♥ = 6♦/♣, 8-10p.

• 1M-1NT • 1M-1NT -3♠ = 5^♠  
-3♣/♦/♥ = 5M.5♣/♦/♥, 14-16 -3M = 6M, 15-17p.  
-2NT = 6M.4m, 15-21 → 3♣ asking -**3NT/3♠/4♣/♦ = cuebid**, strong suit, 18-20

## GAZZILLI (after overcall system on)

1♥ - 1♠  
2♣ - 2♦ = artificial, 8+ (maybe weaker with ♣), asking: -2♥ = 11-15, 5+♥.4+♣ → 2NT/3♥ forcing  
-2♠ = 16+, 5+♥.3♣ → 2NT asks for shape  
1M-1NT **3♠ = 16+, 5♥.4♦.4♣** → 4♥ forcing  
2♣ - 2♦ = 8+, also weaker after 1♠ opening: -2M = 5+♥.4+♣ or 5+♠.2+♣ (maybe 5♠.3.3.2); -2NT = **19-21**, 5332  
-**2other M = artificial** (5332, 16-18; 5M.4m, 16+; 6+M, 18-20)  
1♥ - 1NT 1♠ - 1NT  
2♣ - **2♠ = 5♦.4+♣**, 5-8 → 2NT/3♣/♦ = 12-16 2♣ - **2♠ = 5♦.4♣/♥**, 5-7 → 2NT/3♣/♦ = 12-16  
-**2NT = 5+♣.4♦**, 5-8 → 3♣ = 12-16; -3♦ = 16+, 4♦ -**2NT = 5♣.4♦/♥**, 5-7 → 3♣ = 12-16; -3♦ = 16+, 4♦

## REVERSE DRURY (after pass)

Pass - 1M • Pass - 1♠ • Pass - 1♠  
2♣ = fit 3^+, 9+ HCP → -2♦ = good opening 2♣ - **2♥ = 4♥**, bad opening 2♣ - 2♦  
-2♠/3♣/♦/♥ = 4+, rever **2♥ = 4+♥, forcing**  
-**2NT = asking for values**

## AFTER OVERCALL

• transfer **after X**: 1M - (X) - 1NT/2♣/♦ 1♥ - (X) - 2♦ = fit ♥, 8-10HCP 1♠ - (X) - 2♥ = fit ♠, 8-10HCP  
• new suit (until 3♣) = NF over 2 level overcall; but is forcing the **higher suit**: 1♥ - (2♣) - 2♠ = FG  
• 1M - (2NT): -3♣ = fit 3^+ with 4+other M, inv.+ → opener: **3♦ (forces 3♥) = slam try**; -3♦ = fit 3^+, inv.+

## 1NT OPENING

1NT - 2♣

2♦/♥ - 2♠ = asking for shape

1NT - 2♣

2♠ - 3♣ = asking for shape

-3♦ = 5+♥

-3♥ = fit 4+♠, slam try

1NT - 2♣

2♥ - 3♦ = fit 4+♥, slam try

1NT -2♦/♥ then 3♣/♦ = 4M.6m, **inviting**

-2♥ then 3♥ = 5+♠.4♥, **inviting**

1NT- 2♦/♥

2♥/♠- 2NT

3♣ asking for shape

1NT -2♦

2♥ -2♠ = 5+♥.4♠ inv.

1NT - 2♠ = inviting, **balanced (no M)** or **6+m**. Opener: -2/3NT= min /max or 3suit = reject, denies stopper

1NT- 2NT= TRS ♣: 6+♣ (then pass or 4♣) or 5+♣.5+♥♦ (then 3♦/♥/♠) or minors **5.4.3♥** (then 3NT)

1NT - 3♣ = TRS ♦: 6+♦ (then pass or 4♣/♦) or 5+♦.5+♥♠ (then 3♥/♠) or minors **5.4.3♠** (then 3NT)

1NT-3♥/♠= **4♥/♠** and **minors 4+3+**, **inviting**. Opener can ask **3♠/4♣** (3NT/4♦ = 4.4.4.1; 4♣/♥ = 5♣; 4♦/♠ = 5♦)

## AFTER OVERCALL

1NT- (X) - XX→2♣: -weak with any 1suit (then: pass/ 2♦♥♠ or 3♣ **inviting**)

