



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Leading doubles; fitting jump at 3/4 level by passed hand, but at 3 level by unpassed hand is weak 6+cards; free bid at two level NF in competition; free bid at 3 level frc in competition. Lebensohl; Lebensohl modified and support double (N. 10-11)		Lead		In Partner's Suit	
Strong opener NT (Ex. 1♥ 1♠ ! 2♠ 2NT may be 6+♥ or 5-5 strong hand) (N.16)		Suit	4th best style	count (attitude if known length)	Category: Open (www.ecatsbridge.com)
		NT	4th best style	count (attitude if known length)	Country: Monaco
		Subseq	count or attitude	count or attitude	Event: MONACO
		Other:	Against NT, A or Q ask unblock, otherwise A ask count; K or J ask attitude.		Players: Henri FISSORE -Marco CATELLANI
Over 2♦ multi we act as against 2♠ (N. 18)			Against a gambling 3NT, A ask attitude.		SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE
Normally natural 15-18. In 4th position 1NT is 10-13 (2♣ is 14-15, ! then NT is 16-18, 2NT is 19-20, ! then 2NT is 21-22). Over 2♣ 14-15, cue-bid ask stopper, 2 level to play, 3 level as over 2NT but with a stopper. A passed hand 1NT is 4M 5m+.		Lead	Vs. Suit	Vs. NT	Five cards majors
Texas cue-bid (Ex. 1♥ 1NT Pas 2♦) DEMAND no answer modulation. System on in interventions (Ex. 1♥ 1NT 2♥ ! is as 1NT 2♥ !, in the case, negative).		Ace	AKx+ Axxxx Ax	AKJ10x	Strong 2♣ opening (N. 5)
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	KQx KQJx AK Kx	KQx KQJx AK Kx	Multi 2♦ (weak ♥/♠, bal. 22-23, strong in a minor) (N. 6)
1-Suit: Weak jump at 2-3 level		Queen	QJx QJ10x+ AKQx+ KQ109+ Qx	QJx Qj10x+ AKQx+ KQ109+ Qx	Two suiter 2♥/2♠ (M plus m) (N. 6)
2-Suit:		Jack	J10x J109x+ KJ10x+ Jx	J10x J109x+ Aj10x+ KJ10x+ Jx	Long/short suits game try (N. 3)
Reopen: Constructive jump (opening value with 6+)		10	109x 1098x+ H109x+ 10x	109x 1098x+ H109x+ 10x	1NT Openings: 15-17 may be 5 cards major, rare 4441 (N.4)
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ 2♣(Nat) 2♦(♥♠) 2♥Nat 2♠Nat 2NT(♦♥) 3♣Nat			Partners Lead	Declarer's Lead	Discarding
1♦ 2♦(♥♠) 2♥Nat 2♠Nat 2NT(♣♥) 3♦Nat		Suit: 1st	attitude	count	attitude
1♥ 2♥(♠♣) 2♠Nat 2NT(♣♦) 3♥(Ask stopper)		2nd	count	lavinthal	count
1♠ 2♠(♣♥) 2NT(♣♦) 3♠(Ask stopper)		3rd	lavinthal		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	attitude (exc.small o/K)	count	lavinthal
1NT(15+) ! = 4♣ 5+m, 2♣ = 4+♥ 4+♠ (N.11), 2♦ = 6+♥/♠ OR STRONG 5♥/♠ 4+m (N. 14), 2♥/♠ = 5♥/♠ 4+m, 2NT minors, 3♣/♦ 5+ with 4♥.		2nd	count	smith	count
		3rd	lavinthal		
		Signals (including Trumps):	Trumps: High-Low is three trumps or we wish to ruff NT: if not count, High ask first lead suit (Smith) Suit lead: when singleton dummy, lavinthal > attitude		
1NT(12-14) BALANCED ! = 13-15 OR 19-20; 2NT = 21-22; pas then ! = 16-18		DOUBLES			Over 2♣: 2♦ no ace, 2♥ one red ace, 2♠ one black ace, 2NT any RDxxxx 5+ points
UNBALANCED = as other 1NT (15+)		TAKEOUT DOUBLES (Style; Responses; Reopening)			3♣♦♥♠ bad suit 8+ points, 3NT 2 aces, 4♣ any 7 tricks (Ex. KQJ10xxxx), 4♦ 4♥ any 6/7 tricks (Ex. AKQJ1xx/x) (N. 5)
Generally range interventions is range of 1NT opening + 1		Style: may be weak and distributional, with natural responses. May be without support in all unbid suits. Spoutnik double (1♣ (1♠) ! generally 4♥; 1♣ (1♥) ! generally 4♠).			Over 2♦: 2♥ 2♠ relais NF to play the M; 2NT relais F 14+ over which 3♣ 9-10 with a M. (3♦ wch? 3♥ is ♠ and 3♠ is ♥) 3♦ 6-8 with ♥, 3♥ 6-8 with ♠, 3♠ AKQxxx in ♥. With ARQxxx in ♥ we bid 3♣, and over 3♦ we bid 3NT.
