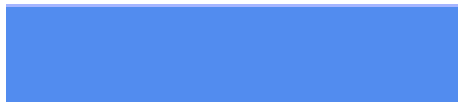


SUPPLEMENTARY NOTES



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1. GENERAL

1.1 Basics

- Strong 1 ♣ (17+ or compensating playing strength/texture) with 5-card Majors, 14-16 NT and weak 2 ♥/♠
- NAT 2 ♣/♦ openers, *denying* a 4-card Major
- 1 ♦: 11-13 BAL, 11-16 4441/5m440/"longer-minor-than-Major"

2. 1 ♣ special

1 ♣ - 1 ♥/♠/N/2 ♣/2 ♥ O may **choose** to relay or to show suit(s). Suits are shown with the next 4 bids after the relay in order ♥-♠-♣-♦-support (R's suit taken out of scale and shown as the 4th bid "support")

1 ♣ - 2 ♦ O may relay with 2 ♥ or show shortness with 2 ♠ (either m), 3 ♣ (♥) 3 ♦ (♠) or just Stayman with 2 NT.

3. 1 ♦ opener

O **may** treat a 54mm22 or 6m(322) as BAL and open 1 ♦, in particular with bad suit(s). 5M6m could be opened 1 M or 1 ♦ (tendency towards 1 M).

3.2 1 ♦ - 2 ♣

R can choose whether to start with 2 ♣ or go a more NAT way with GF values.

1 ♦ - 2 ♣	
2 ♦	4+ ♦ (unBAL, 5332)
2 ♥	4+ ♣, not 5+♣ and 4+♠
2 ♠	5+♣, 4+♠
2 N	11-13 BAL 4333/4432
3 ♣++	3-suiters

4 1 ♥/♠ -2 ♣

R must bid 2 ♣ with a GF hand w/o trump support. We normally revert to NAT bidding in case of early opposition.

1 M - 2 ♣	
2 ♦	BAL (incl 6322)/♣ suit/
2 ♥	♦ suit
2 ♠	onesuiter with one shortness
2 NT++	other Major

5. NT system

14-16 BAL. We tend not to open 1 NT with a 5-card M unless hand is very suitable. We do tend to open 1 NT with notrump-friendly 5m(422) and even 6m(322).

Normal system à 1 NT opener, 1 NT overcall (not with a passed partner)

Simplified system à 1 NT opener, 1 NT overcall with a passed partner; 1 ♣ - 1 ♦ (- 1 ♥ - 1 ♠) – 1 NT

5.1 Normal 1 NT system

1 N - 2 ♣ Stayman does not promise a 4-card Major.

1 N - 3 ♥/♠ show 4-card suit, short other M and a 5+card ♦.

- After 2 ♣ Resp continues 2 M/N INV, 3 m GF NAT, 3 M Smolen (over 2 ♦)
- After 2 ♦ trsf O superaccepts with supermax/3-c support (2 ♠) or 4-card support
- After 2 ♥ trsf O superaccepts (2 N++) with 4-card support only
- After a 2 ♦/♥ transfer, Resp can re-transfer into a minor (wk/INV 4M/longer m or Gf(+)) 5+M/4+m)
- 1 NT – 2 ♦ - 2 ♥ - 2 ♠: 5-c ♥/INV or GF 4♥441

5.2 Simplified 1 NT system

Stayman (normally promises a 4-card M), 2 ♦/♥ 5+card suit transfers, 2 ♠: 1 or 2 minors, 2 NT NAT INV.

- 1 N – 2 ♣ - any - 2 ♥: Truscott, 2 ♠: INV, 3 m INV NAT
- 1 NT – 2 ♦/♥ - 2 ♥/♠ - 3 m: 5-5 INV

5.3 2 NT system

Used whenever

- Opener rebids a NAT 2 NT after 1 ♣ and R has bid 1 ♦ or (after intervention) nothing or X.
- 2 NT overcall over oppo's 2 opener

- 3 ♣	asks for 4-card ♥ or 5-card M
- 3 ♦/♥	trsf to ♥/♠ (5+)
- 3 ♠	minor-suit Stayman
- 3 NT	to play
- 4 any	slam try with next-ranking suit

6. 3 of a suit / 3 NT

Really bad preempts are exceptional, and only in 1st seat nv vs vul and 3rd seat nv.

