

## DICHIARAZIONI DIFENSIVE E COMPETITIVE

**INTERVENTO DI CONTROLLO** - Stile generico STD  
 su 1♣: 4+♣4+any

**INTERVENTO DIRETTO A COLORE**

**A LIVELLO** ■ Standard ■ su 1♣: 1♣=4+♥4+any

**A SALTO (naturale)** ■ debole □ medio □ forte

**A SALTO (per indicare bicolori)**  
 su 2♥♣3♣: Leaping (e non Leaping) Michael's  
 su 1♣: 3♣=5+♥5+♦

**SURLICITA' DIRETTA**  
 su 1♥: -4♣5+m; su 1♣: Ghestem 5+♥5+♣  
 su 1♥♣: -3♥♣ monocolor minore  
 su 2♥♣: -3♥♣ monocolor minore; -4♥♣ bicolore ♣♦

**INTERVENTO DI 1 S.A.**  
 (15) 16-18p

**INTERVENTO DI 2 S.A.**  
 17-19p/ A salto o dopo 1M-2M: ♣♠/ su 1♣: 5+♣5+♣

**INTERVENTO SULL' APERTURA DI 1 S.A. FORTE**  
 X: 4/5♥.4/5♠ o 4+♥.4♣ o Rever; 2♣: 4+♣.4+♠  
 2♣: 4+♣.4+♠  
 2♥: 4+♥.5+♠; 2♣: 5/6♣ (anche con 4m)  
 3♣/1♠/1♥: 6+debole 2SA: 5.5 minore 4♠/♣: 6^5♣

**INTERVENTO SULLE APERTURE FORTI A COLORE**  
 su 1♣: X=4+♣; 1♣=4+♥; 1♥♣=3^o 5+; 1/2NT=5+4♣.4+6♣  
 su 1♣: X=5♥ o ♣; 1♥♣=4^+ .4^+; 1/2NT=♣♦  
 su 2♣♠: X=5/6♥ o ♣; 2♥♣=4^+ .4^+; 2NT=♣♦  
 salto: 6^+debole

**INTERVENTO SULLE APERTURE DI BARRAGE**

**A COLORE** ■ naturale □

**CONTRO** ■ informativo □ punitivo

**RIAPERTURA DEL QUARTO DI MANO**  
 Su apertura di uno a colore X=9+p  
 1NT=12-15p; Xpoi 1NT=16-19; 2NT=-a livello=15-17p, -a salto= 20-22p  
 su 1♣: -1♣=0-8p, -2♣=5+♥5+♣, -2NT=5+♣5+♦

**AZIONE SUL CONTROLLO INFORMATIVO AVVERSARIO**  
 Surcontro (valore) 9+p.

**NUOVO COLORE A LIVELLO** □ forcing ■ non forcing

## SEGNALI DIFENSIVI

**CARTA DI INCORAGGIAMENTO**

ad atout □ ALTA ■ BASSA □ PARI □ DISPARI  
 a S.A. □ ALTA ■ BASSA □ PARI □ DISPARI

**SCARTO PREFERENZIALE** ■ Si □ No

**CONTO DELLA CARTA** ■ Si □ No

conto pari: ■ Scarto a scendere  
 □ Scarto a salire

**CONVENZIONI PARTICOLARI**  
 ■ Smith ■ Altre lavinthal

**ATTACCHI**  
 Stile generico

di onore: ■ sopra-onore □ sotto-onore  
 con 2 cartine: ■ la più alta ■ la più bassa  
 da un colore di 4 o più carte contenente un onore

**A SENZ'ATOUT** **AD ATOUT**

□ la più piccola □ la più piccola  
 □ piccola col conto □ piccola col conto  
 □ la 4° carta □ la 4° carta  
 ■ 5^ o 3^(4^)  
 ■ 3^