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		Support double in competition. Reopening double normally short in bid suits.			Over 2♥(♠): 2NT relais over wch 3♣♦ is 5-5 3♥♠ is 6-5(♥for♣) 3NT is 544 4♣♦ is 5-6
Negative double trough 4♥; cue-bid may be a try for 3NT or the m (Ex. 2♥ 3♥), a M two suiter (Ex. 3♣ 4♣); jumps are normally strong; NT may be 15-18, natural or a two suiter, accordingly to the 2,3,4 level preempt.					Over 3♣/3♦, ri-relais is 3♦♥: next two steps are singl. Low and High (N.6) Over 2♥♠ !, the !! ask the m while between 2NT and 3♥ are Texas. Over 2♥♠ and interventions, to ! the M is for penalty, to ! the m is negat.
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Over 1♥(♠) and interventions ! or 1NT, Texas raises 3cards are played: 2♦ is 4-7 or 8-10 with a 5 cards or 11-12 balanced; 2♥ is 8-10.
Crash over 1♣ = !(Red or black) 1♦(M or m) 1NT(others)		Support ! and !! with 3 cards support.			After an ops double, if we pass and then bid, is GF.
Crash over 1♦ = !(multi: a M) 1♥(Red or black) 1♠(M or m) 1NT(others)		Negative double in lebenshol situation (N.10)			After 2♣, 3♦ or more, PASS is GF.
Crash over 2♣ = !(Red or black) 2♦(M or m) 2NT(others)					When red we bid game, and ops bid more, PASS is forcing.
Crash over 2♦ = !(multi: a M) 2♥(Red or black) 2♠(M or m) 2NT(others)					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					Unpassed hand after intervention: negative 2 bids, constructive 3 bids, fitting 4 bids.
Texas raises over 1M !; Texas bidding over 2M ! (between 2NT and 3♥);					Passed hand after intervention: negative 2 bids, fitting 3/4 m bids, nat. 3/4 M bids
Pass then bidding a suit is GF; Pass then ! is positive, generally 9-11 balanced;					
!! is positive, generally 9-11 not balanced.					Psychics: Over 1♣♦♥ opening, and after !, RARELY we can bid a 3 cards suit.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3♣	4♥	Natural 11-19	1♦/♥/♠ nat 4+; 1NT 6-10; 2♣ nat. 11+; 2♦ (multi)	2♣ roudi & texas2NT, 2O1GF, InvJump, 4th - (N.1,3,17)	Note#1
1♣					♠2♥ weak 5+♠ 4+♥; 2♠ limit 5+♠ 4+♥		
1♦		3♦	4♥	Natural 11-19	1♥/♠ nat 4+; 1NT 6-10; 2♣ FG; 2D♦ nat. 11+;	2♣ roudi & texas2NT, 2O1GF, InvJump, 4th - (N.1,3,17)	
1♦					♠2♥ weak 5+♠ 4+♥; 2♠ limit 5+♠ 4+♥		
1♥		5♥	4♥	Natural 11-19	Natural with semiforming NT and Bergen Raises (N.2,3)	2♣ roudi & texas2NT, 2/1GF, InvJump, 4th - (N.2,3,17)	2♣ drury; fitting jump in m at 3/4 level by passed hand
1♠		5♠	4♥	Natural 11-19	Natural with semiforming NT and Bergen Raises (N.2,3)	2/1 GF - (N.2,3,17)	2♣ drury; fitting jump in m at 3/4 level by passed hand
1NT			4♥	Natural 15-17	2♣ Stayman NF; 2♦♥♠NT Texas; 3♣ Puppet	N.4	
2♣			4♠	20+ unbalanced; 24+ balanced	2♦ waiting; 2♥ red ace; 2♠ black ace; 2NT Good suit	N. 5	Natural
2♦			4♠	6+H or S♠ W/♦ str.C or D/22-23 bal	2♥/♠ to play the M; 2NT 14+; 3♣/♦ inv.NF	N.6	
2♥		5♥	4♠	5♥M 5m+♣/♦ weak	2♠ inv.NF; 2NT 14+; 3♣/♦ inv.NF	N.6	
2♠		5♠	4♠	5♥M 5m+♣/♦ weak	2NT 14+; 3♦/♥ inv.NF	N.6	
2NT			4♠	20-21 bal	3♣ Puppet; 3♦/♥ Texas; 3♠ minor; 4♣ Texas; 4♦ 5-5M	N.7	
3♣		6+♦ (65 GF)		6-10 weak (or 65 GF with D)	3♥♠ Nat. Forcing; 4♣ TAB; BW (0101)	N.8	
3♦		6+♥ (65GF)		6-10 weak (or 65 GF with H)	3♠ Nat. Forcing; 4♣ TAB; BW (0101)	N.8	
3♥		6+♠ (65GF)		6-10 weak (or 65 GF with S)	4♣ TAB; BW (0101)	N.8	
3♠		texas 3NT		Gambling 7 tricks m			
3NT		6+♣ (65GF)		6-10 weak (or 65 GF with C)	BW (0101)	N.8	
4♣		7+♣		Preemptive	4♥♠ Nat, 4NT BW (0101)	N.9	
4♦		7+♦		Preemptive	4♥♠ Nat, 4NT BW (0101)	N.9	
4♥		7+♥		Preemptive	4NT BW (0101)	N.9	
4♠		7+♠		Preemptive	4NT BW (0101)	N.9	
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

