

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>				
<b>OVERCALLS - General Style      Natural;</b>				
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 - General Style      DISTRIBUTIONAL</b>				
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      STYLE      two-suiter at least 5 - 5 ;</b>				
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	3rd/5th;	4th;	Attitude;	Rusinow;
		Others			
LEADS	N.T.	3rd/5th;	4th;	<u>Attitude</u> ;	Rusinow;
		Others			
SUBSEQUENT LEADS					
Big letters opening leads vs no-trumps					SAME LEADS IF OUR SIDE SHOWED SUIT
Underline leads against suit contracts different					
A <u>K</u>	<u>K</u> Q	QJ	J10	10x	YES
A <u>K</u> x	<u>K</u> Qx	QJx	J10x	10 9	
A <u>K</u> Jx	<u>K</u> Qxx	QJ109	J1098	109x	NO
A <u>K</u> J10x	<u>K</u> QJx	<u>K</u> Q10x	KJ109	98x	Xx
AQJx	KJ10x	KQ109x	K1098		xXx
AjxX	KxX	QxX	JxX	10Xx	xXxx
KJxxX	KxxX	QxxX	JxxX	10XXx	XXXxx
KxxxX	KxxxX	Q109x	JxxxX	10XXxx	XXXxxx
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					
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	EVEN
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		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
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					
SPECIAL FORCING PASS SEQUENCES					
ns 2♣---4maj---PASS=weak or penalty oriented;					
ns 2♣---4maj---DOUBLE=take-out;					



SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
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			
	Resp.	Hands			
		Strong			
		Hands			
		Special			
		Sequenc.			
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE					
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.5		2♥ weak in ♥ or ♠ (see sheet 5)			
OP.6		2♠ bad pre in ♥ or ♠ or 6/4 minors (see sheet 6)			
OP.7		OTHER SEE SUPPLEMENTARY SHEET page 1;			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
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 ;					
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					
Our Overall					
1♣ 1♦ →		2♥ = weak 6♥ or 4♠ + minor (8-13)			
1♣ 1♦ →		2♠ = weak 6♠ or 4♥ + minor (8-13)			
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
				(*)=SEE SUPPLEMENTARY SHEETS;			
PASS							
1 ♣	@	2	5 ♦	10 to 22 hcp 2 or more ♣;	1♦/1♥/1♠/1NT = NATURAL;	1 ♣ --- 1 ♦ --- 1 ♥ / 1 ♠ = 4 + cards , forcing 1 round;	SYSTEM ON
					2♣ = <b>FTG</b> 4+S ;	1 ♣ --- 1 ♦ --- 2nt = 16 to 18 hcp one suited ♣;	
					2♦ = multi: weak(3 to 9 hcp) 6+♥/♠ ;	1 ♣ --- 1 ♦/♥ --- 3 ♣ = 13 to 16 hcp 1suited good ♣;	
					2♥ = 6 to 9 hcp 4+♦ 3+♠	1 ♣ --- 1 ♥/♠ --- 1 ♠/nt --- 2 ♣ = relay;	
					(9+ cards in the minors);	other SEE SUPPLEMENTARY SHEET Nr.2	
					2♠ = invitational 6+♠ ;		
					2NT = invitational;		
					3♣ = preemptive;		
1 ♦		4	5 ♣	10 to 22 hcp at least 4♦;	1♥/1♠/1NT = NATURAL;	1 ♦ --- 1 ♥ --- 2 ♠ = 16up without 4+ ♣ & 4+ ♠ ;	
					2♣ = <b>FTG</b> 4+S or fit in " " ;	1 ♦ --- 1 ♥ --- 2nt = 16 to 18 hcp one suited ♦ ;	
					2♥/2♠ = 6 to 9 hcp 5-card suit + 4+♦ ;	1 ♦ --- 1 ♥/♠ --- 3 ♦ = 13 to 16 hcp 1suited good ♦ ;	
					2NT = invitational;	1 ♦ --- 1 ♠ --- 2 ♥ = 16up without 4+ ♣ ;	
					3♣ = limit raise;	1 ♦ --- 1 ♠ --- 2nt = 16 to 18 hcp one suited ♦ ;	
1 ♥		5	4 ♦	10 to 21 hcp at least 5♥;	1♠/1NT = NATURAL;		
					2♣ = <b>FTG</b> 4+S or balanced;	1 ♥ --- 1 ♠/nt --- 2♣ = weak with 4+♣ or strong any;	
					2♦ = <b>FTG</b> 5+♦ ;	1 ♥ --- 1 ♠/nt --- 2nt = strong 5-5 or 6-4 with a minor;	
					2♠ = 6 to 11 hcp 2-suiter in the minors(5+5+);	1 ♥ --- 1 ♠/nt --- 3 ♣ / ♦ = 13 to 15 hcp good 5-5;	
					2NT = limit raise 3-cards support;	1 ♥ --- 1 ♠/nt --- 3 ♥ = 13 to 15 hcp good one suited;	
					other SEE SUPPLEMENTARY SHEET Nr.1		
1 ♠		5	4 ♥	10 to 21 hcp at least 5♠;	1NT = NATURAL;	1 ♠ --- 1nt --- 2♣ = weak with 4+♣ or strong any;	
					2♣ = <b>FTG</b> 4+S or balanced;	1 ♠ --- 1nt --- 2nt = strong 5-5 or 6-4 with a minor;	
					2♦ = <b>FTG</b> 5+♦ ; 4-card support ♠ ;	1 ♠ --- 1nt --- 3 ♣ / ♦ / ♥ = 13 to 15 hcp good 5-5;	
					2♥ = natural, forcing to 3♥;		
					2NT = limit raise 3-cards support or		
					4 cards support not constructive;		
					other SEE SUPPLEMENTARY SHEET Nr.1		
1 NT			4 ♦	15 to 17 hcp balanced;	2 ♣ = relay ; 2♦/2♥/2♠/2NT =TRANSF.;	SEE SUPPLEMENTARY SHEET Nr.2	
					3♣ = invitational two-suiter 5+♥ & 4♠;		
					3♦ = invitational two-suiter 5+♠ & 4♥;	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
					3♥ = invitational two-suiter minors(5+-4+);	CUE-BIDS (MIXED , 1st & 2 nd Round Control) / SPLINTERS /	
					3♠ = forc.game two-suiter minors(5+-4+);	TRANSFER SPLINTERS / ROMAN KEY CARDS BLACKWOOD /	
					4♣ (♥) / 4♦ (♠) = texas;	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 ♥	@	0	3 ♦/3♥	weak in♥ or♠ (see sheet 5)			
2 ♠	@	0	3 ♦/3♥	bad pre in♥ or♠ or 6/4 minors (see sheet 6)		FORCING PASS / FORCING PASS AFTER 2 ♣ OPENINGBID /	
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 ;	
4 x	@	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;



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## 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;



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## 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+♥);



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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+♦;



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SUPPLEMENTARY SHEETS

*SHEET Nr 5*

2 ♥ Opening Bid ( weak in ♥ or ♠ )

2 ♥ ----- 2 ♠ = Pass or correct  
2 NT = Asking  
3 ♣ = Asking for the other major  
3 ♦ = Natural F1  
3 ♥/3 ♠/4 ♥ = Pass or correct  
4 ♠ = To play

2 ♥ -----2 NT

3 ♣ = max -----3 ♦ Relais----- 3 ♥ = Pass or correct  
3 ♠ = Pass or correct

3 ♦ = min with ♥

3 ♥ = min with ♠

2 ♥ -----3 ♣

3 ♦ = 2 cards

3 ♥ = 0-1

3 ♠ = 3 cards+

3NT = 3 cards+

2 ♥ ..... ( DBL)..... RDBL = 13+

3 ♣/3 ♦ = to play

2 ♠ = pass or correct

2 ♥ .....( 2 ♠ ).....DBL = Penalty

2NT = Asking

3 ♣/3 ♦ = Not Forcing



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SUPPLEMENTARY SHEETS

*SHEET Nr 6*

2 ♠ OpeningBid ( weak pre-emptive in ♥ or ♠ or 6/4 minors 11-15)

