



	Psychics:				
DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
May be very light if good suit or good shape		Lead	In Partner's Suit	Category:	Green
Responses: 2/1 Constructive NF	Suit	3rd/5th	3rd/5th	Country:	Italy
Jump at 3 level in a new suit GF 6+ cards	NT	Attitude	Count/Attitude	Event:	World Championships 2011
	Subseq	Attitude	Attitude	Players:	Norberto Bocchi-Agustin Madala
	Other:	SYSTEM SUMMARY			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	GENERAL APPROACH AND STYLE				
2nd/4th live= 15-17	LEADS				2/1 GF
Responses= Cue-bid stayman forcing/2 level sign off/2nt and over= Trf Inv+	Lead	Vs. Suit	Vs. NT	1♣=2+ cards/1♦=4+ cards	
Reopening= 11-14 May be semi-balanced.	Ace	Ask for Attitude	Ask for Attitude	1♥/♠=5+ cards	
	King	Ask for count	Ask for unblock or count		
	Queen	KQ	KQ short or any QJ		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	QJ	J10/KJ10/AJ10		
1-Suit: Weak	10	J10	109/Q109/K109	1NT Openings: 15-17 OR 12-14	
2-Suit: Gesthem modified. 1M-2nt=other M+♦/1M-3♣/♦=Both minors weak/better	9	109	9X- H98	2 OVER 1 Response:GF	
Responses=First Step or 2N.T ask for the quality of the hand	Hi-x	Even	Even	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopen: System on	Lo-x	Odd	Odd	The 2 level openings, change depending on the vulnerability	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY				2♣= 18-19 or 23+balanced (non vul), 18-19 balanced(vul)
Gesthem		Partners Lead	Declarer's Lead	Discarding	2♦= Weak in ♥ or ♠ or Balanced 22-23 (vul), 4♣ + 5m 5-11 HCP (non vul)
Western Cue-Bid	Suit:1st	Attitude	Attitude	ODD/EVEN	2♥= GF ♣ or ♦ as main suit or 24+Balanced (vul), 4♥ 5m 5-11 HCP (non vul)
1♣-2♣= Clubs and other suit.	2nd	Count	Count	Count	2♠= GF unbalanced (non vul), GF ♥ or ♠ as main suit (vul)
First Step or 2N.T ask for the quality of the hand	3rd	Attitude/Count	Attitude/Count	Attitude/Count	When 1♣/♦ openings get overcalled we may use transfers, doubles or redoubles to
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Attitude	Attitude	ODD/EVEN	show 5 cards in a suit
Over weak or strong no-trump:	2nd	Count	Count	Count	Transfers over 1♣ opening
2♣= Majors/2♦=1 Major/2M= M+ m	3rd	Attitude/Count	Attitude/Count	Attitude/Count	
Over weak no-trump:	Signals (including Trumps): Reverse count and attitude				
Dbl= Points/2N.T= 4♥ and 6 in a m/3♣=6♣+4♠/3♦=6♦+4♣	Smith Eco at notrump (high card likes)				
Over Strong no-trump:					
Dbl= 5m+4M or really strong hand/2n.t=Both Minors/3♣♦=Preemptive	DOUBLES				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
Leaping Micheals	We may make a light takeout double with good shape				
N.T biddings natural, over 2n.t 15-17, puppet stayman.	Responses= natural				
Over Double 2N.T shows a positive hand asking pd for his hand, any other not so good	Reopening= When 1X -p-p Dbl shows 8-11 or 15+				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
System On	Doubles and redoubles may usually show cards/points			SPECIAL FORCING PASS SEQUENCES	
	If high level bidding dbl will always show good hand and want partner to bid			When clear situation pass ask partner to double and DBL invites strongly to Bid	
	When 1♣/♦ openings is overcalled at 1 level, or doubled, double and redouble shows exact suits			If pass and reopen invites partner to play 1 more level	
OVER OPPONENTS' TAKE OUT DOUBLE	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
When the opponents dbl our 1m opening we play transfers from re-double					
When the opponents dbl our 1M opening we play transfers from 1 n.t					
