

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

LEADS AND SIGNALS				
OPENING	SUIT	<b>3rd/5th;</b>	4th;	Attitude; Rusinow;
		Others		
LEADS	N.T.	3rd/5th;	4th;	<b>Attitude;</b> Rusinow;
		Others		
SUBSEQUENT LEADS				
Big letters opening leads vs no-trumps				
Underline leads against suit contracts different				
<b>A<sub>K</sub></b>	<b>κQ</b>	<b>QJ</b>	<b>J10</b>	<b>10<sub>x</sub></b>
<b>A<sub>Kx</sub></b>	<b>κQ<sub>x</sub></b>	<b>Q<sub>Jx</sub></b>	<b>J10<sub>x</sub></b>	<b>10<sub>9</sub></b>
<b>A<sub>KJx</sub></b>	<b>κQ<sub>xx</sub></b>	<b>Q<sub>J109</sub></b>	<b>J1098</b>	<b>10<sub>9x</sub></b>
<b>A<sub>KJ10x</sub></b>	<b>κQ<sub>Jx</sub></b>	<b>κQ<sub>10x</sub></b>	<b>κJ109</b>	<b>98<sub>x</sub></b>
<b>A<sub>QJx</sub></b>	<b>κJ10<sub>x</sub></b>	<b>κQ109<sub>x</sub></b>	<b>κ1098</b>	<b>xX<sub>x</sub></b>
<b>A<sub>JxX</sub></b>	<b>κxX</b>	<b>QxX</b>	<b>JxX</b>	<b>10X<sub>x</sub></b>
<b>κJxxX</b>	<b>κxxX</b>	<b>QxxX</b>	<b>JxxX</b>	<b>10XX<sub>x</sub></b>
<b>κxxxxX</b>	<b>κxxxX</b>	<b>q109<sub>x</sub></b>	<b>JxxxX</b>	<b>10XX<sub>xx</sub></b>
				<b>XXX<sub>xx</sub></b>
<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>				
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
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		
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>				
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				
<b>SPECIAL FORCING PASS SEQUENCES</b>				
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	
<b>GENERAL APPROACH AND STYLE</b>	
NATURAL 5-CARD MAJORS	
1♣ :MAY BE ONLY 2 CARDS (IF BALANCED)	
1♦ : AT LEAST 4 CARDS	
RESPONSES: 2 OVER 1 FORCING TO GAME (not 2♥ over 1♠);	
ARTIFICIAL STRONG 2♣ Response Style natural & relay	
CANAPE: Open. All	Strong Special
Resp. Hands	Hands Sequenc.
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>	
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;
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>	
CB.1 VS. 1NT (STRONG) DBL: ♣ or majors or 4 mayor+minor	
2♣ →	♦ or ♥ + minor or any strong
2♦ →	♥ or ♠ +minor or minors
2♥ →	♠ or minors 5/4
2♠ →	bad pre in ♥ or ♠ or 6/4 minors (see sheet 6)
CB.6 VS. 1NT (WEAK) --- DBL = opening values ;	
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>	
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 ♣;	(*)=SEE SUPPLEMENTARY SHEETS; 1♦/1♥/1♠/1NT = NATURAL; 2♣ = FTG 4+S; 2♦ = multi: weak(3 to 9 hcp) 6+♥/♠; 2♥ = 6 to 9 hcp 4+♦ 3+♣ (9+ cards in the minors); 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♥/2♠ = 6 to 9 hcp 5-card suit + 4+♦; 2NT = invitational; 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-cards support; 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, forcing to 3♥; 2NT = limit raise 3-cards support or 4 cards support not constructive; other SEE SUPPLEMENTARY SHEET Nr.1	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;	
1 NT			4♦	15 to 17 hcp balanced;	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 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 ♠		FORCING PASS / FORCING PASS AFTER 2♣ OPENING BID /	
2 NT	@		4♦	21-22 hcp balanced;	SEE SUPPLEMENTARY SHEET Nr.4	2NT RELAY FLANNERY / DOPI-ROPI	
3 NT	@		PENALTY	Preempt. in a minor;	4♣ = NF RELAY; 4♦ = RELAY forcing;	LIGHTNER DOUBLES;	
4x	@	0	PENALTY	Preempt.;	natural & cue-bids;		



PAIR : LORENZO LAURIA – ALFREDO VERSACE (ITALY)

SUPPLEMENTARY SHEETS

*SHEET Nr 1*

*Special responses after a 1-major openingbid:*

1♥	→	3♣ = LIMIT RAISE 4-CARDS SUPPORT;
1♥	→	3♦ = 4 CARDS SUPPORT NOT CONSTRUCTIVE;
1♥	→	3♥ = PREEMPTIVE;
1♥	→	3NT(♣)/4♣(♦)/4♦(♠) = TRANSFER SPLINTERS;
1♠	→	3♣/♦ = INVITATIONAL 4+♣/♦ & 6♥;
1♠	→	3♥ = LIMIT RAISE 4-CARDS SUPPORT;
1♠	→	3♠ = BA ;
1♠	→	3NT(♣)/4♣(♦)/4♦(♥) = TRANSFER SPLINTERS;



PAIR : LORENZO LAURIA – ALFREDO VERSACE (ITALY)

## 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♠;

#### **RESPONSES(continue)**

2 ♣ Opening Bid:

2 ♣ --- 2 ♦ = 5+♥ or Relay;

2 ♣ --- 2 ♥ = 5+♠;

2 ♣ --- 2 ♠ = two-suite in the minors at least 5-5;

2 ♣ --- 2nt/3 ♣ = transfers, 2 honors and 6+cards or 1 honor and 7 cards;

2 ♣ --- 3 ♦ = transfers, 1 honor and 6+cards or J10 and 7 cards;



PAIR : LORENZO LAURIA – ALFREDO VERSACE (ITALY)

## 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+♥);



PAIR : LORENZO LAURIA – ALFREDO VERSACE (ITALY)

SUPPLEMENTARY SHEETS

*SHEET Nr 4*

**RESPONSES(continue)**

2nt Opening Bid:

2nt --- 3 ♣ = Puppet Stayman;

2nt --- 3 ♦/3 ♥ = transfer;

2nt --- 3 ♠ = forcing to game 5+♠ 4+♥;

2nt --- 4 ♣ = slam try 6+♥;

2nt --- 4 ♦ = slam try 6+♠;

2nt --- 4 ♥ = slam try 6+♣;

2nt --- 4 ♠ = slam try 6+♦;