



ITALY

"THE BLUE TEAM"

AVARELLI-BELLADONNA

GAROZZO-FORQUET

(General Approach: Precision System)

OPENING BIDS

1 ♣: 16 or more points, artificial and forcing.

RESPONSES:

1 ♦: 0-7 points, any distribution, or 8 or more points, 4-4-4-1 distribution (impossible negative)

1 ♥/1 ♠/2 ♣/2 ♦: 8 or more points, five-card suit, forcing to game only when a fit is found.

1 NT: 8-13 points, balanced, forcing to 2 NT.

2 NT: 14 or more points, balanced, forcing to game.

3 NT: any solid seven-card suit and an outside control (ace or king).

2 ♥/2 ♠: 4-7 points, six-card suit, little or no outside strength.

3 ♣/3 ♦/3 ♥/3 ♠: 4-7 points, seven-card suit, little or no outside strength.

RESPONSES AFTER

INTERFERENCE:

After a double —

Pass: 0-4 points. 1 ♦: 5-7 points. Redouble: 8 or more points with two four-card major suits. Other responses: same as with no interference.

After an overcall —

Pass: 0-4 points. Simple suit responses: 5-8 points, five-card suit. Jump in a suit: 4-8 points, six-card suit. Double: 5-9 points, negative, denies a five-card major. Cheapest notrump: 9 or more points, unbalanced hand. Jump in notrump: 10-11 points, balanced with stopper in opponent's suit. Double jump to 3 NT: 12-14 points, balanced with two stoppers in opponent's suit. Cue-bid: 10 or more points, balanced or semi-balanced without a stopper.

OPENER'S REBIDS:

After a response of 1 ♦ —

1 ♥/1 ♠: 16-21 points, may be four-card suit if hand is unbalanced.

2 ♣/2 ♦: 16-21 points, five-card suit, denies a four-card major.

2 ♥/2 ♠: 22 or more points, five-card suit, Roman asking bid; responder shows his holding in opener's suit by ten steps.

3 ♣/3 ♦: 3 losers or less, forcing, denies a four-card major.

1 NT: 16-19 points, balanced distribution, but may have a five-card minor. Responder rebids 2 ♣ to relay to 2 ♦, after which he may pass or make a conventional bid to show 6-7 points and specific distributions; 2 ♦ is Stayman with special rebids; 2 ♥/2 ♠ are signoffs; and 2 NT shows 7-8 points and no four-card major.

2 NT: 20-21 points, balanced. Responses are similar to a 1 NT rebid.

3 NT: 25-26 points, balanced.

After a positive suit response —

Cheapest notrump: control asking bid; responder shows the number of controls he has (A is 2 controls, K is 1 control) by steps, starting with 1st step — 0-2 controls, 2nd step — 3 controls, etc.

Raise responder's suit: trump-suit asking bid; responder rebids by steps to describe his holding in his suit as follows: 1st step — suit headed by neither A, K, nor Q; 2nd step — five-card suit to one top honor; 3rd step — five-card suit to two top honors; 4th step — six-card suit to one top honor; 5th step — six-card suit to two top honors; 6th step — suit headed by A, K, and Q.

A new suit by opener is an asking bid for support and controls. Responder rebids conventionally by steps as follows: 1st step — no support, minimum; 2nd step — no support, maximum; 3rd step — support, minimum; 4th step — support, maximum; 5th step — four-card support, maximum. (Support is Q-x-x or better; minimum is 0-3 controls.)

These asking bids may be combined in certain situations. For example, opener may make the cheapest rebid in notrump, or bid a new suit, then make a trump-suit asking bid in responder's suit. In addition, if opener bids a new suit and support is established, a rebid of his suit by opener requests responder to further clarify his honor holding in opener's suit.

Jump in a new suit: very strong hand, solid suit, asks for controls.

After a 1 NT response —

2 ♣: Stayman. 2 ♦/2 ♥/2 ♠/3 ♣: asking bid for support and controls, as described above. 2 NT: 16 points, balanced, no four-card major. 3 NT: 17-18 points, balanced, no four-card major. 3 ♦/3 ♥/3 ♠/4 ♣: strong hand, solid suit, asks for controls.