4NT may be general value (Ex 1NT-4NT), Turbo (even aces) in cue-bid sequences, BW over preempts. After interventions generally we ! with bad hands, and we bid or pass with good hands. A pass and a pull-out double is strongest.
In competitive sequences (Ex. 4♥ 4S♠ 6♥ 6♠) we double with 2 tricks, we pass with 0-1 tricks. Pass is forcing if red against green.
5NT may be the king of trumps in a turbo sequence, or josephine if at jump.
Joseph. holding before the 6nt answer are: 1) Qxxxx 2) Hxxxx 3) HJxxx 4) Hxxxx
With ♣, 6♣ is all four holding - 6NT is HHxxx, 7♣ HHHxx
With ♦, 6♦ is first two holding, 6♦ is last two holding - 6NT is XXxxx, 7♦ HHHxx
With ♥, 6♥ is first, 6♦ is second/third, 6♥ is fourth - 6NT is HHxxx, 7♥ HHHxx
With ♠, 6♠ is first, 6♦ is second, 6♥ is third, 6♥ is fourth - 6NT is HHxxx, 7♠ HHHxx

# Supplementary notes file (Note Card Fissore Catellani.txt) Henri FISSORE -Marco CATELLANI (Mona

Note:...1: developing over 1♣ 1♦ opening

Inverted raises (1♣ 2♣ 11+). Special jump 2 level (2♦ multi 8/10, 2♥ 6/8 5+♠ 4+♥, 2♠ 9/10 5+♠ 4+♥)

Relay over 2♦ (the same over opening 2♦).

Relay over 2♥/♠ is 2NT with 3♣, 3♦, 3♥ (min with 54 64 55) and 3♠ 3NT 4♣/♦ (max with 55 54 64 show.singl)

Three level jump natural but from preemptive (KJ109xxx) to constructive (AKJ10xxx).

Subsequent action:

Two level rebid, weak, to play. Ex. 1♣ 1♥ 1♠ 2♦ (4♥ 5+♦ weak)

Jump bid, generally 5-5, limit (9-10). Ex. 1♣ 1♥ 1♠ 3♦

1m 1M 1NT 3m is generally 5-5 invitational values

1m 1Mm 1NT 3Mm is generally 6+ invitational values (same Mm) or 5-5 invit.values (diff.Mm)

Check Back♣, generally 5+ in resp. suit or 11-12 bal Ex. 1♣ 1♠ 1NT 2♣; 1♣ 1♥ 1♠ 2♣

2♦ = max 2 cards in responder's M suit, minimum hand

2♥ = 3 cards minimum hand for H(same resp.colour)

2♠ = 3 cards maximum hand for H(same resp.colour)

2NT = max 2 cards in responder's M suit, maximum hand

If responder's suit is ♦, 2♦ is max 3/4 cards, others accordingly.

If 2♣ is a possible limit bid, then 2NT is puppet for 3♣. 1♥ 1♠ 1NT 2♣ is roudi.

The puppet 2NT generally allows to play in 3♣ or show a limited 4M 6m hand (9-10)

1♣ 1♥ 1♠ 2NT 3♣(puppet) over which: pass (to play), 3♥(4♥ 5+♠ 9-10), 3♦(4♥, 5+♦ 9-10)

Two level bid FG (Ex. 1♦ 2♣)

Interesting cases:

After 1♣ 2♣, or after 1♦ 2♣, the 2♦ rebid is weak (11-12) and the 2NT rebid is stronger (13-14)

After 1♣ 2♣, 2♥ 2♠ may be a weak reverb, but not less. Ex. x AQJx xxx AQJ109.

After 1♣ 2♣, 2♦ 2♥ is generally with 4♥, but may be xx AQx xx AQJ10xx. Opener over 2♥ must bid:

2♠, 2NT, 3♣, 3♦ Nat.

3♥ Nat 4♥ but no stop in ♠, may have or not a stop in ♦. Over 3♥, 3♠ is stop in ♠ but not in ♦.

3♠ Nat 4♥ with stop in ♠

3NT Nat 4♥ with stop in ♠ and ♦.

After 1♣ 2♦ multi, subsequent action as over a 2♦ opening

After 1♣ 2♥ (5+♠ 4+♥ weak) or 2♠ (5+♠ 4+♥ limit), subsequent action over a 2NT relay are:

3♣ 5♠ 4♥ min 3♦ relais 3♥/3♠ sing. low/high

3♦ 6♠ 4♥ min 4♣ relais 4♦/4♥ sing. low/high

3♥ 5♠ 5♥ min 4♣ relais 4♦/4♥ sing. low/high

3♠ 5♠ 5♥ max 4♣ relais 4♦/4♥ sing. low/high

3SA 5♠ 4♥ max

4♣ 6♠ 4♥ max sing low

4♦ 6♠ 4♥ max sing high

4♥ 6♠ 5♥

After 1♦ 2♦ is fitted

After 1♦ 2♥ (5+♠ 4+♥ weak) or 2♠ (5+♠ 4+♥ limit), subsequent action over a 2NT relay are as before.