2 ♠----- 2 NT = Asking  
3 ♣ = Pass or correct  
3 ♦ = Pass or correct  
3 ♥ = Pass or correct  
3 ♠ = Pass or correct

2 ♠ ----- 2 NT  
3 ♣ = 6 ♣ e 4 ♦  
3 ♦ = 6 ♦ e 4 ♣  
3 ♥ = natural pre - emptive  
3 ♠ = natural pre - emptive

2 ♠..... ( DBL)..... Pass = Waiting  
Pass = ♠  
2 NT = 6 ♦ e 4 ♣  
3 ♣ = 6 ♣ e 4 ♦  
3 ♥ = ♥



<b>BROWN STICKER OPENING BID ANNOUNCEMENT FORM</b>
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This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event

Names: L. Lauria – A. Versace

Country Italy

Event Bermuda Bowl

2003

Opening bid of 2H

In  
all

seat at all  
vulnerabilities

Shows: weak in hearts or

weak in spades

Detailed Description:

2-10 points, only vulnerable with hearts

promised surely good suit (because

frequently passed)

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**Responses and Rebids in Uncontested auctions**

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With what hands will responder pass the opening bid?

If not vulnerable he may pass with any hand. Vulnerable normally pass with long hearts or with 0-1 hearts and 5 or more spades

Meanings of other responses and rebids:

2H-(P)-2S is pass or correct

2H-(P)-2NT asks for opening values and opener's suit

2H-(P)-3C asking in other major by opener (spades if opener has hearts, hearts if opener has spades)

or natural with clubs (forcing one round)

2H-(P)-3D natural forcing one round

2H-(P)-3H or 3S is pass or correct

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**Competitive Agreements**

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Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

After 2H-(DBL), pass is waiting but not promise

long hearts, 2S is pass or correct, RDBL is any

strong hand, 3C and 3D is natural not forcing

Responses after opponent's overcall:

DBL is not penalty, asks for the opener's suit, new minor suit is not forcing

Rebids after 4<sup>th</sup> hand DBLs the response:

Rebids after 4<sup>th</sup> hand overcalls:

Opener always passes either with hearts or spades over

RHO DBL or any overcall

<b>BROWN STICKER OPENING BID ANNOUNCEMENT FORM</b>
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**Names: L. Lauria – A.**

**Versace**

**Country Italy**

**Event Bermuda Bowl**

**2003**

**Opening bid of 2S**

**In all**

**seat at all  
vulnerabilities**

**Shows: bad preempt in  
hearts or spades or 6-4  
in the minors 10-15  
points**

**Detailed Description:**

**Opening bid of 3H or 3S are better  
than opening bid 2S**

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**Responses and Rebids in Uncontested auctions**

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**With what hands will responder pass the opening bid?**

**He may pass only with 6-7 cards in spades and weak hand or with void in spades and weak hand**

**Meanings of other responses and rebids:**

**2S-(P)-2NT asks**

**2S-(P)-3C pass with any 6-4 minors or correct with a major**

**2S-(P)-3D asks for length in HEARTS, opener rebid 3H with 0-1 card in H and weak in spades,**

**3S with 2 cards in H and weak in spades, 3NT with 0-1 card in H and 6-4 in minors,**

**4C-4D with 2-3 cards in H and 6-4 in minors, 4H with 3 cards in H and weak in spades**

**2S-(P)-3S,4C,4D,4H,4S is pass or correct**

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**Competitive Agreements**

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**Responses after opponent's DBL**

**(including Pass, RDBL and expected follow-ups)**

**After 2S-(P)-DBL, pass is waiting but not promise long spades, 2NT in relay, RDBL is any good hand, 3X or 4X in pass or correct**

**Responses after opponent's overcall:**

**2S-(3X)-DBL is not penalty, new minor suit is not forcing**

**Rebids after 4<sup>th</sup> hand DBLs the response:**

**If opener rebid normally show 6-4 in minors and maximum hand**

**Rebids after 4<sup>th</sup> hand overcalls:**

**If opener rebid normally show 6-4 in minors and maximum hand**

**If 2S-(P)-P-(DBL) opener pass always**