After a 2 NT response —

3 ♣: Baron; responder bids four-card suits up the line. 3 ♦/3 ♥/3 ♠: asking bid for support and controls. 4 ♣: control asking bid, described above.

After a response of 2 ♥ or 2 ♠ —

2 NT asks responder to bid a singleton or void.

After a response of 3 NT —

4 ♣ asks responder to bid his outside control (4 NT for clubs). 4 ♦ asks responder to bid his suit (4 NT for diamonds). 4 NT asks responder to bid a singleton.

IF RESPONDER HAS AN IMPOSSIBLE NEGATIVE:

If opener rebids a suit, responder jumps in notrump if his singleton is in opener's suit, or jumps in the suit below the singleton. Opener may now bid the singleton suit as an asking bid for controls, or he may bid a new suit which asks for honors and point count. Alternatively, opener may first ask for honors and point count, then ask for controls.

If opener rebids in notrump, responder bids 2 ♦ (Stayman) with a minimum (8-10 points) or jumps in the suit below the singleton with a maximum (10+ points). Control and honor asking bids may now be used.

1 ♦: 11-15 points, usually four cards but may be three in a balanced hand of 12-14 points.

RESPONSES:

2 ♣/2 ♦: 11-15 points, four-card or longer suit. Jump shift, jump raise: 12 or more points, good five-card or longer suit, forcing to game. 2 NT: 16 or more points, balanced or semi-balanced hand. 3 NT: 14-15 points, balanced hand, denies a four-card major.

1 ♥/1 ♠: 11-15 points, five-card suit.

RESPONSES:

Two-over-one: 11 or more points, four-card or longer suit. (2 ♥ over 1 ♠ would guarantee at least five hearts.) Jump raise: 9-11 points, three-card support or better. Jump shift: 12 or more points, good five-card or longer suit, forcing to game. 2 NT: 16 or more points, balanced hand, may contain support. 3 NT: 14-15 points, three-card support or better. 4 ♣/4 ♦: 11 or more points, shows support and a singleton or void in the bid suit.

RESPONSES AFTER

INTERFERENCE:

After a double —

Jump raise: preemptive according to vulnerability. 2 NT: 11-13 points, constructive raise. New suit: weak, denies support for opener's suit. Redouble: 8 or more points.

After an overcall —

Jump raise: preemptive according to vulnerability. Double: 8-10 points, negative, guarantees four cards in the other major. Cue-bid: 11 or more points.

1 NT: 13-15 points, balanced, may contain a five-card minor.

RESPONSES:

2 ♣: Stayman. 2 ♦/2 ♥: transfers to 2 ♥, 2 ♠, respectively. 2 ♠: transfer to 2 NT; a further suit bid by responder is a slam try. 2 NT: transfer to 3 ♣. Three of a suit: 7-10 points, six-card suit, invitational to game. 3 NT: 12-16 points, no four-card major. 4 ♣/4 ♦: transfers to 4 ♥, 4 ♠ respectively.

2 ♣: 11-15 points, six or more clubs, or five clubs and a side four-card major.

RESPONSES:

2 ♦: Six or more points, conventional forcing bid; opener rebids his four-card major, 3 ♣ with one outside stopper, or 2 NT with two outside stoppers; Responder may now bid 3 ♦ asking opener to pinpoint his stopper(s). 2 ♥/2 ♠: 9-10 points; shows a six-card or a good five-card suit, invitational. 2 NT: 11 points, invitational to 3 NT with a maximum. 3 ♣/4 ♣: preemptive. 3 ♦/3 ♥/3 ♠: 12 or more points, good five-card or longer suit, forcing to game.

2 ♦: 11-15 points, three suiter with short diamonds. May be 4-4-1-4, 4-4-0-5, 4-3-1-5, or 3-4-1-5.

