

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls in level:

Style: STANDARD

Responses: NATURAL – DIRECT CUE BIDS

REOPENING: NOT OBLIGED

In 4° position ! 8/11 HCP or 16+ - bid = 12/15

1 NT Overcall (2nd /4th Live; Responses; Reopening):

NATURAL

Jump Overcalls (Style; Responses; Unusual NT):

Jump Medium or two suits

Direct and Jump Cue Bids (Style; Reopen; Responses):

Two suits

VS. NT (vs. Strong / Weak; Reopening; PH):

LANDY KIND IN 2° pos.:

! = 16+ HCP Bal. or 6 Tricks

2 ♣ = 9+ cards major

2 ♦ / 2 ♥ = transfer for ♥ / ♠

2 ♠ = 4 ♠ + 5°+ Minor on which 2 NT relays

2 NT = 5 / 5 Minor

3 ♣ = 4 ♥ + 5°+ ♣ - 3 ♦ = 4 ♥ + 5°+ ♦

In 4° pos.: 2 ♣ for major - others natural

! 9/11 HCP or 16+ HCP

On weak NT:

Same lowest range

VS. PREEMPTS (Doubles; Cue bids; Jump; NT bids):

! = Standard

NT = not minimum

Vs. Strong Opening:

Jump weak

Over Opponents Takeout Double:

!! = 9+ HCP interest to penalise

New Suit = natural Not Forcing

LEADS AND SIGNAL

Owner Suit

In Suit: Smallest with Honour

In NT: Smallest with Honour

In Partner's Suit

In Suit: Smallest with Honour or Lead with Honour

In NT: Smallest with Honour or Lead with Honour

L E A D S

Lead	Vs. Suit	Vs. NT
Ace	Highest	Asks count
King	Highest	Asks the best
Queen	Highest	Asks the best (poss. Ace)
Jack	Highest	Asks the best (poss. Honour)
10	Highest	Poss. Honour
9	Highest	Highest
Hi / x	Even	Even
Lo / x	Odd	Odd

Signal in Order of Priority

	Partner's Lead	Declarers Lead	Discarding
1	Encouraging	Encouraging	Odd
Suit 2	Count	Count	Hi/Lo = Even
3	Suit Preference	Suit Preference	
1	Encouraging	Encouraging	Odd
NT 2	Count	Count	Lo/Hi = Odd
3	Suit Preference	Suit Preference	

Signal (including Trumps):
Suit Trumps Lo/Hi = Odd

DOUBLE

Takeout Double (Style; Responses; Reopening):

STANDARD

FOLLOWED FROM SUIT (FREE) = STRONG

Special, Artificial and Competitive Double/Redoubles:

On RKCB overcall: ! = Even Aces

On competition: ! = Two losing in opponent's suit

On Cue !: !! = 1° Round Control

Pass = 2° Round Control

Others = No Control



EUROPEAN TEAMS CHAMPIONSHIPS

System Category: BLUE

NCBO: REPUBBLICA DI SAN MARINO

Players: FAZZARDI/PERLINI

SYSTEM SUMMARY

General Approach and Style:

1 ♣ STRONG

1 ♦ PREPARATORY

MAJORS 5°

LONG-SHORT

1 NT Opening: 15/17 HCP BAL.

2 OVER 1 Response: Forcing or two suits limit

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2 ♦ = or weak in a major or 3 suits 16/19 HCP

2 NT = 8/11 HCP 5+♣ e 5+♦

3 NT = 7 CARDS IN A MINOR as AKQxxxx

4 ♣ = TRANSFER FOR 4 ♥

4 ♦ = TRANSFER FOR 4 ♠

Special Forcing Pass Sequences:

Important Notes That Don't Fit Elsewhere:

Psyches: NO

Opening	* Art.	Min. No. of cards	Neg. DBL THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1 ♣	*	0	Description done	16 + HCP any distribution	1♦ 0/7 HCP – 1♥ / 1♠ / 2♣ / 2♦ 8 + HCP Nat. 5+ cards 1 NT 8+ balanced – 2♥ / 2♠ Queen 6° max Queen in other suit – 3♣ 8/11 HCP Black single - 3♦ 8/11 HCP Red single Overcalls DBL = Pass 0/4 HCP - !! 5/7 HCP Balanced – 1♦ 5/7 HCP Unbalanced Overcalls in a Suit = Pass 0/4 HCP or to penalise - ! 5/7 HCP or 8+ balanced No Stop - Suit 8+ HCP Natural - NT 8+ HCP whit Stop	1♣ – 1♦ – 1 NT 18/20 bal. continuation Baron 1♣ – 1♦ – 2 NT 21/22 bal. continuation Baron 1♣ – 1♦ – 2♠ Nat. whit 3 losing 1♣ – 1♦ – 2♥ or Bal. 23+ or Nat. whit 3 losing - 2♠ relays 1♣ – 1♥/♠ – 1 NT 18/32 Bal.	
1 ♦	*	0	4 ♦	11/15 HCP Preparatory NO 5° cards in Major possible 6♦ + 5♥ / ♠	NATURAL: subsequent jump in a minor means that 1° colour was longest and is forcing – jump limit - 2♥ / 2♠ = 11+HCP 6 cards F.G. – 2 NT = 10/11 balanced		
1 ♥		5	4 ♦	11/15 HCP	1 NT Not Forcing – 2♣ / 2♦ / 2♥ forcing game 2♥ 5/8 P.O. 3 cards support - 2NT 9+P.O. with support 3♣ / 3♦ 6 cards limit - 3♥ 5/8 P.O. 4 cards support 3♠/4♣ / 4♦ Cue-Bid	On 2 NT: 3♣ -min. with single 3♦ relays / 3♦ -max. without single / 3♥- no single / 3♠-max with single + cue-bid 3NT relays / 4♥-min with distribution	
1 ♠		5	4 ♦	11/15 HCP	1 NT Not Forcing – 2♣ / 2♦ / 2♥ forcing game 2♠ 5/8 P.O. 3 cards support - 2NT 9+P.O. with support 3♣ / 3♦ 6 cards limit - 3♠ 5/8 P.O. 4 cards support 4♣ / 4♦ Cue-Bid	AS ABOVE	
1 NT				15/17 HCP possible 5 cards in a minor	2♣ BARON forcing thru 2 NT - 2♦ Texas for ♥ - 2♥ Texas for ♠ - 2♠ Transfer for ♣ weak or strong 2 NT Transfer for ♦ weak or strong 4♣ Big Texas for ♥- 4♦ Big Texas for ♠	On 2♣ opener bids 4° economic 2NT 2 Honours and max. 3 support 4° no 2 Honours	
2 ♣		5	Description done	11/15 HCP 5/6♣ 2 Honours may be an other suit	2♦ Relays – 2♥ / 2♠ Nat. 8+ forcing 1 round 2 NT forcing whit ♦ - 3♣ support – 3♦ / 3♥ / 3♠ limit	On 2♦ the opener describes	
2 ♦	*	0	3 ♠	Weak in a major or 3 suits 16/19 HCP	2♥ to play or correct - 2♠ can play 3 or more ♥ 2 NT Asks forcing	On 2 NT = 3♣ = 3 suits black singleton - 3♦ suits red singleton - 3♥/♠ weak – 3NT a major as AKQxxx	
2 ♥		6		8/11 HCP 5+♥ e 5+ ♣/♦	2 NT Asks other suit – Others Nat. Forcing		
2 ♠		6		8/11 HCP 5+ ♠ e 5+ ♣/♦/♥	2 NT Asks other suit – Others Nat. Forcing		
2 NT				8/11 HCP 5+♣ e 5+♦	3♣ / 3♦ to play - 3♥ fix ♣ forcing – 3♠ fix ♦ forcing – 3 NT to play – 4 ♣/♦ = tentative		
3 ♣		6/7		PREEMPT	New suit forcing 1 round		
3 ♦		6/7		PREEMPT	New suit forcing 1 round		
3 ♥		6/7		PREEMPT	New suit forcing 1 round		
3 ♠		6/7		PREEMPT	New suit forcing 1 round		
3 NT	*			7° minor as AKQxxxx	When Weak 4♣ obliged – 4♦ game in your colour – Others Cue o naturals	High Level Bidding: SPLINTER RKCB CUE BIDS DI 1° or 2° ROUND QUANTITATIVE BID JOSEPHINE	
4 ♣	*	0		For 4♥ whit 2 aces	New suit nat. or cue 1 round forcing		
4 ♦	*	0		For 4♠ whit 2 aces	New suit nat. or cue 1 round forcing		
4 ♥		7		To Play	New suit nat. or cue 1 round forcing		
4 ♠		7		To Play	New suit nat. or cue 1 round forcing		