

| OPENING BID DESCRIPTIONS | | | | | | | |
|--------------------------|--------|------|-----------|---|---|---|---|
| Opening | Artif. | Min. | Neg. Dble | Description | Responses | Subsequent Auction | Passed Hand Bidding |
| 1♣ | * | 2 | 4♥ | 14+ (good 12/13) 4+ clubs or 15+ balanced | 1♦/♥= 0+ 4+♥/♠; 1♠= 0-11 no 4M 1NT= 10+ balanced 2♣/♦/♥/♠= 10+ 5+♦/♥/♠/♣ 2NT= 10+ 5M332 3♣/♦/♥/♠= 5♣/any - ♥/♠ - ♠♦ - ♦/♥ | 1♣ - 1♦/♥ - 1NT= 15-18 no 4 cards supp 1♣ - 1NT - 2♣= 15+ bal | 1♣= 13+ 4+♣ or 15+ bal 2 over 1 = invitational |
| 1♦ | | 4 | 4♥ | 14+ (good 12/13) 4+ diamonds | 1♥/♠= 0-9 4+ ♥/♠; 1NT= 0-9 no 4M, 2♣= FG, ♣ or bal. or ♦ supp 2♦= 0-6 5+♠ 4+♥ 2♥/♠= FG 5+cards; 2NT= FG 5M332 3♣/♥/♠= 5♠+FG ♥/♠ - ♠♦ - ♥♦ | 1♦ - 1♥/♠ - 1NT= 18+ also unb. 1♦ - 1NT - 2♣ = 14-17 nat or 17+ also unb 1♦ - 1♥/♠/1NT - 2NT = FG any | 1♦= (12) 13+ 2 over 1 = invitational |
| 1♥ | | 5 | 4♦ | 14+ (good 12/13) 5+ hearts or 11-13 with 5+♥ and 4♠ | 1♠= 0-9 4+ ♠; 1NT= 0-9 no 4M 2♣= F1 with clubs or bal. or ♥ supp 2♦/♠= FG 5+cards; 2NT= ♥ supp, 5+ 3♣/♦= 5♠+FG ♠♦ - ♣/♠ | 1♥ - 1♠/1NT - 2♣ = 14-17 nat or 17+ also unb 1♥ - 1♠/1NT - 2NT = 18+ 5+5+ or 6+4 | 1♥ = (12) 13+ 2 over 1 = invitational |
| 1♠ | | 5 | 4♦ | 14+ (good 12/13) 5+ spades or 11-13 with 5+♠ and 4♥ | 1NT= 0-9 no 4M 2♣= F1 with clubs or bal. or ♠ supp 2♦/♥= FG 5+cards; 2NT=♠ supp, 5+ 3♣/♦= 5♠+ FG ♥♦ - ♣/♥ | 1♠ - 1NT - 2♣ = 14-17 nat or 17+ also unb 1♠ - 1NT - 2NT = 18+ 5+5+ or 6+4 | 1♠ = (12) 13+ 2 over 1 = invitational |
| 1NT | | | | 12-14 any bal, 5332, 5422 no 54 Ms, 4441 6m332 | 2♣= ask; 2♦/♥= transfert (2♦ doesn't show necessary hearts); 2♠/NT = trs with many kinds of hand. 3♥/♠ = 0 or 1 ♥/♠ | | |