Note:...2: developing over 1♥ 1♠ opening

1NT Semi-forcing. Opener generally pass with 11-12, and bit 2♣ or 2♦ (may be three cards) with 13+

2♣ 2♦ FM, natural

2♥ positive, generally about 8-10

2♠ weak jump (possible only over 1♥ opening)

2NT Good balanced raise (12+), generally with no singleton and no side suit 5+)

3♣ Good hand balanced OR with a singleton

3♦ ask

3♥/♠NT a singleton ♣♦♠ respectively

4♣♦ a cue-bid with the balanced hand

3♦ Good hand generally two-suiter, asking for doubletons

3♥/♠NT a doubleton ♣♦♠ respectively

4♣♦ a cue-bid with no doubleton

3♥ A void

3♠ ask

3NT, 4♣♦ a void in ♣♦♠ respectively

3♠ Bad hand with a singleton

3NT ask

4♣♦♥ a singleton ♣♦♠ respectively

3NT Good hand with 6+ trumps, no singleton. Prosecution with cue-bids.

4♣♦ A normal hand, but with goods controls (Ex. xx ADxxx Axx Rxx)

3♣ four+ trumps, about 6-8

- 3♠ four+ trumps, about 9-11
- 3♥ four+ trumps, preemptive

Special case 1♥ 1♠

2♣

2♦ relais

2♥ normal hand with ♥ and ♣

2♠ 15-17 with 5♥ and 3♠

2NT relais

3♣ 15-17 with 3♠ 5♥ 1♦ 4♣ or similar

3♦ 15-17 with 3♠ 5♥ 4♦ 1♣ or similar

3♥ 15-17 with 3♠ 6♥ or similar

2NT 18+ with 5♥ and 3♠

3♣ relais

3♦ 18+ with 3♠ 5♥ 4♦ 1♣ or similar

3♥ 18+ with 3♠ 6♥ or similar

3♠ 18+ with 3♠ 5♥ 1♦ 4♣ or similar

3nt18+ with 3♠ 5♥ balanced

2NT 3♣ relais

3♦ 18+ w/o 3♠, 5♥ 4♦ or similar

3♥ 18+ w/o 3♠, 6♥ or similar

3♠ 18+ w/o 3♠, 5♥ 4♣ or similar

3nt18+ w/o 3♠, 5♥ balanced

Special case 1♠ 1NT

2♣

2♦ relais

2♥ normal answer

2♠ 6+♠, 18+

2NT 18+

3♣ 5♠ 5♣ 18+

3♦ 5♠ 4♣ 3♦ 18+

3♥ 5♠ 4♣ 3♥ 18+

Meanings on normal answer (After 1♠ 1NT 2♣ 2♦ 2♥ X) and (After 1♠ 1NT 2♣ X)

2♥ weak with ♥

5/6 ♥ with tolerance for ♠ 8-10

2♠ 2♠ 8-10

2/3♠ weak

2nt balanced 10-11

balanced 10-11 with ♣ fit

3♣ limit in ♣ 10-11

competitive in ♣ 6-9

3♦ limit in ♦ 10-11

competitive in ♦ 6-9

3♥ limit in ♥ 10-11

competitive in ♥ 6-9

3♠ limit in ♠ 10-11

competitive in ♠ with club fit 6-9

3NT limit with 2♠, ♣ fit, but can play 3nt

competitive with 2♠, ♣ fit, but cannot play 3nt

4♣ limit with 5+♣, sing. ♠

competitive with 5+♣, sing. ♠

Interesting cases:

After 1♠ 2♣, or after 1♥ 2♣, the 2♦ rebid is weak major, no good no-trump rebid, normally weak (2NT normally 13-14)

Note...3: general style over M support

Game try by opener (1♣ 1♥ 1♠ 2♠, or 1♠ 2♠)

Natural (at least 3+ cards)

2NT (artificial) asking for honour

Game try by responder (1♣ 1♥ 2♥)

Trial singleton (also after 1♣ 1♥ 2♥ 3♣)

2NT (artificial), in the above example: 3♣ (at least 4-4, may be min.) 3♦ 3♠ (singleton) 3♥ (4-3-3-3 min.) 3NT (4-3-3-3 max)

4♣ (5-4 max) 4♦ (singleton, max).

Note...4: developing over 1NT

2♣ Stayman NF with 3 answers: 2♦ 2♥ 2♠. Possible hands for using 2♣ are:

WEAK with M (4-4), with ♦ (5+) and M 4-3, with 4M 5+m, with 444

Over 2♦: pass with ♦ or 444, 2♥ with M (rare 4M 5+m), 2♠ with 5-4M, 2NT LIM, 3♣♦ 4M 5+m

Over 2♥: 2♠ with 4M 5+m, 2NT LIM., 3♣♦ 4♥ 5m encouraging, 3♥ LIM., 3♠ STRONG 4♥

Over 2♠: 2NT LIM., 3♣♦ 4♥ 5m+ to play, 3♥ STRONG 4♠

When opener has doubt for the minor (Ex. 1NT 2♣ 2♥ 2♠) must bid 3♣ preferring ♣, otherwise 2NT.

LIMITED (about 8-9 near balanced)

STRONG (about 15+ near balanced)

Over 2♦: 3NT bal. 15/16 with a M, 4♣ bal. 15/16 with 4/5♣, 4♦ bal. 15/16 with 4/5♦, 4♥♠ 4432 15/16 3M 1/3 A, 4NT same 2/4 A

Over 2♥: same as above, but 4♥ is to play.

Over 2♠: same as above, but 4♠ is to play.

2♠, 2♥, 2♣, 2NT texas

Over 2♠, 2♥ opener break the texas with 4 cards: if min. 3M, if max 2NT or 2/3 level in the doubleton

Over 2♣, 2NT opener bid the real m if minimum or unfitted.

