

Supplementary notes file (defalco-ferraro.txt) DANO DE FALCO GUIDO FERRARO (ITALY)

Note...1:2C over 1H/S opening

Can be 3 cards support 8-11

1H/S-->2C-->2D=minimum hand no 4H if 1S opening and now raise shows

8-11 3 cards

Note...2:2 NT after overcall at 1 level

1x-1H/S-any-2NT=12+ 4+ cards support

Over 2NT-->3C=minimum unbalanced

3D=9-11 balanced

other major=MAX + CUE+ FG

3 in overcall=minimum balanced

3NT=F no CUE in other major

4C/D=good canape'

Note...3:REOPENING

Step (not 2C over 1S) =13-15 any distribution

1 NT=9-12 no stop guarantee

Suit=min nat

Double=8-12 or 16+ (8+ over 1S)

Other=by system

Note...4:JUMP OVERCALLS

Over 1C->2D =weak any major

2H =5+H/5+S limit

2S =5+H/5+S F1 or preemptive in any minor

2NT=5+H/5+D unlimited

3C =5+S/5+D limit

3D =5+S/5+D F1

Over 1D->2D/H/S see over 1C

2NT=5+H/5+C unlimited

3C =5+S/5+C limit

3D =5+S/5+C F1

Over 1H->2S=weak nat, 2NT=5+S/5+D unlimited

3C=5+C/5+D limit, 3D=5+C/5+D F1

Over 1S->2NT=5+H/5+D unlimited, 3C=5+C/5+D limit, 3D=5+C/5+D F1

Note...5:OVERCALL OVER 1NT

1NT-2C-pass-2D =asks longer major, may be small game try

2H/S =S.O.

2NT =positive relay->3C=min H longer, 3D=min S longer

3H=MAX S longer, 3S=MAX H longer

3NT=Max 5+/5+

support raise=preemptive

1NT-2D-pass-2H/S->2NT=5+H/5+minor strong, 3C/D=nat 5+/5+S strong

1NT-2D-pass-2NT ->3C=H min, 3D=S min, 3H=S MAX, 3S=H MAX

3NT=5+H/5+minor strong, 4C/D=nat/5+S strong

Note...6:INVERTED DOUBLE

After a forcing or a positive situation:

Double=BAL min/Max

Bid=min unbal

Pass=penalty or Max unbal (partner must reopen with double 90%)

Note...7:CUE OVER 1H/S

1H/S-2H/S=other major+C 5+/5+

After a two-suited intervention rel if available asks-->>>>

First of 2 suit shows minimum, second shows a medium hand

other show max FG

OVERCALL OVER 2D multi

2-3 level suit=NAT, DBL=like over 1S, 4C/D=Nat+any major

Note...8:DEVELOPMENT AFTER 1C-->any-->REVERSE

1C-->1D-->2H=6+C 17+, 5+C/4+H 17+, 5+C/4D 17+

2S=positive rel-->2NT=C+H, 3C=C, 3D=C+D, 3H=6C+5H, 3S=4405

2NT=weak H, 3C=weak 2+C, 3D=nat weak

1C-->>1H/S-->2D=6+C 17+, 5+C/4+D 17+, 5+C/4H/S 17+
other major pos rel see over
1C-->>1any-->2NT denies biddable suit at 1 level
1C-->>1x-->2NT-->3C=rel-->3D=4D or 4H, 3H=2x 5C, 3S=3x 5C, 3NT=4333

Note...9:DEVELOPMENT AFTER 1D-->>1 any-->>REVERSE

1D-->>1H-->>2S=6+D 17+, 5+D/4+S 17+, 5+D/4H 17+
2NT pos rel-->>3C=D+S, 3D=D, 3H=D+H

Note...10:DEVELOPMENT OVER 1H opening

1H-->>1S/NT-->>2C=Nat 12-16 or any 16-->>2D=7+-->2H=nat H+C, other 16+N
1H-->>1S/NT-->>2NT=5H/5 minor good limited hand
3C/D=Nat 6-4 or 5-5-->rel-->1)6-4 2)5-5
1H-->>2C-->2D=12-14 no 4H-->2H=3 cards support 8-11
1H-->>3NT/4C/D=splinter in C/D/major

Note...11:DEVELOPMENT OVER 1S opening

see 1H

Note...12:2C OPENING

20+ BAL or GF
2C-->2D=waiting, 2H=5+S GF, 2S=5+H GF, 3C=5+D GF, 3D=5+C GF
2C-->2D-->2H=Nat or bal 23+-->2S=rel
PUPPET if opener bids 2NT

Note...13:2D OPENING

2D-->2/3 H/S=p/c
2D-->2NT-->3C=min H, 3D=min S, 3H=max S, 3S=maxH
2D-->3C=any minor GF-->3D=H, 3H=S
2D-->3D=any major GF-->3H=H, 3S=S no H fit, 4C=S H fit

Note...14:FIXING SUITS (slam try)

We point:when FG, at 3 level, 3 in the major=minor support, 4 in the
minor=major support.