**A SENZ'ATOUT CERCARE LA CARTA INTERESSATA**  
 ad atout sottolinearla se differente

AK	KQ	QJ	J10	10x
AKx	KQx	QJx	J10x	109
AKJx	KQx(3)	QJ109	J1098	109x
A(10)J10x	KQJx	KQ10x	KJ109	9(8)x
AQJx	KJ10x	KQ109x	K1098	9(7)2
AJ(8)x	K9(3)	Q8(2)	J(7)4	10(8)3
KJx(8)x	K8(6)3	Q9(7)2	J9(3)2	10(8)63
Kxx(8)x	Kxx(8)x	Q10(9)6	J9(7)6(2)	10(8)7(5)2

STESSO ATTACCO SE LA VOSTRA LINEA HA DICHIARATO IL COLORE  
 SI NO

Cliccare sulla carta per cercarla, cliccare due volte per sottolinearla, cliccare nuovamente per annullare



FEDERAZIONE ITALIANA GIOCO BRIDGE  
 CARTA DELLE CONVENZIONI



Cliccare per cambiare il colore del bollino

SQUADRA  
 COPPIA

**SISTEMA DI BASE:** 5^nobile.4+♦

(Segnare i quadratini occorrenti)

■ Aperture forti a colore 2♣

1♣ □ 4 o più carte □ 3 carte ■ 2 carte □ 1 o zero carte

1♦ ■ 4 o più carte □ 3 carte □ 2 carte □ 1 o zero carte

□ Nobili quarti ■ Nobili quinti □ Nobili

□ Lungo-corto □ Corto-lungo

**SPECIALI APERTURE E RISPOSTE CHE POSSONO RICHIEDERE UNA DIFESA PARTICOLARE**

1. 2♦multicolor: 6♥o♣, 6-10p; 6+♣♦, 18+p

2. Su 1♣♦♥♠: transfer dopo Interferenza X o 1♦♥

3.

4.

5.

6.

7.

8.

9.

10.

