

Systems and Conventions

Venice Cup



NORTH AMERICA

Farell - Johnson

(General Approach: Standard American)

OPENING BIDS & RESPONSES

1 NT: 15-17 HCP. Responses: Non-forcing Stayman; Jacoby transfers; 2♦ for minors; 3♦/3♥ is invitational; 3♥/3♠ is a one-suit slam try; if opponents intervene - lebensohl.

2 NT: 20-22 HCP.

3 NT: Broken minor-suit preempt.

Suit bidding: Five-card majors with limit raises; 1 NT forcing; 2 NT response is unbalanced forcing raise; 3 NT is balanced forcing raise; singleton Swiss. Minor-suit openings promise 3+ cards; limit raises.

2♦: Artificial and forcing to 2 NT or three of a major. Responses: 2♦ may be waiting; 3♦/3♥ by responder on second round is a double negative.

2♦: Flannery (four spades, five hearts, 11-16 HCP). Responses: 2 NT is forcing and asks for size and distribution.

2♥/2♠: Weak two-bids, 6-11 HCP. Responses: 2 NT is forcing — by unpassed hand asks for size and suit quality; by passed hand asks for a minor suit.

3 of a suit: light preempts.

4♦/4♥: Namyats (strong 4♥/4♦ bids).

OTHER CONVENTIONAL CALLS

Slam conventions: Gerber over notrump. Over Blackwood interference: DOP1 at five-level, DEPO at six-level.

Special Doubles: Negative doubles through 3♠; Responsive doubles through 3♠ and also over overcalls.

Overcalls: 1 NT = 15-18 HCP; 2 NT for two lower unbid suits; suit overcalls tend to be light, and a cuebid is a one-round force while a jump cuebid shows a limit raise; jump overcalls are preemptive, a new suit response is forcing and lead-directing, while a simple raise is preemptive.

Over opponent's 1 NT opening: if strong notrump, Brozel; if weak notrump, Landy.

Preemptive jump shifts after minor-suit opening.

Direct cuebid = Michaels.

Unusual vs. Unusual.

Opening leads: Standard, except that the lead of a jack denies a higher honor; the lead of the 10 or 9 shows zero or two higher honors.

Hawes - Truscott

(General Approach: Standard American)

OPENING BIDS & RESPONSES

1 NT: 15½-18 HCP. Responses: 2♦ = non-forcing Stayman; 2♥ = forcing Stayman; 2♥/2♦ = weak; 3♦/3♥ = game invitational; 3♥/3♠ = slam invitational; after an overcall 2 NT requires opener to bid 3♦.

2 NT: 20½-22 HCP.

3 NT: expectancy of winning 9 tricks at notrump.

Suit bidding: Five-card majors. One of a minor may be a three-card suit.

2♦: Artificial and forcing to game (except for 2♦-2♦-2 NT). Responses: 2♦ is negative response; cheaper minor is second negative.

2♦/2♥/2♠: Weak two-bids, 6-12 HCP. Responses: 2 NT is the only forcing response.

OTHER CONVENTIONAL CALLS

Jump overcalls: preemptive.

Negative and Responsive doubles through 3♦.

After an opponent opens 1 NT, 2♦ by an unpassed hand asks for majors.

Cuebid of an opponent's suit: over a minor shows both majors; over a major is two suits of the same color; a jump cuebid shows the two remaining suits.

An unusual jump shows a singleton or void in that suit plus good trump support.

1 NT overcall: 16-18 HCP if one suit is bid, unusual for unbid suits if two suits are bid.

Leads: A from A-K at notrump only; lead of J, 10 or 9 shows 0 or two higher.

Mitchell - Moss

(General Approach: Standard American)

OPENING BIDS & RESPONSES

1 NT: 15-17 HCP. Responses: Jacoby transfers (2♣ is a game force, showing both minor suits with at least 9 cards); Texas transfers (transfers are on in competition through 3♣); 3♥/3♠ show singleton in bid suit and 4-4-4-1 pattern; leibensohl.

2 NT: 20-22 HCP.

3 NT: Solid suit.

Suit bidding: Five-card major style (in 1st and 2nd position, always five; in 3rd or 4th often four). Responses: forcing jump raises, even in competition; Drury over 3rd and 4th seat openers; splinter bids (a jump to 3 NT shows a splinter bid in the other major). Minor-suit openings promise 3+ cards in the bid suit. Responses: inverted raises (even after intervening overcall, if available); jump raise from 1 to 3 is preemptive; splinter bids.