3♣ Puppet Stayman

Opener id 3♠ (at least a M), 3♥ 3♣ with 5+ or 4 STRONG cards (Ex. AKJ10), 3NT without M.

Ex. 1NT 3♣ 3♠ 3♥ (willing to play ♠): 3♠ (max hand for ♠), 4♣♦♥ cue-bid medium hand for ♠, 4♣ worst hand for ♠)

Ex. 1NT 3♣ 3♠ 3♣ (willing to play ♥): 4♣♦ (cue-bid max/medium hand for ♥), 4♥ worst hand for ♥)

Ex. 1NT 3♣ 3NT 4♣ (willing to play a slam in ♣ or at NT. Over 1NT, hand is generally 4432 with only 4♣, lacking texas), BUT

Ex. 2NT 3♣ 3NT 4♣ (willing to play a slam in ♣ or at NT. Over 2NT, hand can be 4432 with only 4♣ OR can have real ♣)

3♠ 5-4 m with longest ♠

Opener may bid 3♥ asking: 3♠ low sing, 3NT high sing.

3♥ 3♠ is 5-5 m with the singleton bid

4♣

4♠ Generally 5-5 in M.

4♥ Not forcing, natural, slammish. Opener can bid with at least three cover cards (aces + H trumps).

4♠ Not forcing, natural, slammish. Opener can bid with at least three cover cards (aces + H trumps).

4nt Baron, 17+ forcing (via stayman 4NT is quantitative)

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Note:...5: general style over 2♣

2♠ waiting

2♥ one red ace

2♠ one black ace

2NT a good colour (KQxxxx 5+)

3♣ 6♣+ bad colour 5+

3♠ 6♠+ bad colour 5+

3♥ 6♥+ bad colour 5+

3♠ 6♠+ bad colour 5+

3NT two aces same colour

4♣ two aces same rang

4♠ two ace divers colour & rang

Over an ops bid till 3♣, pass is weak and double 5+

Over an ops bid from 3♠, pass is 5+ and double is weak

Specific rule over 2♣:

2♣ 2♠ waiting

2♥ natural or three colours 21+

2♠ relais

2n three colours 21+

3♣ relais

3♠ singl. ♣

3♥ singl. ♠

3♠ singl. ♥

3n singl. ♠

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Note:...6: developing over 2♠, 2♥, 2♣, 2NT opening

If we don't use the relay, 3 level bid are NOT FORCING

If we don't use the relay, 4 level M bid are to play (but over 2♠, 4♥ is pass or correct)

If we don't use the relay, 4 level m bid are natural and FM in the opened know M.

If we use and break the relais, without making the ri-relais, bid suit is natural and, if new, it's FORCING.

Ex. 2♥ 2NT 3♣ 3♠ (AQJxx xx Axxx Ax). In ♠ we can distinguish a good suit (2♥ 3♠) with a decent suit (2♥ 2nt 3♣ 3♠)

If we use the relais, then a jump to 4NT is BW (no fit disclosed) and a jump in a new minor color is splinter

(opener suit agreed) Ex. 2♥ 2NT 3♣ 4NT (no fit disclosed), 2♥ 2nt 3♣ 4♣ forcing, 2♥ 2nt 3♣ 4♠ splinter (fit in ♥),

Specific rule over 2♠:

2♠ 2NT 3♣ undisclosed M, 9-10 3♠ relais 3♥ weak with ♠ 9-10

3♠ weak with ♥

3♠ weak with ♥ 9-10

3♥ weak with ♠

3nt AKQxxx in ♠

3♠ AKQxxx in ♥

3nt 22-23

2♠ ! pass 5+♠

2♠ 2♠

! competitive in the M

- 2NT relais
- 3♣ to play
- 3♦ to play
- 3♥ to play

Specific rule over 2♥:

- 2♥ 2♠ ! penalty
- 2NT relais (next step bid over 3m is ri-relais for singleton)
- 3♣ to play
- 3♦ to play
- 3♥ to play

Specific rule over 2♠:

- 2♠ 3♦ ! penalty if ♦ is the second opener's colour
- 3♥ to play
- 3♠ to play

Note...7: developing over 2NT

3♣ Puppet Stayman

Opener bid 3♦ (at least a M), 3♥ 3♠ with 5+ or 4 STRONG cards (Ex. AKJ10), 3NT without M. See developing puppet seq. in 1NT. (N.4).

3♦, 3♥ Texas

Over 3♦, 3♥ opener break the texas with 2 cards (3NT) or with 4 with max value (cue-bid)

3♠ is at least 4-4 with the minor; may be a mild slam try.

4♣ Transfer for ♦

4♦ Generally 5-5 in M.

4♥ Not forcing, natural, slammish. Opener can bid with at least four cover cards (aces + H trumps).

4♠ Not forcing, natural, slammish. Opener can bid with at least four cover cards (aces + H trumps).

4NT baron, forcing (via puppet 4NT is quantitative)

Note...8: developing over 3♣ 3♦ 3♥ 3NT (texas preemptive)

Over 3♣, 3♦, 3♥, the 4♣ bid is TAB (Trump Asking Bid over 3 level preempt. Over 3NT, 4♦ is TAB.