RESPONSES:

2 ♥/2 ♠/3 ♣: 0-7 points, signoff. 2 NT: 8 or more points: opener rebids conventionally to describe his distribution as follows: 3 ♣ with 3-4-1-5; 3 ♦ with 4-3-1-5; 3 ♥ with 4-4-1-4 and minimum; 3 ♠ with 4-4-1-4 and maximum; 3 NT with 4-4-1-4 and a singleton A, K, or Q of diamonds; 4 ♣ with 4-4-0-5 and minimum; 4 ♦ with 4-4-0-5 and maximum. (After certain rebids, subsequent bids of 3 ♦, 4 ♦ and 4 NT ask for controls, starting with 3-4 controls as the first step.) 3 ♦ asks for controls. 3 NT is a signoff with 11-13 points.

2 ♥/2 ♠: weak two-bids, 8-10 points, six-card suit headed by two or more honors.

RESPONSES:

2 ♠: 11 or more points and a solid suit, forcing. 2 NT: forcing, requests opener to rebid his suit with a minimum, bid a new suit with a maximum, or bid 3 NT with a running suit. Other responses: not forcing.

2 NT: 22-23 points, balanced.

RESPONSES:

3 ♣: Baron; opener bids four-card suits up the line. 3 ♦/3 ♥/3 ♠: positive, four-card or longer suit; opener cue-bids with a fit.

3 ♣: semi-solid seven-card suit, may have outside entry.

3 ♦/3 ♥/3 ♠: preemptive.

3 NT: a normal preemptive opening of 4 ♣ or 4 ♦.

4 ♣/4 ♦: transfers to 4 ♥ and 4 ♠ respectively, shows a solid seven-card suit with a side ace.
4 ♥/4 ♠: preemptive.

GENERAL

SIMPLE OVERCALLS: weak at one-level.

INTERMEDIATE JUMP OVERCALLS.

2 NT JUMP OVERCALL: intermediate, shows a minor two-suiter.

DIRECT 1 NT OVERCALL: 15-18 points.

CUE-BIDS.

DISCARD SIGNALS: (Avarelli-Belladonna) Roman system.

D'ALELIO-PABIS TICCI

(General Approach: Modified Precision Club)

OPENING BIDS

1 ♣: 16 or more points, artificial and forcing.

RESPONSES:

1 ♦: conventional, ambiguous.
1 ♥/1 ♠: 8 or more points, five-card or longer suit. Two in any suit: 4-7 points, six-card suit.

REBIDS AFTER A 1 ♦ RESPONSE:

With a balanced hand: 1 NT: 16-19 points; 2 NT: 20-21 points; 3 NT: 24-26 points. With an unbalanced hand: simple suit rebid 16-21 points; jump in a suit: 22 or more points, forcing to game.

1 ♦: 11-15 points, may be a three-card suit.

1 ♥/1 ♠: 11-15 points, five-card suit.
1 NT: 13-15 points, balanced. Over a response of 2 ♣, opener rebids; 2 ♦ with no major suit; 2 ♥/2 ♠ with four cards in the bid suit, or 2 NT with both majors.

2 ♣: 11-15 points, five or more clubs. The only forcing response is 2 ♦.

2 ♦: 11-15 points, 4-4-1-4 distribution (singleton diamond). The only forcing response is 2 NT.

2 ♥/2 ♠: weak two-bids.