2♣: Artificial and forcing. Responses: 2♦ may be waiting bid; 3♣ or cheapest bid at the 3-level is a second negative.

2♦/2♥/2♠: Weak two-bids. Responses: a new suit is forcing by an unpassed hand; 2 NT is always forcing (asks for shortness) except by a passed hand over 2♦.

Opening preempts: tend to be light, and a new suit by responder is forcing if made below game by an unpassed hand. Opening 4♣/4♦ shows a good 4♥/4♠ bid; 4♥/4♠ is natural and weaker than 4♣/4♦; 4 NT shows a bad 5♣ or 5♦ opener; 5♣/5♦ is natural and stronger than 4 NT. Responses: asking bids in response to all opening 4 and 5-level preempts.

OTHER CONVENTIONAL CALLS

Overcalls: preemptive jump overcalls; preemptive jump raises of single and jump overcalls; jump shifts after single or jump overcall is constructive.

Negative doubles through 3♠, even if opponents' bidding started at the two-level.

Responsive doubles through 3♠, after overcalls as well as takeout doubles.

Over Blackwood interference: DOP1 at 5-level; penalty at 6-level.

After opponent's takeout double: a new suit is forcing at the one-level; a new suit is non-forcing at the two-level; a jump shift is weak; a redouble followed by a single raise or cheapest notrump is non-forcing; a redouble followed by a new suit, jump raise or jump in notrump is

forcing; 2 NT is a limit raise of opener's major or a flat limit raise of opener's minor; a raise to two of a minor is inverted and distributional.

Unusual notrump: always for the minor suits.

Defense against opponent's preempt: double is takeout through 4♥, penalty thereafter; over 4♠, 4 NT is three-suit takeout; cuebid after a weak two-bid is a takeout for the minors.

Defense against opponent's 1 NT: double shows the equivalent of an opening 1 NT; Landy (2♣ is for takeout for the majors after an opponent overcalls 1 NT over 1♣/1♦).

Defense against opponent's unusual notrump: 3♣ shows a strong 3♥ bid; 3♦ shows a strong 3♠ bid; 3♥/3♠ is natural and non-forcing.

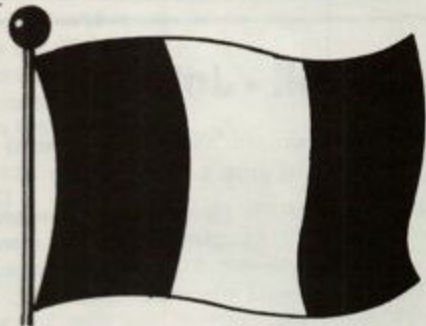
1 NT overcall: 16-19 HCP. Responses: 2♣ is non-forcing Stayman; Jacoby transfers.

3♣ is a checkback over a 2 NT rebid.

2♣ is forcing after a 1 NT rebid, a jump to 3♣ is non-forcing.

2♠ is forcing after a 1 NT response.

Defensive card play: Vs. suits: tend to lead fourth best; M-U-D; Rusinow, in own and unbid suits. (Note: Rusinow applies at trick two if still on lead. Also, it does not apply in a bid suit or a suit in which partner implied holding five or more cards.) Vs. notrump: tend to lead fourth best; jack denies, 10 implies a higher honor; ace from A-K.



ITALY

Gut - Morini

(General Approach: Natural Bidding)

OPENING BIDS & RESPONSES

1♣: natural, but could be a 3-card suit with 4-3-3-3.

1♦/1♥/1♠: natural with at least 4-card suit; with two 4-card suits the opening bid is in the lower ranking suit. Responses: natural; jump in a partner's suit is a limit bid; 4th suit bidding is forcing one round; 4♣/4♦ (over 1♥/1♠) shows good support in partner's suit and 1 or 2 aces.

1 NT: 16-18 HCP, balanced (sometimes 15 points). Responses: 2♣ = Stayman; 4♣ asks for aces; if opener has a 5-card minor suit, the bidding will be: 1 NT - 2♣ - 2 NT.

2♣: strong opening, also natural or balanced hand with at least 21-22 HCP. Flint responses.
 2♦/2♥/2♠: strong and natural.
 3♣: strong, asking for aces.
 3♦/3♥/3♠: preemptive.
 3 NT: preemptive with a minor suit.
 2 NT: balanced hand with 23-24 HCP. Flint responses.