**SPECIALI INTERVENTI, DICHIARAZIONI COMPETITIVE E 'CONTRE' CHE POSSONO RICHIEDERE UNA DIFESA PARTICOLARE**

Su 1♣ X=4+♣4+; 1♣=4+♥4+; 1NT=5+♣4+♣; 2NT=6♣4♦

1M= nat. o 3^+5^minore se non vuln. e su 1♣ convenzionale

Passo = può contenere mani 15+p, con qualsiasi distribuzione



APERTURE	ARTIFICIALE	Numero Carte	DESCRIZIONE	Splinter	RISPOSTE (comprese le modifiche in competizione)	APERTURE	ARTIFICIALE	Numero Carte	DESCRIZIONE	Splinter	RISPOSTE (comprese le modifiche in competizione)
1♣	*	2	11-21p con 18-19p anche 4♣4♦	4♥	1♥♣ = nat., 5+p 1NT = 5-10(11)p, 4+♣ (anche 4♣4♦) 2♣ = 4+♣, 12+p 2♦ = 6♥♣, 2-7p 2♥ = 4+♥5+♣, 4-8p 2♠ = 5+♠5+♥, 11+p 2NT = 4/5♣, 11-12p; 3NT = 4♣333, 13-14p 3♣ = 6+♣, 8-10p; 3♦ = 6+♦, 2HM 3♥♣ = 7 <sup>A</sup> , 3-5p	2♣	*	0	22+p e/o 3/- perd. 23+p bil.	4♥	2♦ = relai; 2♥ = 5+♥, 0+p 2♣ = una 6 <sup>A</sup> + o 6♣4♥ 2NT = 5+♠5+; 3♣ = 5+♠5+M o 6♦4♥; 3♦ = 5.5M 3♥♣ = una 6 <sup>A</sup> + chiusa (3♣ = 7 <sup>A</sup> +, o 6 <sup>A</sup> col J)
1♦		4	11-21p anche 4♣4♦ con 11-17p	4♥	1♥♣ = nat., 5+p 1NT = 5-10(11)p, anche 4/5♦ bil. 2♣ = 4+♣, 12+p 2♦ = 4+♦, 10+p (nega nobili) 2♥ = 4+♥5+♣, 4-8p 2♠ = 5+♠♠+♥, 11+p 2NT = 4/5♣, 11-12p; 3NT = 4♣333, 13-14p 3♣ = 6+♣, 8-10p; 3♦ = barrage 3♥♣4♣ = splinter	2♦	*	0	7-10p, 6 <sup>A</sup> ♥ o ♣ 18+ p, 6 <sup>A</sup> +♣ o ♦	4♥	2♥♣ = P/C 2NT = interrogativa 3♣♦ = 5 <sup>A</sup> +♥♣ 3♥ = 5+♥5+♣, 7+p F.G. 3♠ = 6+♠, inv. (13-15p)
1♥		5	11-21p	4♦	1NT = 5-10(11)p 2♥ = 5-9p; 3/4♥ = Debole 2♣ = 4♣6+♣, 4-9p 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♠ = splinter ♦ 3NT = splinter ♣ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	2♥		5	8-11p, 5+♥5+minore		2NT = interrogativa; 2♣ = 5+♣, forcing 1 giro 3♣ = fit ♣♣♦, inv.; 3♦ = fit ♥, inv.
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	2♠		5	8-11p, 5+♠5+minore		2NT = interrogativa; 3♥ = 6+♥, inv. 3♣ = fit ♣♣♦, inv.; 3♦ = fit ♠, inv.
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	2 SA			20-22p (senza 5 <sup>A</sup> M)	4♥	3♣ = puppet; 3♠ = 4+♠4+♦; 4♣♦♥ = trs. 3♦♥ = trs.; 4♣4NT5♦♥ = 6+♣ (kc: 1,2,2+Q)