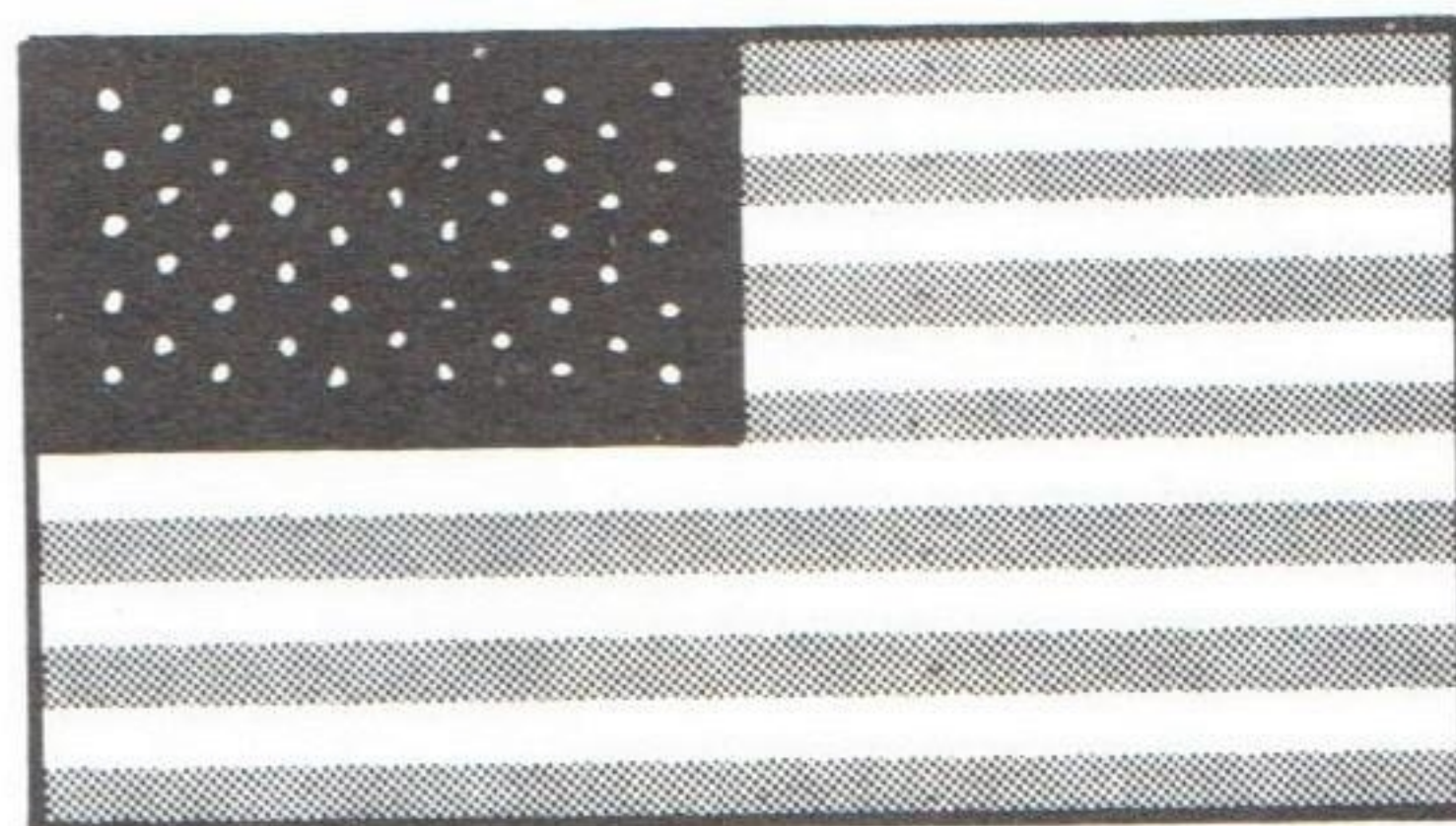
2 NT: 22-23 points, balanced.

GENERAL

ROMAN BLACKWOOD

DEFENSIVE SIGNALS: odd card encourages, even card discourages.

LEADS: lower of two touching honors.



UNITED STATES

"ACES"

GOLDMAN-LAWRENCE

(General Approach: Standard American with Special Treatments.)

OPENING BIDS

1 ♣/1 ♦: Natural, but may be a three-card suit. A 1 NT response shows 6-10 points. Limit raises; three of other minor forcing raise.

1 ♥/1 ♠: Five-card suits in principle, but may be a four-card suit with a light opening bid in third- or fourth-seat. 1 NT response is forcing and has a range of 6-17 points. Jump raises are limit bids. With a strong raise, responder jumps to 4 ♣ with 15-16 points or 4 ♦ with 13-14 points and a balanced hand; with an unbalanced hand he jumps to three of the other major with 10-12 points, or 3 NT with 13-15 points. If responder bids 1 ♠ over 1 ♥, opener is not allowed to raise to 4 ♠.