Bid in other 2 suits(including 4th) are normally for NT

Note...15:1NT OPENING

1NT->2C->2D-->2H to play 2H or 2S
2S=REL->2NT=MIN-->3C=REL-->3D=5 min, 3H=2344,3S=3244,
(OVER 3D->3H=REL,3S=5H,3NT=5S), 3NT=33(43)
3C=3334 MAX, 3D=5 min MAX,3H=2344 MAX,3S=3244MAX
3NT=3343 MAX
2NT=long minor bad suit FG--3C=REL->3D=C, 3H=D
3C=singl in any minor-->3D=REL-->3H=44(41)-->3S=afraid
of C, 3NT=afraid of D
3S=x C, 3NT=x D
3D=singl in any major 4 in the other-->3D=rel
3H/S=6+ bad cards FG

Note...16:1NT OPENING

1NT->2C->2H->2S=REL-->2NT=MIN-->3C=REL->3D=4C, 3H=4D, 3S=3433
3C=4C MAX,3D=4D MAX,3H=3433,3S=4S MIN,3NT=4S MAX
3C=singl in any minor poss 4 major->3D=REL no 4S see over
3H=4S afraid of C
3S=4S " of D
3NT=4S good stop C/D
3D=singl in any major see over
1NT->2C->2S->3C=x min, 3D=REL->3H=4C, 3S=4D, 3NT=4333
1NT->2D/H-->2NT=4 cards MAX
1NT->2D/H-->4H/S=6+/7 triks solid-semi no singleton-->4NT=QUANT
1NT->2D/H->2H/S-->2S/3any=4/5+ limit
1NT->3H/S=6+/7 trikcs solid-semi + any singleton

Note...17:1NT OPENING

1NT->2S->2NT obliged-->3C=5+C/5+D limit, 3D=5+D/5+H limit, 3H=5+H/5+S
limit, 3S=5+S/5+C limit, 3NT=6+C 6+/7 tricks
4C=6+C 7 tricks up, 4D=5+C/5+D slam interest
4H=5+C/5+H FG, 4S=5+C/5+S FG
1NT->2NT->3C obliged->pass=weak C, 3D=singl in any major no 4 in other

3H=5+H/5+C limit, 3S=5+S/5+D limit, 3NT=6+D
6+7 tricks, 4C=5+D/5+C FG, 4D=6+D 7 tricks up,
4H=5+D/5+H FG, 4S=5+D/5+S FG
1NT->2D/H->2H/S->3S/4C/D=5+/5+ slam interest(at least 4 key cards
over 8)

Note...18:OVERCALL OVER OUR 1NT OPENING

1NT-double-->pass=F1 if not 4333, rdb=TRF for 2C(weak C or D)

other by system

1NT-2x-->double=negative not game try, 2 at level=S.O, 2NT=TRF for 3C

a)weak C, b)asks majors no stop, c)5+ any major no stop

d)no majors interest no stop, 3C=TFR for 3D (a weak D, b)

5+ major + stop, 3D=asks majors + stop

1NT-2 TFR-->double=suit weak/limit, other see over

1NT-2C Landy-->double=weakC, 2D=weakD, 2H/S=stop, 2NT/3/D=5+C/D weak

limit/GF, 3H=C GF, 3S=D GF, pass and later 3C/D=limit,

double=penalty

1NT-2D MULTI-->we pass waiting to know suit or suits and we bid by

systemlike over naturalovercall (when 2 suiter, we

give stop/no stop in higher suit)

Note...19:AFTER OUR OVERCALL AT 2 LEVEL IN A MINOR

1D-2C-->2D=H, 2H=S, 2S=cue, 2NT=limit raise, 3C=weak raise

1H-2C-->2D=cue, 2H=S, 2S=limit raise, 2NT=D, 3C=weak raise

1H-2D-->2H=S, 2S=cue, 2NT=C, 3C=limit raise, 3D=weak raise

1S-2C-->2D=H, 2H=cue, 2S=limit raise, 2NT=D, 3C=weak raise

1S-2D-->2H=cue, 2S=H, 2NT=C, 3C=limit raise, 3D=weak raise

If opener's partner bids-->NAT FI, double=points

Note...20:AFTER AN OVERCALL AT 2 LEVEL IN A MAJOR

1S-2H-pass-->2S=cue, 2NT=TFR in C (poss values + support), 3C=TFR in D

3D=good raise, 3H=weak raise

Same if 1H-pass-2H-2S

The player who overcalled, on TFR, bids partner's suit with minimum and

bad fit.