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	3♣		6	barrage		3♦ = chiede fermo 4♣ = FORC 4♦ = 5/6♥5♠
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	3♦		6	barrage		4♣ = FIT ♦ 4♦ = 5/6♥5♠
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	3♥		6	barrage		3♣4♣ = cuebid 4♦ = 6+♣
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	3♠		6	barrage		4♣♦ = cuebid
1♣		5	11-21p	4♦	1NT = 5-12p, forcing 1giro (anche fit ♣) 2♣ = 8-10p; 3/4♣ = debole 2NT = fit 3 <sup>+</sup> , inv.+ 3♣ = 6 <sup>A</sup> +, 8-10p 3♥ = splinter ♦ 3NT = splinter ♥ 4♣♦ = splinter ♣ (4♦ con ctr. ♦)	3 SA	*	7	gambling (senza fermo)		4♣ = P/C 4♦ = chiede sing./vuoto
1 SA			15-17p	4♥	2♣ = stayman debole 2♦ = trs.♥ o 5+♠5+♦ debole/inv. 2♥ = trs.♣ 2♠ = bil. 8-9p (senza nobili) o Monocolore minore inv. 2NT = bicolore 5+♣5+any o 5+♣4♦ 3♣ = bicolore 5+♣5+♥/♠ o 5+♣4♠ 3♦ = bicolore 5+♥5+♠ F.G. 3♥♣ = sing/vuoto, 5.4+ ♣♦ 4♣♦ = 6 <sup>A</sup> +♥♣	4♣	*	7	♥ chiuse (possibile Asso a lato)		4♦ = chiede Assolvuoto
1 SA			15-17p	4♥	2♣ = stayman debole 2♦ = trs.♥ o 5+♠5+♦ debole/inv. 2♥ = trs.♣ 2♠ = bil. 8-9p (senza nobili) o Monocolore minore inv. 2NT = bicolore 5+♣5+any o 5+♣4♦ 3♣ = bicolore 5+♣5+♥/♠ o 5+♣4♠ 3♦ = bicolore 5+♥5+♠ F.G. 3♥♣ = sing/vuoto, 5.4+ ♣♦ 4♣♦ = 6 <sup>A</sup> +♥♣	4♦	*	7	♠ chiuse ( " " " " )		4♥ = chiede Assolvuoto
1 SA			15-17p	4♥	2♣ = stayman debole 2♦ = trs.♥ o 5+♠5+♦ debole/inv. 2♥ = trs.♣ 2♠ = bil. 8-9p (senza nobili) o Monocolore minore inv. 2NT = bicolore 5+♣5+any o 5+♣4♦ 3♣ = bicolore 5+♣5+♥/♠ o 5+♣4♠ 3♦ = bicolore 5+♥5+♠ F.G. 3♥♣ = sing/vuoto, 5.4+ ♣♦ 4♣♦ = 6 <sup>A</sup> +♥♣	4♥		7	barrage		
1 SA			15-17p	4♥	2♣ = stayman debole 2♦ = trs.♥ o 5+♠5+♦ debole/inv. 2♥ = trs.♣ 2♠ = bil. 8-9p (senza nobili) o Monocolore minore inv. 2NT = bicolore 5+♣5+any o 5+♣4♦ 3♣ = bicolore 5+♣5+♥/♠ o 5+♣4♠ 3♦ = bicolore 5+♥5+♠ F.G. 3♥♣ = sing/vuoto, 5.4+ ♣♦ 4♣♦ = 6 <sup>A</sup> +♥♣	4♠		7	barrage		
						<b>DICHIARAZIONI PER LO SLAM</b>					
						cuebid (squeeze cuebid); splinter 4NT: RKCB (14-30), Turbo, Quantitativo kickback-turbo (sui minori) turbovuoto e controllo paradosso					