4♦ = Max one hon. (Ex. KJ109xxx xx xx xx)

4♥ = Max two hon. (Ex. AJ1098xx xx xx xx or KQ109xxx xx xx xx)

4♠ = Max two hon. (Ex. AK109xxx xx xx xx or AQJ10xxx xx xx xx)

4NT = Max th. hon. (Ex. AKQ10xxx xx xx xx)

Others bids are natural and forcing.

After 4♣, subsequent 4NT (or next bid after a 4NT answer) ask for the number of trumps (5♣=6 5♦=7 5♥=8)

Note...9: developing over 4♥, 4♠

Over 4♥, 4♠, the 4NT bid is a BW variation (BW over 4 level preempt)

5♣ = 0 aces, trumps not solid (Ex. QJ109xxx)

5♦ = 1 aces, trumps not solid (Ex. AJ109xxx)

5♥ = 0 aces, trumps solid one loser (Ex. KQJ10xxx. We cannot have a side-suit ace)

5♠ = 1 aces, trumps solid no loser (Ex. AKQxxxx)

After 4NT, subsequent 5NT ask the number of trumps (5♣=6 5♦=7 5♥=8)

Note...10: lebenshol situations and doubles

After 1NT 2M, and in competitive auction (Ex. 1♥! 2♥!, or 1♠! 2♠!, or 1♥! 2♦!) we play lebenshol.

1♥! 2♥! = generally with m OR invitational with 4♠. 2♠ is 4+ spades, competitive. All lebenshol sequences are on.

1♠! 2♠! = generally with m OR invitational with 4♥. 2NT then 3♥ is invitational with 5 cards.

1♥! 2♦! = generally with ♣ OR invitational with 4♠. 2NT then 3♠ is invitational with 5 cards.

1♥! 2♥ 2NT = lebenshol, asking for 3♣. May be weak with ♣ or ♦, inv. 5♠, Forc. with 4♠ and ♥ stop

1♠! 2♠ 2NT = lebenshol, asking for 3♣. May be weak with ♣ or ♦, inv. 5♥, Forc. with 4♥ and ♠ stop

1♥! 2♦ 2NT = lebenshol, asking for 3♣. May be weak with ♣, inv. 5♠, Forc. with 4♠ and ♥ stop

1♥! 2♥ 3♣ = lebenshol, positive with ♣.

1♠! 2♠ 3♥ = 3♥ directly is 4+♥ competitive.

1♥! 2♦ 3♠ = 3♠ directly is 5+♠ competitive (we can bid 2♠)

After 2♠! 3♠, or 1♠! 3♠, or 1♠! 3♠ (shortly, any competitive auction when the other M it's not bid) we play:

1♠! 3♠! = generally, NOR four NOR five ♥, but we can have five hearts in a slammish hand. Partner's priority is to bid 3NT.

3NT = generally, any hand 9+ with a ♠ stopper

4♠♦ = generally, any hand with 4♥, and some length in the m bid.

4♥ = generally five ♥ in a not slammish hand

- 4♠ = a one minor slamish hand
- 4NT = a two-suiter (m) hand
- 1♥! 3♥3♠ = competitive hand
- ! = generally, NOR four NOR five ♠, but we can have five ♠ in a slamish hand. Partner's priority is to bid 3NT.
- 3NT = generally, any hand 9+ with a ♥ stopper
- 4♠♦ = generally, any hand with 4♠, and some length in the m bid.
- 4♥ = a one minor slamish hand
- 4♠ = generally five ♠ in a not slamish hand
- 4NT = a two-suiter (m) hand

Note...11: rubenshol situations and doubles

After 1m 2M we play a special lebenshol/texas.

- 1♣ 2♥ 2♠ = to play
- 2NT = lebenshol (6-10 with ♣, or 8-10 with ♦, or ♥ stopper 15+, or ♥ stopper and 4♠)
- 3♣ = texas (weak with ♦, or preparing an ask for ♥ stopper without 4♠)
- 3♦ = texas ♠, forcing, generally without ♥ stopper
- 3♥ = lebenshol, forcing, without ♥ stopper but with 4♠
- 3♠ = natural, forcing, generally with ♥ stopper
- 3NT = to play, ♥ stopper 15-
- ! = spoutnik with 4♠ (may be weaker if ♣ supported) OR 11+ with ♣.

Note...12: Over a 2♦ bid (both M) over opponent 1♣ 1♦

2♥ 2♠ to play

2NT Relais near FG

- 3♣ sing.low 10- (seven losers, ex. A9876 RJ10xx xx x)
- 3♦ sing.high 10-
- 3♥ sing.low 10-14 (six losers, ex. AQJ96 RJ10xx xx x)
- 3♠ sing.high 10-14
- 4♣ sing.low 15+ (five losers, ex. AQJ96 KJ10xx Kx x)
- 4♦ sing.high 15+

Note...13a: Over a 2♣ bid (both M) over opponent 1NT

2♦ Relais asking longer M

2♥ 2♠ to play

2NT Relais near FG

- 3♣ 10+
- 3♦ relais over 3♣
- 3♦ 5+♥ 10-
- 3♥ 5+♠ 10-      3♥ 5+♠ 10+
- 3♠ 6+♠ 5♥ 10-      3♠ 5+♥ 10+
- 3NT 5♥ 5♠ 10-      3NT 4♥ 4♠ 10+
- 4♣ 6+♥ 4♠ 10-      4♣ 6+♥ 4♠ 10+
- 4♦ 6+♠ 4♥ 10-      4♦ 6+♠ 4♥ 10+
- 4♥ 6+♥ 5♠ 10-      4♥ 5+♥ 5+♠ 10+

Note...13b: Over a 2♦ bid over opponent 1NT (weak in a M or STRONG 5M 4+m or STRONG 6M).