| | | | | | | | |
|-------------|--|---|----|--|--|---------------------------|---|
| 2♣ | | 4 | 4♦ | 10-13 (good 9) 5+♣ unbalanced hand; in 3 rd seat could be weaker and max 12 (13) | 2♦= relais ; 2♥/♠ = not forcing with 5+ cards ; 2NT= 5+♠ 4+♥ invitational ; 3♣= preemptive ; 3♦/♥/♠=7+cards inv | 2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠ | |
| 2♦ | | 4 | 4♦ | 10-13 (good 9) 5+♦ unbalanced hand; in 3 rd seat could be weaker and max 12 (13) | 2♥= relais Inv + 2♠= Invitational 4+ cards ; 2NT=♣ weak ; 55 mjs GF ; 5M332 GF 3♣= 5+♠ 4+♥ Invitational 3♦=55 mjs Invitational 3♥/♠= invitational 6+ cards ; | | 2♥/♠/3♣ = to play 2NT = invitational 3♦= preemptive |
| 2♥ | | 5 | 4♦ | 10-13 (good 9) 5+♥ unbalanced hand; in 3 rd seat could be weaker and max 12 (13) | 2♠= relais ; 2NT = 5+♠ inv+ ; 3♣/♦ = nat F1 ; 3♥= preemp ; 3♠= FG with good suit | | |
| 2♠ | | 5 | 4♦ | 10-13 (good 9) 5+♠ unbalanced hand; in 3 rd seat could be weaker and max 12 (13) | 2NT = relais ; 3♣= 5+♥ inv+ ; 3♦= nat F1 ; 3♥= 6+♣ F1 ; 3♠= preemp | | |
| 2NT | | | 4♦ | 21-22 bal | Puppet ; 3♦/♥= trs ; | | |
| 3♣♦/♥ /♠ | | 7 | | preemptive | | | |
| 4♣♦/♥ /♠ | | 7 | | preemptive | | | |

HIGH LEVEL BIDDING

Cue bid ; Turbo ; RKCB ;

SUPPLEMENTARY SHEET N°1

BIDS THAT MAY REQUIRE DEFENCE

TWO SUITERS JUMP OVERCALLS :

Over 1♣ openings: 2♦ = ♥♠, 2NT = ♦♥, 3♣ = ♦♠

Over 1♦ openings: 2♦ = ♥♠, 2NT = ♣♥, 3♣ = ♣♠

Over 1♥ openings: 2♥ = ♣♠, 2NT = ♣♦, 3♣ = ♦♠

Over 1♠ openings: 2♠ = ♣♥, 2NT = ♣♦, 3♣ = ♦♥

Responses: 2NT or first suit different from overcaller's suits = Relais, asks strength; others natural, new suit
6/7+ cards solid;

SPECIAL RESPONSES : we think opponents should be prealerted about them.

- 1♣- 1♦: 0+ HCP, 4+♥;
1♥: 0+ HCP, 4+♠;
1♠: 0-11 HCP, without majors;
3♣/3♦/3♥/3♠: two suiters, ♣X/♥♠/♠♦/♦♥;
- 1♦- 1♥: 0-9, 4+♥;
1♠: 0-9, 4+♠;
3♣/3♥/3♠: two suiters, ♥♠/♠♣/♣♥;
- 1♥- 1♠: 0-9 with 4+♠;
1NT: 0-9;

SPECIAL AUCTIONS:

1♥- 2♣ P 2♦ = 5+♠
 2♥ = ♦
 2♠ = 4♠
 3♥ = ask for stop
 3♠ = 5+♠ and ♣ support

1♠- 2♣ P 2♦ = 5+♥
 2♥ = 4♥
 2♠ = ♦
 3♥ = 5♥+ and ♣ support
 3♠ = ask for stop

1♥- 2♦ P 2♥ = 5+♠
 2♠ = 4♠
 3♥ = ask for stop
 3♠ = 5+♠ and ♦ support

1♥- P 2♥ double and over 3♣ : 3♦ = ♦♠ not strong ; 3♠ = 5+♠ strong
 2♠ = natural
 2nt = 6+♣
 3♣ = 6+♦
 3♦ = 6+♠
 3♥ = 5+♠ 5+minor
 4♣ = 5+5+ minors NF
 4♦ = 5+5+ minors GF

1♠- P 2♠ double and over 3♣ : 3♦ = ♦♥ not strong ; 3♥ = 5+♥ strong
 2nt = 6+♣
 3♣ = 6+♦
 3♦ = 6+♥
 3♥ = natural
 3♠ = 5+♥ 5+ minor
 4♣ = 5+5+ minors NF
 4♦ = 5+5+ minors GF

TAKE OUT DOUBLES

Advancer's cue bid is not forcing to game, it promises 10+HCP;
 Aggressor's cue-bid is not forcing to game (i.e.: 1♦-X-P-1♥-P-2♦ also with 16 BAL);

Responsive doubles:

After a double of 1M, usually no four cards in other major (could be 5);
 at least 8 HCP;

Over Redouble:

If redouble don't show length in opening suit and opener may have only 4 cards
 in opening suit PASS is penalty;
 in all the other situations PASS is neutral; jumps are preemptive;