1 NT: 15+-17+ points. Responses: 2 ♣ non-forcing Stayman; 2 ♦/2 ♥ - transfers to the next higher-ranking suit; 2 ♠ - minor-suit slam-try; 3 ♣/3 ♦ - preemptive; 4 ♦/4 ♥ - transfers to 4 ♥/4 ♠ respectively.

2 ♣: Strong and artificial, forcing to 2 NT or three of a major. 2 ♦ is generally neutral. 3 ♣ rebid by responder is a second negative, denying virtually any useful values. 2 ♦/2 ♥/2 ♠: Weak two-bids. 2 NT and major-suit responses by an unpassed hand are forcing. After 2 ♥/2 ♠ - 2 NT, opener rebids conventionally on the three-level to show the strength and suit quality of his opening bid (modified Ogust rebids.) 3 NT: Acol.

GENERAL

PRE-EMPTIVE JUMP OVERCALLS.

OVERCALLS: show approximately opening bid strength. A jump raise of an overcall is pre-emptive, and a jump cue-bid in the opponent's suit is an invitational raise.

1 NT OVERCALL: 15-19 points.

UNUSUAL NOTRUMP for the two lowest unbid suits.

IMMEDIATE CUE-BID OF THE OPPONENT'S SUIT: unlimited take-out; a minor-suit cue-bid is for the majors; major-suit cue-bid is for highest and lowest unbid suits.

IF AN OPPONENT OPENS 1 NT: 2 ♣ overcall is Landy.

FRAGMENT BIDS AND SINGLETON BIDS

JUMP SHIFT RESPONSES: Pre-emptive by a passed hand or in competition only; otherwise the jump shift is strong and well defined.

NEGATIVE AND RESPONSIVE DOUBLES through 3 ♠.

AFTER AN OPPONENT'S TAKE-OUT DOUBLE: New suit by responder at the one-level is forcing.

WOLFF SIGNOFF to a 2 NT (strong) overcall or a strong 2 NT jump rebid. 3 ♣ is preparatory to a signoff; all other bids are forcing to game.

BLACKWOOD, GERBER, SUPER GERBER: Modified Roman responses: 1st step - 0 or 3 aces; 2nd step - 1 or 4 aces; 3rd step - 2 aces; 4th step - 2 aces plus an extra feature; 5th step - 2 aces and a void.

GRAND SLAM FORCE (5 NT): Responses show trump honors (A, K or Q) as follows: 6 ♣ - no honor; 6 ♦ - 1 honor, 6 ♥ - 2 honors, 6 ♠ - 3 honors; any higher response - completely solid suit.

LEADS: J denies a higher honor; 10 or 9 shows either zero or two higher honors. Vs. notrump: A from A-K-x, or top of nothing. Vs. suit: MUD.

HAMMAN-SOLOWAY

(General Approach: Green Club)

OPENING BIDS

1 ♣: Artificial and forcing, 17 points or more. Responses show controls.

1 ♦/1 ♥/1 ♠: Natural according to the canape principle, 12-16 points. A reverse by responder usually shows at least five cards in the second suit (his first bid suit may not be a real one) and is forcing to game. Responder does not reverse into diamonds, or into hearts after a 1 ♠ opening. Jump raises are limit bids. With a singleton, a strong major-suit raise is shown by jumping to 3 NT over 1 ♠ or to 3 ♠ over 1 ♥ (guarantees a singleton in a side suit.)

1 NT: Balanced hand with 13-15 points and a four- or five-card club suit, or 16-17 points with any balanced distribution. Responses of 2 ♣ and 2 ♦ are non-forcing and forcing Stayman respectively; jump responses of 4 ♦/4 ♥ are Texas transfers to the next higher-ranking suit.

2 ♣: 12-16 points with a five or six-card club suit; may be a two-suiter. 2 ♦ response is artificial and forcing.

2 ♦: 4-4-4-1 distribution with 17-24 points.

2 ♥: Four spades, five hearts with 12-15 points. 2 NT is the only forcing response and asks opener to clarify his distribution.

2 ♠: Weak two-bid, 6-12 points. 2 NT and 3 ♥ are the only forcing responses.