OTHER CONVENTIONAL CALLS

Optional double over preemptive bids.
 1 NT after passing shows an unbalanced hand.
 Responsive double at 1-level.
 Defensive carding: High from a sequence, except with A J 10 or J 10 against notrump contracts, signal of even or odd numbers of cards; lavinthal when obvious.

Capodanno - D'Andrea

(General Approach: Neapolitan Club)

OPENING BIDS & RESPONSES

1♣: 17+ HCP, step control responses.
 1♦: 12-16 HCP, may be only a two-card suit.
 1♥/1♠: 12-16 HCP, at least a 4-card suit.
 1 NT: 15-17 HCP, balanced; transfer bids at four-level.
 2♣: 12-16 HCP, five or more clubs, may have a second suit.
 2♦: 12-16 HCP, five or more spades and four or more hearts; 2 NT is the forcing response.
 2♥/2♠: six-card suit, weak two-bid.
 2 NT: 21-22 HCP, balanced.
 3♣: 12-16 HCP, seven tricks, one outside of clubs.
 3♦/3♥/3♠: preemptive.
 3 NT: solid minor suit.
 4♣/4♦/4♥/4♠: preemptive.

OTHER CONVENTIONAL CALLS

Negative doubles.
 1 NT overcall: 15-17 HCP.
 Jump in notrump: for minors.
 Optional double over opening bid at three-level.
 Roman Blackwood.
 Trial bids.

Defensive carding: lead ace from A-K; king from K-Q; middle from three small; Journalist against notrump; high-low discards; reverse counting.

Bianchi - Valenti

(General Approach: Leghorn Diamond)

OPENING BIDS & RESPONSES

1♣: several meanings — opener clarifies as follows on the second round of bidding:
 1♥/1♠/1 NT - 12-15 HCP, balanced; 2♦ - 12-15

HCP, at least five diamonds; 2♥/2♠ - 16-17 HCP, at least a five-card suit; 3♦/3♥/3♠ - more than 17 HCP. Responses: 1♦ - 0-8 HCP; 1 NT - 8-10 HCP without a strong biddable suit; 1♥/1♠ - semipositive or positive; 2♦/2♥/2♠ - positive; 2 NT - 11-12 HCP without a strong biddable suit; 3♣ - positive.

1♦: artificial and forcing. Responses: steps by ½ controls, starting from zero; 1 NT = 5-6 HCP without an ace or king. Opener rebids the cheapest notrump to show 19-21 HCP, balanced, or jumps in notrump to show more than 21 HCP; suit rebids are asking bids in that suit with the following responses: 1st step - void or singleton; 2nd step - two or three cards; 3rd step - four or more cards; 4th step - singleton ace, king or queen; 5th step - honor (A, K or Q) doubleton or tripleton; 6th step - honor fourth or longer; 7th step - two honors doubleton or tripleton; 8th step - two honors fourth or longer. All successive bids in a new suit are asking bids until opener rebids her suit or makes a limited bid in notrump.

1♥/1♠: natural — opener further describes her hand on the second round of bidding as follows: a rebid in the suit, minimum hand; rebid in notrump, 14-15 HCP with at least a five-card suit; rebid in a new suit - 14-17 points, two-suited hand; jump in a new suit - 17+ HCP, two-suited hand. Responses: 1 NT or a raise is negative; a new suit is a positive or semipositive.

1 NT: 16-18 HCP. Responses: 2♣ - Stayman; 2♦/2♥/2♠ - transfers; 2 NT - 7-8 HCP; 3♣/3♦/3♥/3♠ - forcing; 4♦/4♥ - Texas transfers.

2♣: 12-16 HCP, three-suited hand.

2♦: 17+ HCP, three-suited hand. Responses: 2 NT is positive, asking opener to show her short suit; new suits are non-forcing.

2♥/2♠: opening hand with a maximum of 13 HCP, shows a two-suited hand with the second suit being a minor. Responses: 2 NT asks for second suit.

2 NT: minor two-suiter.

3♣/3♦/3♥/3♠: normal preempts.

OTHER CONVENTIONAL CALLS

1 NT overcall: 16-18 HCP.

Takeout double is limited to 12-15 points or a game-going hand.

Overcall at the two-level promises an opening bid.

Unusual notrump for minors.

Overcall in opponent's suit is a three-suited takeout.

Illogical 3 NT, asking for aces.

Defensive carding: lead top of touching honors, third-best from four small, middle from three small, top of a doubleton; odd discard is encouraging, even discard is discouraging.