-FG, then **2NT= puppet** → -3♠/NT= **no M min/max**; -3♦ = 1/2M; **3♥/♠ = 4♥/♠.3.3.3**

-2♣/♦/♥ = 4^+.4 in a higher suit

-2♠ / NT = **5+♦.5+♣ / 5♥.5♠**

-3♣♦♥♠ = **TRS (3♠=6+♣)**, inviting/+ (with max opener: -3NT or 4^)

1NT- (2..) -**2NT/3♣♦♥ = TRS (weak or FG)**

-TRS of opponent's suit = minors 5.4; but **3♣** TRS of 2♦ nat.= **5.4M**, inviting/+

-3♠ = **minors** 5+.5+; but **3♠** on 2♣/♦ nat.= **5.5M**

-4♣/♦ = Texas

1NT- (2 trs): same, but -2♥ = trs ♠ and 2♠ in opponent's suit shows **minors 5.4+**

1NT- (2♣/♦=M): same, but -2♥ = 5+♦.4♣ or 5.5 minors and -2♠ = 5+♣.4♦, weak or inviting

1NT- (2NT): -3♣ = 5+♠.4♥ or 5.5 M; -3♦ = 5+♥.4♠; **-3♥ = 5+♠**; **-3♠ = 5+♥**

1NT- (3♣): -3♦♥♠ = **TRS (♠=♦)**

1NT- (3♦): **-3♥ = 5+♠**; **-3♠ = 5+♥**

1NT- (2♠) - X= take out, opener: -2NT= ♠ stopper; **-3♣ = no stopper nor 4♥**; **-3♦ = 4♥**; **-3♥ = 4♥ + stopper**

1NT- 2♣ - (X)

pass - XX (opener pass = no ♣ stopper)

**-2♦/♥ = TRS**, 4cards ♥/♠

**-2♠ = no M**

**-2NT = 4♥ + 4♠**

•1NT- 2♣ - (X)

pass -2♦ = to play

-2♥ = ♥ and ♠, weak

-2♠ = 5+♠, **forc.**

**-3♣ = 5+♥** (opener 3♦ = fit ♥)

-3♦ = 5+♦, forcing

•1NT - 2♣ - (2M)

-X = shows **other M**

-pass - X= shows **other M**

## 2♣ OPENING

•2♣ -2♦

2M -3♦ = 7+, without fit 3<sup>o</sup>: 5♦.3.3.2 or 5♦.4♣/♥

-3♣ = 6+ ♥ or ♠

-3NT = 5♥.5♠

-3♥ asking: -3♣ = 5♦.4♣; -3NT/4♣ = 5♦.3.3.2, 7-8/9+ HCP; -4♦ = 5♦.4♥, 9+ HCP

•2♣ -2♦

2NT-3♣ = puppet (otherwise 4/5NT = quantitative 7-9/10-11p.)

-3♦ → -4♣ = 4♥.4♠, 6-8HCP; -4♦ = 4♥.4♠, 0-5HCP or 9+p.; -4♥/♠ = 5<sup>^</sup>♣/♦; -4SA/5♣ = 4<sup>^</sup>♣/♦, 12+p.

-3♥ → 3♣ puppet for 3NT (then -4♣/♦ = 4 cards; -4♥/♠ = 5<sup>^</sup>♣/♦)

-3♠/NT = 5<sup>^</sup>♠/♥ (on: 3♠-4♥ = TRS ♠, strong; 3NT-4♦ = TRS ♥; 3NT-4♥ = 5+♦; 3NT-4♠ = 5♠.4♦.4♣)

-4♣ = 5♥.3.3.3, 28+ HCP → -4♦ TRS to ♥; -4♥/♠ = 5♣/♦; -5♣/♦ = cuebid, 5♠.4♦.4♣

•2♣ -2♦

2NT-3♣

3♦ -3M

3NT-4♣/♦ = 4<sup>^</sup>♣/♦; -4♥/♠ = 5<sup>^</sup>♣/♦

•2♣ -2♦

2NT-3♦/♥

-cuebid (3NT for ♠ on 3♥) = fit 3<sup>o</sup>+(no 3.3.3.4); -4♥ = fit ♥ no slam interest; -4♠ = fit ♠, all ctr. and 2/3H♣

-3♠/3NT = 5<sup>^</sup>♠/♥, no fit → -4♣/♦ = 5<sup>^</sup>(fix the minor); -4♥(after 3♦) and -4♠(after 3♥) = fix the opener's suit

•2♣ -2♥ = 5+♥, 1+ctr.