In reopening position:

(8-11 BAL or SEMIBAL) or (15+any), successive doubler's bid = 15+ NAT;

SUPPLEMENTARY SHEET N°2

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

A DBL in our side suit when it's not important to engage a competitive auction discourage lead in that suit -----> in the same situation PASS encourage lead in that suit;

We play two-way doubles in some situations: i.e. 4♥-X, 1♥-4♠-X, NEVER at low level;

In forcing game situations opener's double often shows minimum and BAL/SEMIBAL hands;

We play splinter double: a double of an opponent's splinter bid send the message "Do not make your normal lead, i.e. in dummy's *fragment* suit";

LEADS AND SIGNALS

We normally play suit preference: LOW = encouraging , HIGH = discouraging
Rarely we play count, sometimes, when we think it is useful, on declarer's lead.

Exceptions:

Vs Suit:

- A lead, dummy have Qxx(+), we play count;
- A lead, dummy have singleton, we play: HI=pref. HI suit; MIDDLE=pref. lead suit; LOW=pref. LOW suit;

Vs NT:

- after lead we play Reverse Smith convention: when one of us discard LOW he encourage return in lead suit;
- we play count or unblock on the King;

SLAVINSKY LEADS:

When we have one or more honours we lead in direct counting: small with an odd number of cards, high with an even number of cards.

When we have no honours we lead in reverse counting: small with an even number of cards, high with an odd number of cards.

i.e.: K6532 = 2; K653 = 6; 9832 = 2; 983 = 9; 92 = 2;

10 is not considered an honour but with 10x we lead with 10.

Exceptions are logical, i.e. 1062=6; 10962=10(vs Suit),=2(vs NT); 10654=4; H98x(+)=9;

KJ92 = 2

COUNT:

On partner's suit, but only if it wasn't supported, we lead signaling count: LOW with ODD, HIGH with EVEN. With 10x, Jx, Qx, Kx, Ax we lead 10, J, Q, K, A.

VS NT (strong)

After responder's PASS on overcall:

X = (5+m/4M): 2♣: pass or correct; 2♦: ask major; 2♥/2♠: to play;

2♣ = (Majors): 2♦: ask longer suit; 2♥/2♠: suit preference;

2♦ = (M 1-suit or STR 5+M/4+m): 2♥: I don't want to play 3♥ (Pass, 2♠,

2♠: I may play game in ♥ (Pass, 2NT=6♠ STR 2NT=5♠+4/5m,

2♥/2♠=5+♥/♠ 4+♣/♦; 2NT asks minor;

2NT (5+♣/5+♦): 3♣/3♦: preference; 3♥/3♠: stop or cue, try 3NT;

Vs weak NT miss X that is same points

VS 2♦ MULTICOLOR and 2♥/2♠ NAT preemptive

We assume opener have ♠ when bid 2♦ multi:

X: standard take-out (4♥ with min on 2♦ multi);

2♥/2♠/3♣/3♦: NAT standard;

2NT: 15-18 BAL;

4♣/4♦: 6♣/♦ + 5 other major (♥ on 2♦ multi);

Cue-bid: 5/5 minor + other major;

After 2♦-Pass-2♥/2♠ we assume that 2♥/2♠ is NAT;

LEAD

| | Vs SUIT | Vs NT |
|----------------|--------------------------|---|
| ACE = | AKx + | AKx + |
| KING = | KQ(x) + or AK | KQ109(x)+,KQ10x(x)+ ,AKJ(10x)+ KQJx(x)+ |
| QUEEN = | QJ(x)+ | QJ(x)+ KQx(x)+ , KQJx(x) |
| JACK = | J10(x)+ or HJ10(x)+ | J10(x)+ or HJ10(x)+ |
| 10 = | 109(x) or H109(x) or 10x | 109(x) or H109(x) or 10x |
| 9 = | 9xx , 9xxxxx , H98(x)+ | 9xx , 9xxxxx , H98(x)+ |

LOW = xx , xxxx , xxxxxx , Hxx , Hxxxx , Hxxxxxx

HIGHER is possible to play = xxx , xxxxx , xxxxxx , Hxxx , Hxxxxx

EXC : AJ92 we lead low
K1082 we lead low ecc.