2♥, 3♥ to play, over which

- 2♠, 3♠ = 6+♠, weak.
- 2NT, 3NT = ♠ and a m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♠).
- 3/4♣, 3/4♦ = ♥ and the m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♥).
- 3/4♥, 3/4♠ = 6+M, strong

2♠, 3♠ to play, over which

- 3♥, 4♥ = 6+♥, weak
- 2NT, 3NT = ♠ and a m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♠).
- 3/4♣, 3/4♦ = ♥ and the m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♥).
- 3/4♥, 3/4♠ = 6+M, strong

2NT Relais near FG

- 3♣ 10+
- 3♦ relais over 3♣
- 3♦ 5+♥ 10-      3♥ 5+♠ 10+
- 3♥ 5+♠ 10-      3♠ 5+♥ 10+
- 3♠ AKQxxx ♥      3NT AKQxxx ♠ (mnemonic is that we never bid the suit we have)
- 3NT ♠ and a m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♠).
- 4♣ ♥ and the m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♥).

4♦ ♥ and the m, strong (mnemonic is that over 2♦ we bid 4♣ with ♣ and ♥, so here we have ♥).  
4♥ 6+♥ strong  
4♠ 6+♠ strong

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Note...13c: Over a 2♥/♠ bid over opponent 1NT (5+♥/♠ and a 4+m, normally 10-15)

2NT Relais for the minor, unlimited. Other bid to play,

---

Note...14: about 4NT

4NT is normal BW (4 aces) when last bid was a suit (1♣ 4NT, 1♥ 2♣ 2♥ 4NT) and 4NT is a jump. The next eventual 5NT is josephine style.

4NT is a modified BW after a 4♣ 4♦ 4♥ 4♠ opening (N. 9).

4NT is quantitative when last bid was NT w/o jump (1NT 4NT baron, 1♥ 2♣ 2NT 4NT quantitative) or after a rever sequence (we can fit before).

We answer as against 4NT normal BW when accepting. The next eventual 5NT normally it's not possible.

4NT is turbo in others sequences (1♥ 2♣ 2♥ 4♣ (♥ agreed) 4♦ 4NT (0,2,4 aces)). The next eventual 5NT means possessions of the K of trumps.

---

Note...15: Over a 3♣ 3♦ preempt, and 3NT by partner.

The 3NT bid may be anything from xx xx Rx AKQxxxx to AKx AKx AKx AQxx. Anyway advancer can bid:

4♣ asking for M. We have a M two suiter 5-5 6-4 longer ♥ or any balanced hand 12-14.

4♦ no M  
4♥ 4♥ (may be 4♠ also)  
4♠ 4♠ (no 4♥)

Some developments:

(3♣) 3NT 4♣ 4♦ (no M), then 4♥ (6♥ 4♠ or 5/5), 4♠ (6♠ 4♥), 4NT quantitative try (12-14)

(3♣) 3NT 4♣ 4♥, then pass (at least 4♥, 4NT quantitative try (12-14))

4♦ multi, an unspecified M (may be 6 strog cards, such as KQJ109x, but it's normally 7+ cards), or any balanced hand 15/17 (4♦ then 4NT), or a slammish hand with ♣ or ♦ (4♦ then 5♣ or 5♦)

4♥ a slammish hand with ♥

4♠ a slammish hand with ♠

4NT balanced 18+, nat prosecution

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Note...16: 2NT (by opener (good hand normally 55) and by responder (normally a competitive one suiter))

By opener

After a sequence ex.: 1♥ 1♠ ! 2♠, the 2NT by openener ask a 3♣ bid by partner. Partner generally (in the ex.) acts as follow:

3♣ with better ♣ then ♥ (Ex. xxx xx AQxx Kxxx)

3♦ with better ♦ over ♣ and ♥ (xx xxx AQxxx xxx)

3♥ with better ♥ over ♣ and ♦ (xxxx Kxx Axx Kxx)

By responder

After a sequence ex.: 1♥ 1♠ ! 2♠, and two pas, responder CAN'T bid a suit (it's FG) so conventionally we decide that with 11-12 bal we must double. So the 2NT bid is a puppet for 3♣.

---

Note...17: "Lowest possible answer" to fourth color

In a sequence such as 1♠ 2♣ 2♦ 2♥, or similar, opener must choose between a certain number of possibilities. Ex.

2♠ good ♠.

2NT stop in ♥

3♣ primary support for ♣

3♦ 5-5

3♥ anti positional stop in ♥ (Axx or Kxx)

3♠ good 6+ ♠

Problems arises when a hand can have different answers. With (Ex.) AQJ109 - AF10xx Qxx, we could have three different bids 2♠, 3♣, 3♦. We have solved this deciding that, when it means good ♠, 2NT means stop in ♥ AND exclude good spades, 3♣ means primary support for ♣ AND exclude good spades AND exclude stop in ♥... and so on.