1♣-X-1♠=5♣+4♦/1♣-X-1N.T=5♦+4♣/1♣-X-2♦/♥=Transfer Weak 6+ cards					
1♦-X-1N.T=5♣+3+♦/1♦-X-2♣=Weak Raise/1♦-X-2♦/♥=Transfer Weak 6+ cards					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♥	11-21 2+ Clubs	1♠=4+♥,1♥=4+♠,1♣=4+♦ Walsh. 2♣= G.F Balanced or Club support/2♦=5♠+4♥ 3-8/2♥/♠=Invitational/2n.t=Weak in ♣ or two suiter ♣+ other GF/3♣= Limit Raise	1♣-1♦-2♦=16+ no 3♥/1♣-1♦-2♠=16+3+♥ 1♣-1♥-2♦=16+ no 3♠/1♣-1♥-2♥=16+3+♠ 1♣-1x-2N.T=6+♣ 16+ or 19-21 4 cards support	
1♦		4	7♥	11-21 4+ diamonds	1♥/♠=nat./2♦/♥/♠=Same as above. 2♣= G.F balanced or Clubs or diamond support/2N.T=Weak raise or 2 suiter ♦+ other suit G.F/3♣= 8-11 6+♣/3♦ Limit Raise	1♦-1♥-2♣=♣+♦ nat or 16+ no 3♥/1♦-1♥-2♠=16+3+♥ 1♦-1♠-2♣=♣+♦ nat or 16+ no 3♠/1♦-1♠-2♥=16+3+♠ 1♦-1M-2N.T=6+♦ 16+ or 19-21 4cards support	
1♥		5	7♦	11-21 5+ hearts	1♠=4+ cards/1n.t Semi forcing/2 level G.F/2♠=8-11 6♠/2N.T=♥support a) 1 singleton invitational to game. b) 1 void invitational to slam/3♣= 3 cards support 10-11 or 4 cards 7-11/ 3♦=1 singleton G.F/3n.t/4♣/4♦= Void ♣/♦/♠ 9-12	1♥-1♠/1N.T-2♣= Natural or 16+ any 1♥-1♠/1N.T-2N.T= 16+ 6♥ + 4m 1♥-1♠/1N.T-3♣/♦=5-5 15-17	
1♠		5	7♥	11-21 5+ spades	1N.T semi forcing/2level G.F/2N.T/3♦/♥= Same as 2N.T/3♣/3♦ over 1 heart/3♣= 6 ♥ limit /3N.T/4♣/4♦= Void in ♣/♦/♥ 9-12	1♠-1N.T-2♣= Natural or 16+ any 1♠-1N.T-2N.T= 16+ 6♠ + 4m 1♠-1N.T-3♣/♦= 5-5 15-17	
1NT				15-17 Balanced	2♣ stayman/2♦= Transfer or special sequence/2♥= trf 4+♠/2♠=Transfer to ♣ or 5-4 minors short in ♥/2N.T=Transfer to ♦/3♣=5♦+5M limit or 5♦+5♣ limit or better/3♦= 5-4 minors short in ♠ or 6♦ and 1♣/3♥=5♥+5♠ limit/3♠=5♠+5♣ limit/4♣/♦= Transfer to ♥/♠	1N.T-2♦-2♥-2♠= Special sequence 1N.T-2♦-2♥-2N.T= 4♥+ 5m 1N.T-2♥-2♠-2N.T= 4♠+ 5m	
1NT				12-14( non vul vs vul)	System on		
2♣	x			18-19 Balanced(vul)	2♦=4+♥/2♥=4+♠/2♠=4♠+5+m or Balanced, ask pd to bid 2n.t/2N.T=FG Balanced ask pd's for minors/3♣=5-4+ Majors/3♦=4-4 majors/3♥/♠= Short in ♥/♠ may be both minors or just 1/4♣/♦=6 other minor slam try	See Notes	
2♣				18-19 or 23+ Balanced(non vul)	Same responses as vul opening	See Notes	
2♦	x			Weak in ♥ or ♠, or 22-23 Bal (vul)	2♥/♠=pass/correct, 2n.t=Forcing relay	See Notes	
2♦					3♣=5+♥F1,3♦=5+♠F1,3♥=P/C,3♠=P/C,3N.T=To play 4♣/♦=G.F 6+cards,4♥=P/C		
2♦				4♠+5m 5-11 HCP (non vul)	2♥=Nat, NF, 2♠=TO PLAY,2N.T=Forcing Relay,3♣=P/C 3♦=5♥ GF,3♥=6+♥ Limit, 3♠= Preempt,3N.T= To play 4♣=P/C,4♦=Preempt,4♥/♠= To play,4n.t=Bid your minor	See Notes	
2♥		6		GF with ♣ or ♦ as main suit or 24+ Balanced (vul)	2♠=Relay, 2N.T=5+5 in two following suits 3♣= 5-5 ♣+♥ or ♦+♠, 3♦/♥♠/N.T= 6+ ♥/♠/♣/♦	See Notes	
2♥				4♥ +5m 5-11 HCP (non vul)	2♠= Nat, NF, 2NT=Relay forcing,3♣=p/c,3♦=5+♠ F1, 3♥=Preempt, 3♠=Limit 6+♠,3N.T=To play, 4♣=p/c,4♦=to play 4N.T= Bid your minor	See Notes	
2♠		6		Unbalanced GF (non vul)	2n.t=Relay,3♣/3♦= Same as 2nt/3♣ over 2♥ vul 3♥/♠/nt/4♣= 6+ ♠/♣/♦/♥	See Notes	
2♠				GF ♥ or ♠ as main suit	Same as above		
2NT				20-22 Balanced	3♣= Puppet/3♦=5+♥/3♥=5+♠/3♠=Both Minors/4♣/♦=Transfers to ♥/♠ slam try/4♥/♠= 6+ ♣/♦ slam try	2N.t-3♣-3♥-3♠= Transfer to 3n.t 2nt-3♣-3♥-3n.t and over show 5♠+4♥ 2n.t-3♦-3♥-3♠/3n.t=Same as above with 5♥+4♠	
3♣		7(6)		7 cards 4-10	4♦= Key Card, other natural		
3♦		7(6)		7 cards 4-10	4♣= Key Card, other natural		
3♥		7(6)		7 cards 4-10	4♠= Key Card, other natural		
3♠		7(6)		7 cards 4-10	4♣= Key Card, other natural		
3NT	x			Solid Minor	4♣= Pass or correct/4♦ ask for shortness/4N.T= Bid Your minor		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Key Card Blackwood 1430

