



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♦/♥= 0-11 4+♥/♠; 1♠= 0-11 no 4M 1NT= 10+ balanced 2♣/♦/♥/♠= FG with 5+ cards 2NT= 10-14 5M332 3♣/♦/♥/♠= 5+5+ FG	1♣ - 1♦/♥ - 1NT= 15-18 no 4 cards supp 1♣ - 1NT - 2♣= 15+ bal	
1♦		4	4♥	14+ (good 12/13) 4+ diamonds	1♥/♠= 0-9 4+♥/♠; 1NT= 0-9 no 4M 2♣= FG with clubs or bal. or ♦ supp 2♦=0-6 5+♠ 4+♥ 2♥/♠= FG 5+cards; 2NT=10=14 5M332 3♣/♥/♠= 5+5+ FG	1♦ - 1♥/♠ - 1NT= 18+ also unb. 1♦ - 1NT - 2♣ = 14-17 nat or 18+ also unb 1♦ - 1♥/♠/1NT - 2NT = FG any	
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♣= FG with clubs or bal. or ♥ supp 2♦/♠= FG 5+cards; 2NT= ♥ supp, 6+ 3♣/♦= 5+5+ FG	1♥ - 1♠/1NT - 2♣ = 14-17 nat or 18+ also unb 1♥ - 1♠/1NT - 2NT = 18+ 5+5+ or 6+4	
1♠		5	4♦	14+ (good 12/13) 5+ spades or 11-13 with 5+♠ and 4♥	1NT= 0-9 no 4M 2♣= FG with clubs or bal. or ♠ supp 2♦/♥= FG 5+cards; 2NT=♠ supp, 6+ 3♣/♦= 5+5+ FG	1♠ - 1NT - 2♣ = 14-17 nat or 18+ also unb 1♠ - 1NT - 2NT = 18+ 5+5+ or 6+4	
1NT			4♥	12-14 any bal, 5332, 5422 no 54 Ms, 6m332, 4441 possible	2♣= ask; 2♦/♥= transfert (2♦ doesn't show necessary hearts); 2♠/NT = trs with many kinds of hand. 3♥/♠ = 0 or 1 in the other major and 54 in minors.		
2♣		4	4♥	10-13 (good 9) 4+♣ unbalanced hand; in 3 <sup>rd</sup> seat could be weaker	2♦= relais; 2♥/♠ = not forcing with 5+ cards; 2NT= 5+♠ 4+♥ invitational; 3♣= preemptive; 3♦/♥/♠=6+cards inv	2♣ - 2♦ - 2♥/♠= 3 or 4♥/♠	
2♦		4	4♥	10-13 (good 9) 4+♦ unbalanced hand; in 3 <sup>rd</sup> seat could be weaker	2♥=relais 2♠=relais with 4+♠ 2NT=trs with clubs or 5M F or 55 Ms F, 3♣= 3♦=55 Ms inv. 3♥/♠= invitational 6+ cards;		
2♥		5	4♦	10-13 (good 9) 5+♥ unbalanced hand; in 3 <sup>rd</sup> seat could be weaker	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 <sup>rd</sup> seat could be weaker	2NT = relais; 3♣= 5+♥ inv+; 3♦= nat F1; 3♥= 6+♣ F1; 3♠= preemp		
2NT			4♥	21-22 bal	Puppet; 3♦/♥= trs; 3♠= 5+♠ 4+♥		
3♣♦/♥/♠		6		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 alerted about them.

- 1♣- 1♦: 0-11 HCP, 4+♥;  
1♥: 0-11 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;

### 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♠, 2NT=5♠+4/5m, 3♣/3♦=5♥+4/5♣/♦);

2♠: I may play game in ♥ (Pass, 2NT=6♠ STR, 3♣/♦=5♠+4/5♣/♦ ST

3♥=♥ and min, 4♥=♥ and max);

2NT: 3♣:6+♥, 3♦:6+♠, responder's 3♥ and 3♠ are INV;

2♥/2♠ (5+♥/♠/4+m): 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;