---

Note...18: Over a 2♦ (multi, treated as weak in ♠) 2♥ 2♠ 3♥ 3♠ preempt

We use 4♣ 4♦ with the other M and the m bid. We are generally 5-5, but others distributions are permitted.

Over 2♠, 4♣ is generally something x AJ109x xx AQJ109

Over 3♠, we are flexible, and 4♣ may be x Qxxxx xxx AKJx, x Jxxxx xx AQxx, x KQJxx xx AKQxx

Over 3♥, having 3♠ as a possibility, we are normally good, something like x AJ109x xx AQJ109



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Note...19: Special developments - General rules

Relais Revers - After a sequence 1♦ 1♥ 2♠ or similar we play 2NT as a begin of weak sequence. Should we play the contrary,(we are discussing about it) 2NT will be a relay and any development is here stated:

2NT, relay

- 3♣ 15-17 type 5431 or 5422
  - 3♦ ask, over which by step is singleton low, high and balanced (we never bypass 3NT)
- 3♦ 15-17 type 6421
  - 3♥ ask, over which by step is singleton low, high and balanced (we never bypass 3NT)
- 3♥ 18-20 5431 singleton low
- 3♠ 18-20 5431 singleton high
- 3NT 18-20 5422 balanced

Relais 5-5 - After a bid which means 5-5 in two colours:

2NT, relay 5-5

- 3♣ minimum, singleton low (or void)
- 3♦ minimum, singleton high (or void)
- 3♥ medium, singleton low (or void)
- 3♠ medium, singleton high (or void)
- 4♣ maximum, singleton low (or void)
- 4♦ maximum, singleton high (or void)

Relais colour - After a bid which means 6+ cards in a colour (Ex. 1♣ by ops, 2♠ by p)

2NT relais colour

- 3♣ minimum with a singleton
  - 3♦ minimum w/o a singleton
  - 3♥ maximum with a singleton
  - 3♠ maximum w/o a singleton
- rirelais to know the singleton

---

Note...20: Interventions

1♣ Nat/bal

- 1♦/♥/♠ natural
- 1nt 15-17
- 2♣ natural
- 2♦ 5♥+ 5♠+
- 2♥/♠ weak
- 2nt 5+♣ 5+♦ (it's ♦/♥ only if by sistem 1♣ is 4+♣)
- 3♣ natural (it asks stopper only if by sistem 1♣ is 4+♣)

1♦ Nat/bal

- 1♥/♠ natural
- 1nt 15-17
- 2♣ natural
- 2♦ 5♥+ 5♠+
- 2♥/♠ weak
- 2nt 5+♣ 5+♥ (it's ♣/♥ only if by sistem 1♦ is 4+♦)
- 3♣ natural
- 3♦ natural (it asks stopper only if by sistem 1♦ is 4+♦)

1♥ Nat/bal

- 1♠ natural
- 1nt 15-17
- 2♣ natural
- 2♦ natural
- 2♥ 5+♣ 5+♠
- 2♠ weak
- 2nt 5+♣ 5+♦
- 3♣ natural
- 3♦ natural
- 3♥ asks stopper

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Note...21: Interventions special cases

- 1♣ 3♣ natural (it asks stopper only if by sistem 1♣ is 4+♣)
- 1♦ 3♦ natural (it asks stopper only if by sistem 1♦ is 4+♦)
- 1♥ 3♥ asks stopper

1♠ 3♠ asks stopper

1♣ strong crash (!=same colour 1♦=same range 1nt=diff.shape)

1♦ strong crash (!=one major, like multi 1♥=same colour 1♠=same range 1nt=diff.shape)

1NT 2♣ the majors

2♦ multi

2♥/♠ 5+♥/♠ and a m

2nt 5+♣ 5+♦

3♣ 6+♣ 4♥

3♦ 6+♦ 4♥

Fourth position

1x Pas Pas 2♣ any 14-15 balanced. Partner bid:

2♦/♥/♠/nt to play

2x turbo puppet stayman

2nt stopper in x (over eventual 3♣, puppet in action)

3♦ one/two majors w/o stopper

3♥ 5♥ (or 4 good) w/o stopper

3♠ 5♠ (or 4 good) w/o stopper

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Note...22: Special case to be discussed

1♠ 1SA

2♣ 2♦ puppet to 2♥

2♥ 5♥ 2♠ 5-8

2♠ 2/3 ♠ 5-8

2NT 10-11 with 1/2 ♠ and max 3♣

3♣ weak raise 5-8

3♦ weak fitting bid (about 5-5) with ♣ and ♦

3♥ weak fitting bid (about 5-5) with ♣ and ♥

3♠ weak fitting bit with 3♠, good fit

3NT weak fitting bid with Hx♠, good ♣ fit

4♣ weak fitting bid with max x♠

1♠ 1SA

2♣ 2♦ puppet to 2♥

2♥ 2♠ 2 ♠ 9-10

2NT 10-11 with 1/2 ♠ and 4+♣

3♣ good raise 10-11

3♦ good fitting bid (about 5-5) with ♣ and ♦

3♥ good fitting bid (about 5-5) with ♣ and ♥

3♠ good fitting bit with 3♠, good fit

3NT good fitting bid with Hx♠, good ♣ fit

4♣ good fitting bid with max x♠