Exclusion Key Card 1430

Josephine

## OPENING 2♦ (4♠5+minor)(non vul)

2♦ 2♥ = non forcing  
2♠ = to play  
2NT = relay positive  
3♣ = pass or correct  
3♦ = 5+♥ forcing game  
3♥ = 6+♥ limit  
3♠ = barrage  
3NT = to play  
4♣ = pass or correct  
4♦ = to play(pd may bid 5)  
4♥/♠ = to play  
4NT = bid your minor  
5♣/♦ = to play

2♦ 2♥  
2♠ = 4♠ good and max, 1♥ → 2nt nat, 3♣ pass or correct  
2NT = supermax with 1♥ → 3♣ pass or correct  
3♣ = 6+♣ good suit  
3♦ = 6+♦ good suit  
3♥ = 3♥ non minimum

2♦ 2NT  
3♣ = minimum 5+♣ → 3♠ limit, other F.G  
3♦ = minimum 5+♦ → 3♠ limit other F.G  
3♥ = max 5+♣ → F.G  
3♠ = max 5+♦ → F.G

2♦ 3♦  
3♥ = 5+♣ max, 1♥  
3♠ = 5+♦ max, 1♥  
3NT = 3♥ non minimum  
4♣/♦ = 2 cards in ♥ and 5 + cards in the bidding minor  
4♥ = 3♥ minimum

# Opening 2♦(multi ♥ o ♠ or 22-23 bal)(vul)

2♦      2♥= pass or correct→2NT bal 22-23→sistem on  
2♠= can play 2♠ or 3 or 4 ♥→2NT bal 22-23 →sistem on  
2NT= Ask  
3♣= ♥ F1  
3♦= ♠ F1  
3♥= pass or correct  
3♠=pass or correct  
3NT=to play  
4♣/♦= F.G with 6+cards  
4♥=pass or correct

2♦      2NT  
3♣=4♣ or 4♦ with 6♠→3♦r→3♥=♣, 3nt=♦  
3♦=6♥→3♥limit, other cue bid and fit ♥  
3♥=6♠→3♠limit, other cue bid fit ♠  
3♠=6♥4♣  
3NT=6♥4♦  
4x= 22-23 with first 4/5 cards suit→ 4nt KC 1430

2♦      3♣  
3♦=1/2♥minimum→only 3♥ to play  
3♥=1/2♥max→all f.g  
3♠=3 ♥minimum→all f.g  
4x = 3+♥ max →all f.g

2♦      3♦  
3♥=1/2♠minimum→only 3♠ to play  
3♠=1/2♠max→all f.g 4♣x♥, 4♦x♠  
3nt=3♠ minimum→all f.g  
4x=3♠ max→all f.g

2♦      4♣/♦

4♥/♠=natural 0/1 cards support  
Cue bid o 4nt fit and good hand  
support= minimum and 2/3 cards

# Opening 2♥(4♥+5+minor)(non vul)

2♥      2♠= non forcing  
2NT=F1 relay  
3♣= pass or correct  
3♦ = F.G with 5+♠  
3♥=barrage  
3♠=limit with 6 + ♠  
3nt=to play  
4♣= pass or correct  
4♦=natural non forcing (pd may bid 5♦)  
4NT= bid your minor  
5♣/♦= to play

2♥      2♠  
2NT = supermax with 1♠→3♣ pass or correct  
3♣ = 6+♣ good suit  
3♦ = 6+♦ good suit  
3♠ = 3♠ non minimum

