SUPPLEMENTARY notes(BIANCHEDI-MUZZIO)

```
(1) 1m - 2 ♥ = fg with m o 16+ balan hand

1m . 2♠ *= weak

1m - 3m = weak

1m 2m = nat

(2) 1m - 1M

1nt Doble check back

2♠ = trf to ♠ to sign off or inv.

2♠ = ? supp in M with good hand or FG any hand

2nt = trf to ♠ to pass or to show

Hand with strong 5/5.

2♠ = 5-4 inv.

jumps = Inv. 5/5
```

```
2st = jacoby
 2nt ask like ogust
                        nv could be 0
                                                                4) 1M
  3♣ Trf al sup
                                                                    3 \clubsuit = 15 + \text{ with } 1 \text{ short suit } 3 \spadesuit ? \text{ LMH}
  3♦ = ♣
  3♥ barrage.
                                                                    3 \bullet = 11/14 same 3 \checkmark? LMH
                                                                    3 \checkmark = 15 + \text{ no short suit}
                                                                    3 \spadesuit = 12 14 \text{ same}
2nt ask like ogust nv could be 0
3♣/♦ trf al sup
                                                                     3nt = bad hand no short suit
3♥ =♣
                                                                    4 - \sqrt{\bullet} /oM = five cards
3♠ barrage
                                                                LMH = Low-Med-High
```

```
(5) 2♣
                2 = 0 \text{ a } 4
                                                                                               2♣
             2 \blacklozenge = 5 a 9
                                                                                              2 \vee = nat or hand with m o mm no H
             2 = 8 + \text{ with } 4 = 5 \text{ cards}.
            2nt = 8 + with - 5 cards.
                                                                                             2 \checkmark 2 = ask
             3 = 8 + \text{ with } \bullet 5 \text{ cards.}
                                                                                              2n = 1 \text{ or } 2 \text{ m}
             3 \blacklozenge = 8 + \text{ with } \checkmark 5 \text{ cards.}
                                                                                                                3♣ ask
                                                                                             3 \blacklozenge = \text{only d}
    2♣ 2 ♦
    3 \clubsuit = \clubsuit + other
                                                                                             3 = 5/6 \text{ clubs} + 4 \text{ diamond}
                                                                                             3 \triangleq 5/6 d - 4 clubs
    3 \checkmark / = + this suit 5/6 - 4
                                                                                              3nt = only - 6+
    3nt = 4 + 5/5
    2♣ 2♦
    3 \blacklozenge = \blacklozenge + M
                              3♥?
    3♠ = ♠
   3Nt = ♥
```

```
(6) 1M 1nt
                                                                              (7) in our Weak 2 or 3 preemtives.
     2nt 3 = \text{relay}
                                                                              We use another rkcd
                                                                              4♣ ? rkcd
          3M = limit
                                                                                                      4 \blacklozenge = 0 \text{ kc}
           3x = weak and natural suit
                                                                                                       4 = 1 \text{ kc}
                                                                                                       4 = 1 \text{ kc with } Q
    1M 1nt
                                                                                                       4st = 2 kc
    2nt 3♣
                                                                                                       5 = 2 \text{ kc with } Q
    3 \blacklozenge = 6 \text{ and } 4 \blacklozenge
    3 \checkmark = 6 \text{ and } 4 \clubsuit
                                                                         Ghestem modified:
    3 \spadesuit = 5 \text{ and } 5 \clubsuit
                                                                                    2♣ : ♦ y ♠
                                                                               1♣
    3nt = 5 and 5 \spadesuit
                                                                                     2♦ : M
                                                                                     2NT : ♦ y ♥
    1M 1nt
    3x = five cards n forcing
                                                                              1•
                                                                                       2♦ : M
    3M = inv
                                                                                      2NT : ♣ y ♥
    3nt = bad suit 6 cards.
                                                                                      3♣ : ♣ y ♠
    1♥ 1♠
                                                                                     2♥: ♠ y ♣
   2nt = same
                                                                                     2NT: minors
                                                                                     3 : ♠ y ♦
                                                                               1♠ 2♠ : ♥ y ♣
                                                                                   2NT: minors
                                                                                    3♣ : ♦ y ♥
```

```
2nt 3♣
                                                                         2nt 3 = \text{trf to } 3\text{nt}
                                                                         3nt pass = nat
3 \spadesuit = one or 2 M
        Them 3M = oM
                                                                               4 = trf to 
3\Psi = \text{no M}
                                                                               4 
ightharpoonup = 5/5 \text{ in m slam try}
3 \triangleq 5 cards
                                                                               4y= 5 ♦ /4♣ slam try
3N = 5 cards in \checkmark
                                                                               4♦= 6♦/4♣ game
                                                                               4nt = 5/5 inv
2nt 3♦
                                                                               5♣= 5/5 game
3♥ 3♣ = Trf to 3N
                                                                         2nt 3N = trf to 
      3N = 5\Psi/4
                                                                         4♣= 4 ♦= kc
      4♣ = 6♥/4♠
                                                                                  4♥= 4 ♦/5♣ slam try
      4 \rightarrow = \text{trf to } 4 \checkmark
                                                                                  4♠= 4♦/6♣ game
     4♥= 5♥/5m weak
                                                                                  4N = \text{cuantit with 6 clubs}
     4nt = 5 \checkmark /4  inv
```

```
When our opp overcall

2n/3 ♣ now any LMH short

1NT 2NT ◆ inv o + no short

1NT 3 ♣ = ♦ s off or F with any short

1NT 3 ♣ = ♦ s off or F with any short

When our opp overcall

1 ♣ 1 ♦ db = ♥

1 ♥ = ♠

1 ★ 1 off or F with any short

1 m 1 ♥ db = 4 or more spades.

1 m 1 ♥ 1 ♠ = no spade

When we bid a M and opp db we play one under

When we response 1M and opp bid we use supp db.
```