## DEFENSIVE AND COMPETITIVE BIDDING

<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>	
Responses: new suit NF (except on 3 level overcalls)	
vs. 1♠ op: X=4+♠4+ any; 1♥=4+♥4+ any; 1♦=5+ or 3* with 5 <sup>A</sup> minor (NV)	
1NT= 5+♦4+♣; 2NT= 6♠4♣; Pass maybe 15+p. any	
vs. 2♠ op: X= 4+♥; 2♥= 4+♠; 2♣= minors; 2NT=20-22p; 3suit= 6+, 10-14p.	
Pass maybe: 4+♠3+♥; balanced 17-19p; 6+ suit 15-17p.	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
15-18p; reopening: 12-15p. Responses: 2♠ stayman, trs, 2♣ INV. bal. or 6m	
2NT overcall: 17-19p; reopening: 15-17 (if Jump: 20-22p.)	
Responses: cuebid= stayman (or 3♣ vs artificial openings)	
trs. (3♠=♠ vs 2♥op; 3♥=♠ vs 2♠op.)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
weak 7-10p; reopening 9-12p: good hand vs 2 openings	
2NT= 5+♠5+♦; 5+♠5+♥ vs 1♦ opening	
3NT= 6+ minor, with stopper	
3 cuebid = 6+ minor without stopper	
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>	
vs. 1♥: 4/5♠.5+ minor. Responses: 3♣= INV. fit minors; 3♦= INV. 4+♠	
vs. 1♠: ghestem. Responses: 3♥= INV.3+♥; 2NT= asks for strenght	
vs. 1♠: 5+♥.5+♠. Responses: 3♥= INV; 2NT= asks for strenght	
vs. 1♠: 6+♠	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
X: 4/5♥.4/5m or 4+♥.4♠ or any strong hand; 2♣: 4/5♠.4+♦	
2♦: 4+♦.4+♠ 2 1♠: 5+M (maybe with 4m); 2NT: 5+♠ minors	
3♠/1♥/1♠: 6+ weak 4♠: 6+5♠ 2♥: 4+♥.5+♠	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	
Leaping michael's (non leaping vs. 3♠)	
vs. 3♠ op: 4♠= 5+♠.5+♥; 4♦= 5+♠.5+Major	
vs. 3♥ op: 4♥= 5+♠.5+minor; 4NT= 5+♠.5+♦	
vs. 3♠ op: 4NT/♠= 5+♠.5+♦/strong; 4♣= 5+♥.5+minor	
on partner's X: Lebensohl style	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
vs. 1♠ system on	
vs. 1♦2♣ op: X= 5/6 M; 1/2 suit: 4+.4+ other suit; NT= ♠♣; Jump= 6+ weak	
vs. 1♠-1♦ negative: same	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
new suit. NF; XX: 9+p.	
on 1♥♠ op: trs. 1♠-(X)-1♠/2NT= 5+♦/5+♠.4+♠	
on 1♠ op: natural 1♠-(X)-3♠/2SA= INV./weak (FLIP-FLOP)	