2NT-3♣/♠ = TRS ♦/♣; -3♦ = TRS ♠, with 5♥.4♠ (opener: -3♥ = 2♥ → now 3♠ = 4♣; -3NT = 3♥ support)

•2♣ -2♦/♥

-3♣ = minors 5+.4+ → -3♦ asking; -3♥ = 6♥ after 2♥ or 5♠ after 2♦ (opener's 3♠ fix M); -3♠ same with 3♦

-3♠ = minors 5.5, and -3NT = 5♦.4♣.2.2 minimum

-3NT = 5♦.4♣.2.2, minimum

•2♣ -2♦/♥

-3♦ = 5♦.4♣.4♠ → 3♥ = fit 3+♦

-3♥ after 2♦ = 5♦.4♣.4♥ → 3♠ = fix ♥

•2♣ -2♠ = any 6+ cards (maybe 4♣/♦/♥ on side)

-3NT = 6♥.5♠ → -4♣/♦ = fix ♥/♠; -4♥/♠ = no fit

-4♣ = 6♠.5♥ → -4♦/♥ = fix ♥/♠

•2♣-3♣ = 5+♦.5+M or 6♦.4♥

3♦: -3♥/♠ = 5+♥/♠, and -3NT/4♣ = 6♦.4♥, 5-8/9+HCP

### AFTER OVERCALL

2♣ - (X/2♦): system on and: -XX/X = 4+♠.4♥, 6+HCP; -2♦ on X = 5+♥, without ♣ control

- (2M): -3♦ = 6<sup>^</sup>other M; -2/3 other M = 6+♦; -3 opponent's M = 5+♦.4♣

- (3/4♣): -TRS 3/4♦/♥/♠; -X = 4+♥.4+♠ (→ 3♦ asking for the inverted 5<sup>^</sup>M)

- (3/4♦): -3♥/♠ = 5+♠/♥ inverted; -X = 4+♥.4+♠ (→ 4♣ asking for TRS 5<sup>^</sup>M)

- (2NT): -X = 4♥.4♠; -3♣ = 5+♠.4+♥; -3♦ = 5+♥.4♠; -3♥/♠ = 5+♠/♥ inverted

-(4♠/+): -X = negative; -pass = 6+HCP

Opener: •2♣ -2♦ - (3m)

-X = both M

-3opponent's m = 5.5 M

•2♣ -2♦ - (2/3M)

-X = other M + stopper

-3opponent's M = minors 5♦+.4♣+

## 2♦ OPENING

- 2♦ -2M (reject style) •2♦ -2♣
- 2NT = 6+♦, 18+ p. 4♦ = 6♥, max
- 3♣ or 3♦/♠/NT = 6+♣, 18-20p. or FG. with 3rd M/ 3rd ♦ → 3M of answer = asking for stopper
- 2♦ - 2NT
- 3♣/♦ = 6♥/♠, 7-10HCP → -3♦/♥ = fit M (game try or +); -3♥(on 3♣)/4♣(on 3♦) = 6+♣ and -3♠ = 6♦, FG
- 3♥/♠ = 6+♣/♦, FG
- 2♦ -3♣/♦ = 5+♥/♠. Opener: -3♥/♠ = fit 3° strong hand; -4♦/♥ = fit 3°, 6^M; -4♥/♠ = 6 cards in answer suit
- 2♦ -3♥ = 5.5+ M, FG. If opener: -3♠(forces 3NT) = fit 3° in a M, strong hand, then -4♣ = fix ♥, -4♦ = fix ♠

### AFTER OVERCALL

- 2♦ - (pass) -2M - (3m) •2♦ - (pass) - 2M - (2/3M)
- pass - (pass): -X = penalty; -3M = pass/correct pass - (pass) -X = take out

## 2♥/♠ OPENING

- 2♥ -2♠: -2NT = fit 2°♠ → responder: -3♣/♦ = 4^, FG; -3♠ = INV.; -3♥ = TRS ♠, weak or strong
- 3m = 5 cards, without fit ♠ → responder: -3♠ = 6^♠ INV.; -3♥ = “ “ “
- 2M-3♣ = INV. with minors. Opener: -pass/correct; -3M = 6^, max; -3otherM/NT = short M/m → 4/5m = P/C
- 3♦ = INV., fit M; -3♥ on 2♠ = 6+♥, INV. (-2NT then 3♥ = forc.)