Responder bids a new suit as F1 and normally NAT, **but could be** an enquiry with support where Opener's holding in the suit is important. Opener rebids 3 NT with short suit (rebids own suit with neither A nor K there), raises suit with xx or better or shows shortness on side with (Hx)/xx and a decent hand.

3 NT opener generally shows a longer but worse suit than 3 ♣/♦. **However** in precisely 1st seat nv/vul, where 3 ♣/♦ can systemically be a very bad suit, 3 NT shows HHxxxxx in a minor.

7. Pass – X inversion

Played in the following situations, and only on 4- or 5-levels:

- a) 1 ♣ and opposition
- b) 1 ♦ - 2 ♣ / 1 M – 2 ♣ and opposition

Generally:

- pass asks for X (unless partner is exceptional), this in order to pass out partner's double or to bid on, then showing (normally) a second place possible to play.
- X is "take-out" (when a suit is agreed it shows a good raise to game (if we're below cheapest game in the suit) or a doubtful/passable raise to the next level of the suit.
- A suit shows a one-suiter (shortness if suit has already been agreed)
- 4 NT is often 4-Ace Blackwood (RKCB only when we have agreed a suit)

8. Over our own overcalls

- A new suit is F1 by unpassed hand. Bids as of 2 tricks of oppos' suit are transfers. 2 ♣ is two-way, either NAT (trsf if oppos opened 1 ♣) **or** BAL, then INV+.
- A trsf to our own overcalled suit shows at least a good raise with 3-card support (if GF could also be 4+).
- A jump to 2 NT shows at least a good mixraise. A jump to 3 in oppos' suit shows a bad-normal mixraise.
- Other jumps are normally preemptive.

This is applicable also to a passed hand.

If 3^d hand doubles transfers start at 1 NT and 2 ♣ is never BAL

This is **not** applicable after **any** reopening overcall.

9. Vs ART preempts

9.1 2 ♦ both Majors

D= 15+ BAL. 2 M/3 m = NAT. 2 NT=minor oriented. 4 m = bid m + unknown M (5+5+)

9.2 2 ♦ Multi

D = 14-16 or 20+ BAL or overstrength overcall

2 NT = 17-19 BAL (SYSON). Pass can be T/O-style vs one Major.

Suits are NAT. 4 m = m + unknown M, GF

P + X : T/O, p+suit = reopening, P+2 NT = mm, P+cuebid = 2-suiter (non GF). P+4 m = 6m/4M.

9.3 2 NT both minors

D = strength. Our first subsequent X = T/O (cards) and following X = PEN.

3 ♣ = T/O with equal or better ♥, 3 ♦ = T/O with better ♠.

4 ♣/♦ show voids and 5+5+ ♠+♥.

9.3 Non-leaping Michaels (modified)

(3 m) – 4 ♣:	♦+M
(3 m) – 4 ♦:	MM
(3 ♥) – 4 ♣:	♣+♠, 6+4+
(3 ♥) – 4 ♦:	♦+♠ 5+5+
(3 ♥) – 4 ♥:	♠+♣ 5+5+
(3 ♠) – 4 ♣:	♣+♥, 5+4+
(3 ♠) – 4 ♦:	♦+♥ 5+5+
(3 ♠) – 4 ♠:	♥+♣ 5+5+
(any) – 4 N:	2 lowest 5+5+

9.6 3 of a suit (trsf "Verdi")

D = 15+ BAL or overstrength overcall

Oppos' suit: = T/O

Pass + D = reopening

4 m = like over NAT preempt

9.7 3 NT Gambling or one-suited minor

X = PEN type. Responder may bid 4 ♣ as a general T/O

4 m = T/O with better *minor*.

In 4th position D = T/O and 4 m = non-Leaping Michaels

10. Signalling

Attitude signals are made upside down (low card = encouraging)

Count signals are made upside down (low card = even number)

Lavinthal signals are made standard

First discard is normally Italian+suit-preference (odd card = encouraging, even card if possible = SP).

10.1 Odd-even suit preference signals

A high odd cards shows preference for a higher suit and a high even card shows preference for a lower suit in the following situations:

- Any lead in partner's suit, dummy wins
- Honour lead in partner's suit
- Ace lead vs a slam
- Ace, King or Queen (Rusinow) lead in Dummy's singleton suit
- Ace lead vs notrumps