2 NT: 21-22 points. Texas transfers at the four-level.

3 NT: Gambling; shows a long, solid minor suit with at least one side king.

GENERAL

RESPONSIVE DOUBLES through 3 ♥ after a takeout double and also

after an overcall providing two suits are open at the three-level.

AFTER AN OPPONENT'S 1 NT OPENING: Roth-Stone Astro.

Double shows a one-suited hand.

INTERMEDIATE JUMP OVERCALLS

UNUSUAL NT for the minors or two lowest unbid suits.

IMMEDIATE CUE-BID OF THE OPPONENT'S SUIT: After a minor-suit opening, the cue-bid is a weak takeout for the majors (Michaels); after a major-suit opening, it is a takeout for the highest and lowest unbid suits, except against artificial club systems when it became natural.

1 NT OVERCALL: 16-18 points. 2 ♣ response is Stayman.

GERBER

KEY CARD BLACKWOOD: when 4 NT is a jump bid or when obvious. Otherwise 4 NT is declarative or interrogative.

LEADS: Q against a notrump contract asks partner to drop the J if he has it. The lowest card is led from three small. Vs. suits: J, 10 or 9 shows either 0 or 2 higher honors.

JACOBY-WOLFF

(General Approach: Orange Club)

OPENING BIDS

1 ♣: Artificial and forcing, 17 points or more. Responses show controls.

1 ♦/1 ♥/1 ♠: Natural according to the canape principle, 12-16 points. A reverse by responder usually shows at least five cards in the second suit (his first bid suit may not be a real one) and is forcing to game. Responder does not reverse into diamonds, or into hearts after a 1 ♠ opening. A jump response of 2 NT is Baron, 15+ points or more. Jump raises are limit bids. After a 1 ♥/1 ♠ opening bid, 3 NT response is a strong balanced raise, 13-15 points. By a passed hand, a strong major-suit raise is shown by jumping to 3 NT over 1 ♠ or to 3 ♠ over 1 ♥ (guarantees a singleton in a side suit), or by jumping to 3 ♦ (guarantees a void in a side suit.)

1 NT: Balanced hand with 13-15 points and a four- or five-card club suit, or 16-17 points with any balanced distribution. Responses of 2 ♣ and 2 ♦ are non-forcing and forcing Stayman respectively; jump responses of 4 ♦/4 ♥ are Texas transfers to the next higher-ranking suit.

2 ♣: 12-16 points with a five- or six-card club suit; may be a two-suiter. 2 ♦ response is artificial and forcing.

2 ♦: 4-4-4-1 distribution with 17-24 points.

2 ♥: Four spades, five hearts with 12-15 points. 2 NT is the only

forcing response and asks opener to clarify his distribution.

2 ♠: Weak two-bid, 6-12 points. 2 NT and 3 ♥ are the only forcing responses.

2 NT: 21-22 points. Texas transfers at the four-level.

3 NT: Gambling; shows a long, solid minor suit with no outside controls.

GENERAL

NEGATIVE DOUBLES through 2 ♠.

RESPONSIVE DOUBLES through 3 ♥ after a takeout double and also after an overcall providing two suits are open at the three-level.

PRE-EMPTIVE JUMP OVERCALLS. **AFTER AN OPPONENT'S 1 NT OPENING:** 2 ♣ overcall is a takeout for the minors and 2 ♦ is a takeout for the majors.

UNUSUAL NOTRUMP for the minors or two lower unbid suits.

IMMEDIATE CUE-BID OF THE OPPONENT'S SUIT: After a minor-suit opening, the cue-bid is a weak takeout for the majors (Michaels); after a major-suit opening, it is a takeout for the highest and lowest unbid suits, except against artificial club systems when it becomes natural.

1 NT OVERCALL: 16-18 points. 2 ♣ response is Stayman.

A BALANCING BID OF 2 ♣ when the opponents stop in 1 NT is a general takeout.

GERBER

BLACKWOOD with Roman responses when 4 NT is a jump bid or when obvious. Otherwise 4 NT is declarative or interrogative.

LEADS: Q against a notrump contract asks partner to drop the J if he has it. The lowest card is led from three small.