### AFTER OVERCALL

- 2M - (X) - 2♠/3♣/♦/♥ = 6+ cards, weak •2♥ - (2♠) - system on
- 2M - (3m): -X = take out; -3♦ = fit M, INV.; •2M - (3M) - X = penalty

## PREEMPTIVE OPENINGS

- 3♣/♦ -4♣ = fix minor, slam try •3♣ - 3♦ = asking for stopper on side •3♥ -3♠/4♣ = cuebid
- 4♦ = 5/6♥.5♠ -4♦ = 6+♠, slam interest

## 2NT OPENING (no 5M) 20 – 22 p.

- 2NT-3♣ 2NT- 3♣
- 3♦ -4♣ = 4+♠.4+♥, slam try → 4♦ = asking for 6KC 3♦ - 3M
- 4♦ = “ “, game hand 3NT-4♥/♠ = 5+♣/♦
- 3NT = asking for minors (opener: -4♥/♠ = 5♣/♦; -4NT = no minor)
- 4♥/♠ = 5+♣/♦ (opener: -cuebid = fit; -4NT to play)
- 2NT-3♣ 2NT-3♣
- 3♥ -3NT = 5♠.4♥ 3♥ -3♠ = to play in 3NT or in a minor
- 4♣ = 5+♠.4♥, slam try → 4♦ = asking for 6KC 3NT-4♣/♦ = 4^♣/♦ (opener 4NT to play)
- 4♦ = 5♠.5♥, game or slam hand -4♥/♠ = 5+♣/♦
- 4♥ = 6♠.4♥, game hand
- 4♠/NT = 5♠.4♥.4♣/♦ → opener: -4NT = to play; -5♣ asking for 6KC (3A+3K)
- 2NT-3♣ 2NT-3♣
- 3♠ = 4♠.333 → -4♥ = TRS ♠, slam try 3NT = 4♥.333 → -4♦ = TRS ♥
- 4♣/♦ = 5^♣/♦ (minor fixed) -4♥ = 5^♦ (fix ♦)
- 5♣/♦/♥ = void ♦/♥/♠ -4♠ = 5♠.4♦.4♣ → 4NT turbo without A♥
- 2NT-3♦ 2NT-3♦
- 3♥ -3♠ = forces 3 NT -3♠ = fit 3°, max → -3NT/4♣/♦ = TRS (4^♣/♦ or cuebid)
- 3NT = 5♥.4♠ -3NT /4♣/♦ = fit 4° ♥, cuebid ♠ / ♣ / ♦
- 4♣ = 5+♥.4♠, slam try (→ 4♦ = 6KC) -4♥ = fit 4°, all controls and 2/3H ♥
- 4♦ = 6♥.4♠, game hand 2NT-3♦
- 4♥ = 6+♥, slam try, bad ♥(1H) 3♥ -3♠
- 4♠/NT = 5♥.4♠.4♣/♦ → opener: -5♣ = asking for 6KC (3A+3K) 3NT-4♥ = 5♥.4♦.4♣ game hand
- 4♠ = “ “ “ slam try

