


## SUPPLEMENTARY SHEET

## DIONYSOPOULOS - BOZEMPERGK

## BIDS THAT MAY REQUIRE DEFENCE

## Special openings

1.2+ clubs either any Balanced or Unbalanced with Clubs.
$1 \star$ Unbalanced with $5+\star$ or $144 \star 4,444 \star 1$.
1 suit openings are $F$ at lest for one round.
1NT opening No Vul vs Vul 10-13 HCP maybe unbalanced 1NT opening No Vul vs No Vul 11-14 HCP maybe unbalanced
1NT opening Vul 12-14 HCP maybe unbalanced
2 X Openings in $1^{\text {st }}$ or $2^{\text {nd }}$ seat (9)10-13 HCP unbalanced but not both Majors.

## Two Suiter jump overcalls:





Responses: 2NT or first suit different from overcaller's suits is a Relay and asks strength; others natural, new suit 6/7+ cards solid;

Special responses: we think opponents should be pre-alerted about them.

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1. - 1*: 0-11 НСР, 4+v;
    1v: 0-11 НСР, 4+4;
    14: 0-11 HCP, without majors;
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1*-1`: 0-9,4+`;
    1^: 0-9, 4+ ;
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    1^-1^: 0-9 with 4+@;
1M-1NT: 0-9;
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## Take out Doubles

Advancer's cue bid is not forcing to game, it promises 10+HCP;
Advancer's jump in a Major 5cards invitational;

## Over Redouble

If redouble don't show length in opening suit and opener may have only 4 cards in opening suit PASS is penalty; in all the other situations PASS is neutral; Jumps are preemptive;

## In reopening position

X $=$ (8-11 BAL or SEMIBAL) or (15+any), successive doubter's bid $=15+$ NAT.

## Leads and signals

In suit contracts 3rd/5th, 10 is either 109x, 10x, H109(x), HJ10(x). In No trumps attitude, AQT count or Unblock, KJ ask for attitude.

## SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

A DBL in our side suit when it's not important to engage a competitive auction discourage lead in that suit ------------------------>> in the same situation PASS encourage lead in that suit; In forcing game situations opener's double often shows minimum and BAL/SEMIBAL hands;
We play splinter double: If we are NO VUL against VUL DBL shows long suit and suggest sacrifice in any other case ask specific lead: if they have bid 1 suit then DBL ask to lead the lower of the unbid suits, if they have bid 2 suits DBL ask not to lead the obvious lead.
If they make an artificial splinter we focus on the singleton and our treatment is as above.

## LEADS AND SIGNALS

We normally play suit preference: LOW = encouraging , HIGH = discouraging Rarely we play count, sometimes, when we think it is useful, on declarer's lead.

Exceptions:
Vs Suit:

- A lead of the King, In five level or higher ask for count;
- A lead, dummy have singleton, we play: $\mathrm{HI}=$ pref. HI suit; MIDDLE=pref. lead suit; LOW=pref. LOW suit;


## Vs NT:

- after lead we play standard Smith convention: when one of us discard HIGH he encourage return in lead suit;
- we play count or unblock on the Ace, Queen and Ten; Attitude on King or Jack.


## VS NT (strong)

After responder's PASS on overcall:
$\mathrm{X}=(5+\mathrm{m} / 4 \mathrm{M}): 24:$ pass or correct; $2 \downarrow$ : ask major; $2 \boldsymbol{2} / 2 \uparrow$ : to play;
$2 \$=($ Majors $): 2 \triangleleft:$ ask longer suit; $2 \vee / 2 \uparrow$ : preference;
$2 \diamond=(\mathrm{M} 1$-suit or STR $5+\mathrm{M} / 4+\mathrm{m})$ : $2 \boldsymbol{*}$ : I don't want to play $3 \uparrow$ (Pass, $2 \uparrow$ ), 24: I may play game in $\downarrow$ (Pass, $2 \mathrm{NT}=6 \uparrow \mathrm{STR}, 3 \mathrm{~m}=5 \boldsymbol{\uparrow}+4 / 5 \mathrm{~m})$,
$2 \boldsymbol{*} / 2 \boldsymbol{\uparrow}=5+\boldsymbol{\varphi} / \boldsymbol{\uparrow} 4+\boldsymbol{p} / \stackrel{2 N T}{ }$ asks minor;
2NT ( $5+\$ / 5+\diamond): 3 \$ / 3 \diamond:$ preference; $3 \downarrow$ Ask, $3 \boldsymbol{\$}$ : Nat long suit, 3NT NAT, 4m 4c fit raise;

## Vs weak NT X is same points

VS 2 MULTICOLOR and 2 $2 / 2 \uparrow$ NAT preemptive . We assume opener have $\uparrow$ when bid $2 \checkmark$ multi:
X : standard take-out ( $4 \checkmark$ with min on $2 \checkmark$ multi);
$2 \boldsymbol{2} / 2 \boldsymbol{\$} / 3 \boldsymbol{\$} / 3 \vee$ : NAT standard;
2NT: 15-18 BAL;
$4 \$ / 4 \diamond: 6 \$ / \downarrow$ other major ( $\vee$ on $2 \vee$ multi);
Cue-bid: Stopper ask;
After $2 \diamond$-Pass- $2 \boldsymbol{\rightharpoonup} / 2 \uparrow$ we assume that $2 \boldsymbol{\wedge} / 2 \boldsymbol{\uparrow}$ is NAT;
*If $2 \triangleleft$ Opening shows bad weak two in either Major: X shows points.

## VS 2 BOTH MAJORS

X : standard take-out ( $4 \checkmark$ with min on $2 \checkmark$ multi);
2ข: Natural but strong
24: Natural but strong
2NT: 15-18 BAL;
3\&: Natural but not strong
$3 \diamond$ : Natural but not strong
3V: Minor two suiter short hearts
34: Minor two suiter short spades
3NT: To play;

## PASSED HAND BIDDING

After P-P-10-P
2. shows a Weak two opening in diamonds ( $5-8 \mathrm{HCP}$ )
$2 \star / \downarrow$ shows a Weak two opening in hearts / spades ( $5-8 \mathrm{HCP}$ )
2NT 10 or $11 \mathrm{HCP}, 5 \mathrm{M} 332$ suitable to declare 3 NT
3 Both Majors 55, 8-10 HCP
After P - P-1 - P
2 M shows a Weak two opening in the M (6-8 HCP)
1 or 1atural 0-11 HCP
2 NT 10 or $11 \mathrm{HCP}, 5 \mathrm{M} 332$ suitable to declare 3 NT
3* Both Majors 55, 8-10 HCP
3M Splinter with diamond fit
After P-P-1 - P
2 Natural (10-11 HCP)
2 shows a Weak two opening in spades ( $5-8 \mathrm{HCP}$ )

1. Natural 0-11 HCP

After P-P-14-P
2 Natural ( $10-11 \mathrm{HCP}$ )
$2 \checkmark$ shows a Weak two opening in hearts (5-8 HCP)
With $5 \vee$ and $10-11$ we bid 2
After P-P-2e-P
2 ask for 4card Major
2M Natural, 3e Natural
2NT 5 4- 8-10 HCP
After P-P-2 - P
2M Natural, $3 \star$ Natural
2NT Relay to (either long clubs or 55 in the Majors 8-10 HCP)
3* 5 4-8-10 HCP
After P - P - 2M - P
New suit Natural
2 NT to play 3 m or Invitational in the $\mathrm{M}->3 \mathrm{~m}$ could be 3 cards 3M Preemptive

