

SYSTEM SUMMARY

Natural; 5 cards ♥ & ♠; 3 cards ♦ & ♣.

1NT: 15-17 HCP → 2♠=♣, 2NT=♦, 3♣= m weak; 3♦= ms strong; 3M= 1345; 4♣=Ms weak or strong; 4♦/♥= xfer; 4♠=? Aces. (Leb & neg X).

After xfer → 3X= doubleton 4c. max; 3M= 4c. not max; 2NT= 4333 max

2♣ Strong → 2♦= 0/1 IC, 2♥= 2 IC, 2♠= A+K, 2NT= 3K, 3♣= 4 IC, 3♦= 5+IC.

2♦= Muticolor → 3♠= invit S suit, 4♣= ask M in xfr, 4♦= ask M, 4♠= Nat.

2♥/♠= constructive (9-12)

2NT= 20-21 HCP → Muppet; 3NT= solid major.

2 over 1 forcing game; 1NT forcing.

Major single support = 6-10 eventually 4 card support in the weak zone.

Fitbids with 4 card support inv+ hands. After 1♥/♠ → 2♠/2NT= support with 4c. and undefined singleton. 1m-2M= 5♠+4/5♥ (Reverse Flannery)

Inverted minor (forcing until 3m, or 2NT as a second bid by responder)

Check-back after 2NT rebid (transfer answers)

2 suit: Michaels (1♣-2♣= majors)

Kickback → 30-41 (5 chaves, with queen)

1NT overcall → Multilandi, X= 5m+4M, in 2^a & 4^a pos.

2♥ & 2♠ showing 4M; 5+ minor.

Limited splinters.

Positive trial bids.

Drury (2♣) → rebids M w/o opening values

After 1NT rebid → 2♣= invitational or SO in ♦ - (mandatory 2♦), 2♦= Stayman FG, 2NT ask for 3♣ (SO in 3♣ or 3♦).

Defending Multicolor → 2♥/2♠: short;

- Double = 13-15 balanced; 2NT= 16-18; 2NT à 2nd turn= minors

- 1st dbl is TO, 2nd dbl is penalty, in 6th is penalty.

Defending 2 suits → 1st cuebid = lower suit invitational or +

After opps 2 weak opening →

After partner 1NT overcall → System ON

Leads in suit: 1/3/5

Leads in NT: attitude (shortest card promises H+Ten)

Subsequent leads: attitude

Carding: UDCA

Discarding: odd-even

After opps X 1♥/♠ opening bid or partner overcall in 1♥/♠ → transfers

After opps X 1♣/♦ opening bid → inverted, 2NT=weal, 3m=pre-emptive

After 1♥/♠ opening bid in 3rd or 4rd pos → 2♠/2NT= support with 4c. and undefined singleton.