2♥      2NT  
3♣ =minimum 5+♣→3♥ limit, other F.G  
3♦=minimum 5+♦→3♥ limit, other F.G  
3♥=max 5+♣→F.G  
3♠=max5+♦ →F.G

2♥      3♦  
3♥=5+♣ max 1♠  
3♠=5+♦ max 1♠  
3NT= 3♠ non minimum  
4♣/♦=2 cards in ♠ + 5 + cards in the bidding suit  
4♠=3♠ minimum

# Opening 2♥(F.G with ♣ or ♦ , 24+bal)(vul)

2♥            2♠= relay  
 2NT=5-5+ (♣+♦,♦+♥,♥+♠,♠+♣) 5+ points  
 3♣= 5-5+ (♣+♥,♦+♠) 5+ points  
 3♦ = 6+♥  
 3♥=6+♠  
 3♠=6+♣  
 3nt=6+♦

2♥            2♠  
 2NT=24+ → sistem on  
 3♣=5+♠+other 4 cards suit→3♦r→l/m/h  
 3♦=6+ ♣ or ♦→        3♥r→3♠=♣ , 3nt=♦ , 4♣/♦=♦ stronger  
                                      3♠= transfer to 3n.t very weak  
 3♥=5+♦4+♣→  
 3♠=5+♦4♥→4♣x♥ , 4♦x♦  
 3NT=5+♦4♠→4♣/♥x♠ , 4♦x♦  
 4♣=5+♦4♠stronger→4♦x♦ , 4♠sign off , other cue bid fit ♠

2♥            2NT  
 3♣r→→→→3♦=♦♥  
                      3♥=♥♠  
                      3♠=♠♣  
                      3NT=♣♦  
 3♦=6+ ♣ →3nt= dont like  
 3♥=6+♦ →3nt= dont like

2♥            3♣  
 3♦r→→→→3♥=♥♣  
                      3♠=♠♦  
 3♥=6+ ♣→3nt = dont like  
 3♠=6 + ♦→3nt = dont like

2♥            3♦/♥/♠/NT  
 First Step→cue bid  
 Second Step= 6 + ♣  
 Third Step =6 + ♦

# Apertura 2♠ (Strong Unbalanced)(non vul)

2♠      2NT= relay  
 3♣= 5+5+ (♣+♦,♦+♥,♥+♠,♠+♣) 5 + points  
 3♦=5+5 (♣+♥,♦+♠) 5 + points  
 3♥= 6♠  
 3♠= 6♣  
 3NT=6♦  
 4♣=6♥

2♠      3♣  
 3♦r → → → 3♥=♥♠  
           3♠=♠♣  
           3NT=♣♦  
           4♣=♦♥

3♥=6+♣ → 3nt= dont like  
 3♠=6 +♦ → 3nt=dont like  
 3NT= 6+♥ → 4♥ dont like  
 4♣=6 +♠ → 4♠ dont like

2♠      3♦  
 3♥r → → → 3♠=♠♦  
           3NT=♥♣

3♠=6+♣ → 3nt dont like  
 3nt=6+♦ → 4♦ dont like  
 4♣=6+♥ → 4♥ dont like  
 4♦=6+♠ → 4♠ dont like



# Opening 2♠ ( strong ♥ or ♠) (vul)

2♠         2NT= relay  
3♣=5+5 (♣+♦,♦+♥,♥+♠,♠+♣) 5 + points  
3♦=5+5(♣+♥,♦+♠) 5 points  
3♥= 6♠  
3♠= 6♣  
3NT=6♦  
4♣=6♥

2♠           2NT  
3♣=5+♥+other 4 cards suit→3♦r→l/m/h  
3♦=6+ ♥ or ♠           →3♥r→3♠=♥, 3nt=♠, 4♣/♦=♠ stronger  
                              3♠=very weak, trf to 3n.t  
3♥=5+♠4+♣→Nat  
3♠=5+♠4+♦→4♣x♠, 4♦x♦  
3NT=5+♠4+♥→4♣x♥, 4♦x♠  
4♣=5+♠4+♥ stronger→4♦x♥, 4♥/♠sign off, other cue bid fit ♠ 4 NT KC 1430

2♠           3♣  
3♦r→→→→3♥=♥♠  
                  3♠=♠♣  
                  3NT=♠♦  
                  4♣=♦♥  
3♥=♥ →3nt=dont like  
3♠=♠→3nt= dont like

2♠           3♦  
3♥r→→→→3♠=♠♦  
                  3NT=♥♣  
3♠=♥→4♥ = dont like  
3nt=♠→4♣ = dont like