## LEADS AND SIGNALS

<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	3rd from H: xX; Xxx(x)	3rd; attitude in raised suit	
NT	3rd/ 5th (4th when 3rd too high)	count; attitude in raised suit	
Subseq	attitude	attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	asks for attitude	asks for attitude	
King	asks for count	asks for unblock or count	
Queen	QJ(x), KQ weak suit, AKQ(x)	QJ(x), KQ weak suit, AKQ(X)	
Jack	J10(x)	J10(x)	
10	109(x), KJ10(x), AJ10(x)	109(x), KJ10(x), AJ10(x)	
9	H109(x), H98(x), J98(x)	H109(x), H98(x), J98(x)	
Hi-x	Xxx(x)	even, MUD	
Lo-x	xX, HxX(x)	HxX(x), Hxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude (count on K)	count	attitude
	2 count	attitude	count
	3		count
NT	1 attitude (count on K)	rev.smith+Lavinthal	attitude
	2 count	Lavinthal	count
	3	count	count
Low: encourages; odd cards			
High even/odd: suit preference high/low; even cards			
Trumps: suit preference: high = odd, low = even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Response; Reopening)</b>			
Responsive X up to 4♦ (4♥ on minor opening/overcall)			
Take out X " " " " " " " " " "			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>			
vs 2♦ multicolor: X= 4+♥ (2♥= 4/5♠; 2♠= minors; Pass maybe 2M)			
vs Splinter: X= lead suit under the splinter (except NV vs Vuln)			
vs Slam: X= lightner or shows tricks in competitive auction			
vs Cuebid of our raised suit: X= asks for a lead in a new suit			
when overcall is doubled: XX shows A or K			
when Majors raised in both lines, X on right opponent 4♠= invite to 5♥ (except after Splinter or 2NT Jacoby)			

## WBF Convention Card



Category: green

NCBO: ITALY EVENT: \_\_\_\_\_

PLAYERS: \_\_\_\_\_

### SYSTEM SUMMARY

<b>GENERAL APPROACH AND STYLE</b>
1♠= 2+♠ 1♦= 4+♦ 1♥= 5+ 1NT= 15-17p. 2NT= 20-22p.
2♠= FG (23+ balanced; 22+ unbal.)
2♦= 6 major, 7-10p. or 6+ minor, 18+p.
2♥= 5+♥♠.5+♠, 7-10 p.
3NT gambling = AKQ minor without stopper on side
4♠ namyats = 7/8♥♠, maybe A on side
2 over 1 responses: FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
overcalls vs opponent 1♠ opening:
- X = 4+♠.4+ any, <15p.
- 1♦ = 4+♥.4+ any, <15p. (when ♥♠: 5+♥.4♠)
- 1M = natural or 3*+ 5/6 minor (when NV and vs artificial 1♠ opening)
- 1NT= 5+♦.4+♠ <15p.
- 2NT= 6♠.4♣, <15p.
- 2♣= 6/7 cards, 8-13p.
- 2♥= 6/7 cards, 7-11p.
- Pass= maybe any 15+
1NT-2♦= transfer to ♥(4+) or 5♠
Transfers after: 1♠ openings overcalled, and after 1♥♠-(X)-
1♠-2♠=6♥/♠.2-7p.; 1♠-2♥=4♥5♠.4-8p.;
1♥-2♠=4♠6♠.5-9p.
Ghestem on 1♠ opening; on 1♥ opening-(2♥)=4(5)♠.6minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
when opponent preempt 5 Major or 6 minor, on our take out X
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
1M-2NT = fit 3*+, INV. +
-3♠ any 17+p; -3♦ = FG, no sing.(except A); -3M = NF; -4M = AKQ
-3 other M= sing♦; -3NT= sing M; -4♠ sing; -4♣= sing.♠+♦ ctr.
PSYCHICS:



OPENING	TICKET	ARTIF	OF MINORS	REG. DEL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♥		11-21 p.	2♣: 4+ FG; 2♦: 6M, 2-7p; 2♥: 4♥5♣+, 4-8p; 2♠: 5♥5♣+, FG	n.m.f.; 1♣-1M-3♥4♦: void, 18-21p; 1♣-1M-3♣: fit 3°, 1♣-1♠, -3NT: 5♣4♦, 19-21p	
1♣		4	4♥		11-21 p. (also 4♦4♣ 12-14 p.)	2♣: 4+10+p; 3♥: weak; 2♥: 4♥5♣+, 4-8p; 2♠: 5♥5♣+, FG	1♣-1M-2♦: multirever; 6♣ no fit 3°, 5♣4♦+, balanced 18-19p; 1♣-1M-2NT: fit 4°, 16+p	
1♥		5	4♣		11-21 p.	3♣: 6+8-10p; 3♥: 4♣ splinter; 2NT: 4♣ 11-12; 3NT: 4♦, 13-14	1♣-1M, -2♣ 16+, 6♦ no fit 3°, 5♣4♦+, bal. 18-19p; 1♦-1M, -1NT: 5♦4♣ too; 1♣-1M, -2NT: fit 4°	
						1NT: NF, 5-10p; 2♥: fit 3°+5-9p; 2♠: 4♣ 6+♣ 4-9p.	1♥-1♠, -3NT: fit 4°♠, 18-21p; 1♥-1♠, -4♣: void, 17-21p.	
						3♣NT 4♣/♠: splinter ♣♣/♠+♣ ctr.	1♥-1♠NT, -3♣: 5.5, 15-17p; 1♥-1♠NT, -2NT: 6♣, 4♣ or 5.5, 18-20p.	2♣ reverse drury
1♣		5	4♣		11-21 p.	2NT: fit 3°+, INV+; 3♣: 6+♠, 8-10p; (same on 1♣ op.)	1M-1♠NT, -2♣: gazzilli, 12-21p.	
1NT			4♥		15-17 p. (no 5M)	1NT: F1, 5-12p; 2♣: 8-10p; 3♥NT 4♣/♠: splinter ♥♥♣/♠+♣ ctr.	1♠-1NT, -3♣♥: 5.5, 15-17p; 1♠-1NT, -2NT: 6♣, 4♣ or 5.5, 18-20p.	2♣ reverse drury
						2♣ garbage stayman; 2♠ INV: balanced (no M) or 6+ minor	1NT-2♣, -2♥-2♠: asks; 1NT-2♣, -2♠-3♣ asks; smolen; modified rubensohl	
						2♦: 4+♥ or 5♣5♦ weak / INV; 2♥: 4+♠; 4♣: 6+♥♠	1NT-2♣-(2♥♣): inverted X (opener and responder)	
						2NT: 5♣5♥any; 3♣: 5♠5M; 3♦: 5♥5♠; 3M: 5.4+ minor, 3°M	1NT-2♣-(X): system on with ♣ stopper, pass without ♣ stopper (then trs on partner X)	
2♣	✓	0	4♥		FG: -23+p. balanced -less than 4 losers, unbalanced after overcalls: trs.	2♦: relay; 2♥: 5+♥, 0+p; 2♠: 6+♣♠ or 6♣4♥, 6+p.	2♣-2♥: -3♣ = minors 5+4+/-3♣ = minors 5.5/-3NT = 5♣, 4♣ 2.2 minimum	
						2NT: 5♣5♥any, 6+p; 3♣: 5♠5M or 6♣4♥, 6+p; 3♦: 5♥5♠, 6+p	2♣-2♥: -3♦ = 5♣, 4♣, 4♣; 2♣-2♥: -3♥ = 5♣, 4♣, 4♥	
						3♥: any AKQxxx; 3♠: any AKQJxx or AKQxxxx	2♣-2♥: -2♥♣ = 4+ cards	
2♦	✓	0	4♥		6♥♣, 7-10 p. 6+♣♠, 18+p.	2♥♣: reject; 2NT: asks; 3♣: 5+♥, 13+p; 3♦: 5+♠, 13+p.	2♣-2♥♣: -2NT = 6+♦ (then trs); -3♣♠ ♠NT 4♣ = 6+♣ (18-20/FG with 3°M, 3°♠, 7°♠)	
2♥		5			5+♥, 5+ minor, 7-10 p.	3♥: 5♥5♠, 7+p; 3♠: 6+♠, 13-15 p. INV.	2♣-3♣-3♦ = 3♥, 6♦; 2♣-3♦: -3NT = 3♣, 6♥; 2♣-3♥: -3♣ = fit M, 6°min; 2♣-3♠: -4♥ = 3♣, 6°min	
						2NT: asks; 3♣ minors, INV; 3♦: fit♥, INV; 2♠: 5+♠, F1	2♥-3♣: -pass/3♠, -3♥ = 6♥ and max, -3♠/NT = sing. ♠/minor and max (then 4♣ reject)	
2♠		5			5+♣, 5+ minor, 7-10 p.	2NT: asks; 3♣ minors, INV; 3♦: fit♠, INV; 3♥: 6+♥, INV	2♥-2♣: -2NT/3♣ = fit 2°/3°♠, -3♣♠ = 5°♠ no fit (then 3♥ = trs♠; 3♠ = INV)	
							2♣-3♣: -pass/3♠, -3♣ = 6♠ and max, -3♥/NT = sing. ♥/minor and max (then 4♣ reject)	
2NT			4♥		20-22 p. (no 5M)	muppet; 3♣: 4♣4♦+; 4♠♥: trs; 4♠NT 5♦: 6+♣ (1/2/2+Q, KC)	3 suiters: 2NT-3♣♠, 3♥-4♠NT = 5M, 4M, 4m and 2NT-3♣♠, 3♥-3♠, 3NT-4♥♠ = 4M, 4m, 4m	
3 bids		6			preempts	3♣-3♦: asks for stopper, 3♠-4♦: 5♥5♠; 3♦-4♣: 5♥, 5♠	3♥-3♣4♣: cuebids; 3♥-4♦: 6+♠ strong hand	
3NT	✓	7			gambling, ♣ or ♦ (max Q on side)	4♣: pass / correct		
						4♦: asks for sing. / void (4NT=7222, 5m = sing. other minor)		
4♣	✓	7			7/8♥, namyats (maybe A on side)	4♣: asks for A or void	4♣-4♦, 4♠ = 1A (4NT asks)	
4♦	✓	7			7/8♠, namyats (maybe A on side)	4♦: asks for A or void	4♣-4♥, 4NT = 1A (5♣ asks)	
4♥		7			preempt	4♣5♣: cuebids; 4NT: turbo; 5♦: 6+♠ strong hand		
4♠		7			preempt	5♣♠: cuebids; 4NT: turbo; 5♥: 6+♥ strong hand		
<b>HIGH LEVEL BIDDING</b>								
							Cuebids (squeeze cuebid/last train)	
							Splinter (Fit showing after overcalls)	
							RKCB 1430 5NT grand slam try	
							Dynamic turbo (3/4/5 NT, 4 minor), Kickback-turbo (minors); odd KC when opener shows 16+p.	
							Turbovoid and Paradox control (bypassing void-cuebid)	
							Quantitative (4/5 NT)	