## OVERCALLS

- X versus 2M opening, or 1M-2M raise, or balancing on 2M opening → Lebensohl style:  
-3 new suit = 8-11HCP; -2NT forces 3♣ = negative or positive with other M
  - 2suiter on 1M opening or answer (with ~9-14HCP or FG) → Ghestem only vs.1♠:  
1♥ or 1m-1♥: - (2♥) = 4/5♠.6 minor  
- (2NT) = minors 5.5  
-3♣ = 6+♣, weak  
1♠ or 1m-1♠: - (2♠) = 5♥.5♣  
- (3♣) = 5♥.5♦  
But 1♠ - (pass) - 1NT - (2♠) = 5♥.5m
  - 1M- (2NT) → - (3♥) = a) fit minor inviting (then 4m); b) to know partner's 6<sup>^</sup>m; c) strong with 6<sup>^</sup>+M  
- (3♠) = fit minor, slam try  
But 1M- (2NT) - X - (3♥/♠) = 6+ cards, to play
  - 1♦ - (2NT) = 5♠.5♣      •1♣ - (2NT) = 6♣.4♦      •1M- (pass) - 2M- (2NT) = minors 5.4+
  - 2M- (2NT) ~17-19 → -TRS (-3♦ = TRS ♠, after 2♥; -3♥ = TRS ♣, after 2♠); -cuebid 3M = asking M fo
  - Leaping Michael's versus 2M or 1M-2M or 3♠ openings: - (4♣/♦) = 5+m.5+ other M
  - 3♣ - (4♣) = 5♥.5♠ → partner: -4♦/♥ = TRS, fit ♥/♠      •3♦ - (4♦) = 5♥.5♠, good hand  
- (4♦) = 5♦.5M
  - 3♣/♦ - (3♥/♠) - pass - (4♣) = fit M or 6<sup>^</sup>minor or 5+♥ → partner: 4♦ asking; - (4♦) = choice M
- VERSUS STRONG OPENINGS** (1♦ or 2♣/♦; or after 2♣ -2♦; or strong 1♣ -1♦ negative, or 1♣ -1♦ = FG)
- (X) = 5+ in a M      •(suit) = 4<sup>^</sup>+4+ in upper suit      •(Jump) = 6<sup>^</sup>+      •(NT) = minors

## VERSUS OPPONENT'S 1♣ OPENING

- with ~9-14:** •X = 4+♠.4+any (maybe 4♠.4♥) → -1♦ asking for the second suit (weak or inviting hand)  
-2♣ asking, FG: -2♦ = 4+♥; -2♥ = 4+♦; -2♠/NT = 4+♣ with 5/4♠  
-1NT = 5♦.4+♣; -2NT = fit 4+♠
- 1♦ = 4+♥.4+any (maybe 5+♥.4♠) → -1NT = asking for the second suit; -2NT = fit 4+♥
  - 1M = 5+, 8-16HCP (vs. artificial 1♣, when not vulnerable 1♠ maybe 3cards + 5/6<sup>^</sup>in a minor)
  - 1NT = 5+♦.4+♣ (on strong 1♣, maybe 4♦.5♣)      •2NT = 6♣.4♦      •2♣♦♥♠ = 6+, ~7-11 (→2NT forc)

**weak or with 15+:** Pass then -X; -new suit (if Jumping~18-21); -1NT = 16-18

If 1♣ - (pass) - (pass):

- 1♦ = 0-8 → -1M maybe 3cards; -1/2/3NT = 18-20 / 21-22 / 23-27HCP; -2M/3m = 6<sup>^</sup>+, 18-21HCP  
-2♣ = artif. semiforcing; -2♦ = artif. FG
- X/1M = natural, 9+;      •2♦/♥/♠ = 6<sup>^</sup>+, 9-12;      •1NT = 12-15;      •2NT = 5+♦.5+♣;      •2♣ = 5+♥.5+♠

## VERSUS OPPONENT'S 1NT OPENING (also on weak NT or balancing)

- X = 4+♥ (1 suited hand or 2 suiter), or any strong hand. Partner: -2♣ = pass/correct; -2NT/3♣/♦/♥ = fit ♥
- 2♣/♦ = 4<sup>^</sup>+4+♠ → 2NT = inviting; -3♣/♦/♠ = 5<sup>^</sup>, minimum; -3♥ = 5♠, maximum
- 2♥ = 4+♥.5+♠ → 2NT asking: -3♣ = 5♠.4♥; -3♦/♠ = 6♠.4♥ min/max; -3♥/NT = 5♠.5♥, min/max
- 2♠ = 6+ (5 good) ♠, maybe 4m on side → 2NT asking: -3♥/♠ = 6+♠, max / min; -3♣/♦ = 4<sup>^</sup>
- 2NT = minors 5.5+      ■3suit = 6<sup>^</sup>+, weak      ■4♣/♦ = 6+ m.5♠

## SIGNALS

-COUNT: High = even cards; low = odd cards

- when partner leads K (but if dummy shows void/sing./doubleton or 3 cards → Attitude)

NT: unblock (A/Q/J), but if dummy shows singleton/void → Attitude)

- NT when dummy shows: Ax or KQx or when wins with J or with a lower card

-ATTITUDE: •Low interest in leading suit; High even → interest in upper suit; High odd → lower suit

- Trump suit → Lavinthal (high → upper suit; low → lower suit)

- NT: -Smith (low on a side suit → interest for leading suit); -Lavinthal if cannot be interest for leading suit