

Gazzilli

Change Log:

- 1-06-14 Added continuations after 1♥-1♠; 2♣ and 1♥-1NT; 2♣
- 6-18-15 Proposed change for 1♠-1NT-2NT and 1♠-1NT-2♣-2♦-2NT

The Gazzilli convention attempts to solve the entire spectrum of hands opener may have by using a forcing 2♣ rebid by opener. Opener's strength is divided into two main categories (11-16 points) or 17+ points. A good 16 point hand can be upgraded. Within the minimum range, it is possible to show some hand patterns with 14-16 HCP and good playing strength. Responder's rebids are similarly divided into two groups (assuming a forcing no trump response) of 5-7 HCP or 8+ HCP.

The treatment described below draws from advice from Paul Gipson and Adam Kaplan as well as the following:

- Frederick Staelen's focus on 3 cards in the other major
<http://freebridge.blogspot.com/2009/08/gazzilli.html>
- Daniel Skipper's recommendations on 2NT sequences
<http://toybridge.blogspot.com/2012/05/gazilli.html>
- Martin Johnson's detailed description
<http://www.freewebs.com/bobbybridge/conventions/Gazzilli%20Convention.htm>
- which is based on <http://www.homepage.max.com/bridgeguys/pdf/GazzilliND.pdf>
- Gerben Dirksen's 2 other major, 2NT sequences
- <http://www.geocities.ws/gerben42/gazzilli.html>

After 1♠-1NT, then:

- 2♣(Gazzilli) = one of 3 types of hands:
 - 5233 hand, 11-13 HCP (assuming 14 to 17- NT range)
 - 5+♠ and 4+♣, 11-13 HCP,
 - or artificial, any hand of 17+ HCP (or an upgraded 16).
- 2♦ = 5+♠ & 3+♦ with 11-16 HCP (removes hands with 2♣ & 11-16 from 2♣)
 - 11-13 if 5233 or 5332
- 2♥ = 5+♠ & 4+♥ with 11-16 HCP
- 2♠ = 6+ spades with 11-16 HCP, but some hands in top of range may be bid other ways. Also with a very bad 6-card suit it is recommended you treat hand as a 5233 pattern and rebid 2♣.
- 3♣/♦/♥ = hands of 14-16 HCP with at least 55 shape, values concentrated in the long suits (side queens and jacks not counted).

Losing trick count of 5 or less.

- Rebid of 3♥ is assumed natural inviting opener to raise on a doubleton, but may be an advanced cue bid if responder continues by supporting one of opener's suits.
- 3♠ = a virtual signoff,
- 4♠ = to play, 2 cover cards and a fit.
- 3NT = double stoppers in unbid suits.

- o Raise to 4 of minor = invitational,
- o bid of other minor = exploratory
 - looking for no trump at three level,
 - for slam in unspecified suit at four level, but assumed to be spades if later 4NT is used, since there is no way to establish spades as fit in a forcing auction).
- 3♠ = 14-16 HCP with 6+ good spades (usually 1 loser or less) & about 7 playing tricks.
 - o 4M = 3 possible tricks to raise since there is no possibility of opener's hand including a side suit.
 - o 3NT = around 9-11 HCP and all side suits stopped (this does not imply a spade fit, so opener can remove to 4♠ if his tricks are slow.
- 3NT = 17-19 balanced 5-2-3-3 exactly.
- 4 of a new suit - A hand of about 8 playing tricks, 14-16 HCP, very long spades, void in bid suit. e.g. ♠AKQxxxx ♥Kxx ♦void ♣Kxx. This meaning seems preferable to me to using the bid on a freak two suiter, both on frequency and utility.
- 2NT = 6+♠, 4m, 16+ HCP
 - o 3♣ asks:
 - 3♦ = 4♦ 16-17
 - 3♥ = 4♣ 16-17
 - 3♠ = 4♦ 18-20
 - 3N = 4♣ 18-20

After the Gazzilli 2♣ rebid

1♠-1NT; 2♣(Gazzilli) = one of 3 hands:

- any 5332 shape hand,
- a hand with 5+ spades and 4+ clubs of 11-16 HCP,
- or any hand of 17+ HCP.

Now responder bids:

- 2♦(relay): artificial, 8-12 hcp, any
- 2♥ = 6+♥ (or 5♥ and ♠ shortness), 5-7 HCP.
- 2♠ = a weak hand (5-7 HCP) and 2 or more spades. This preference may even be required on a singleton (with 1444 shape).
 - o Opener must pass unless he has 17+ HCP, in which case he will continue naturally (much as in standard methods).
- 2NT = 5-7 HCP, 3 suited with short ♠

Alternate treatments:

- 2NT = 5-7 HCP, short ♠, 4+♣
- 2NT = non-invitational hand with at least 5 diamonds and 4 clubs.
 - Opener will then rebid 3♣ with 4+ clubs, or 3♦ with 3+ plus diamonds (occasionally only 2 diamonds).
 - With hands of about standard jump shift strength he may continue with 3♥, 3♠ or 3NT. With suitable fitting minor cards, he could also jump rebid to 4

of a minor over 2NT (invitational) or simply bid 5 of the minor.

- If opener rebids 3♣, responder can continue with 3♦ showing an invite 64 hand. This treatment seems to be an improvement over the handling of minors using Bart.
 - 3♣/♦ = a weak hand that has to play in your suit (5-7 hcp, 6+m)
- Note: 1♠-1NT; 2♣(Gazzilli)-2♦(Relay); 2♠-3♣/♦ = natural, mildly invitational.
1♠-3♣/♦ would be a stronger invitation if not playing Bergen raises.
- 3♥ = invitational with 9-11 HCP, a good 6-card suit and 2 quick tricks or equivalent. Bidding 2♦ with this hand type risks being unable to deliver the message if opener continues with a strong rebid.
 - 3♠ = a 3-card limit raise of spades (as in standard forcing no trump).
 - o 3NT = non-serious (given the 17+)
 - o 4♣/♦/♥ = cue bids with extras (given the 17+ minimum)
 - o 4NT = RKC
 - o 5♣/♦/♥ = exclusion RKC (0314)

Balanced invitational hands of 10-11 HCP should relay with 2♦ and continue with 2NT

After the Gazzilli relay

1♠-1NT-2♣(Gazzilli)-2♦(relay, artificial, 8-12 hcp, any):

Opener's rebids fall into 5 strength ranges

- 2♥ = 5♠ 3+♥ and 17+ hcp, game forcing
- 2♠ = 11-16 HCP with either 5332 or 5 spades and 4+ clubs.
 - o Pass = to play. Since this bid is severely limited responder will usually pass with 2+ spades.
 - o 2NT = invitational. An 11 count or exceptional 10 count including good stoppers and intermediate cards.
 - o 3 of a minor or 3♥ are an attempt to improve the contract, opener should normally pass.
- 2NT = ART, 16+ 5♠ and 4m
 - o 3♣ asks
 - 3♦ = 4♦ 16-17
 - 3♥ = 4♣ 16-17
 - 3♠ = 4♦ 18-20
 - 3N = 4♣ 18-20
- 3♣/♦/♥ = 55 shape with 17+ points, responder will usually
 - o raise if he can,
 - o new suits by responder are forcing and should be treated as natural, but may be advanced cue bids if the next rebid is in opener's side suit.
 - o A new suit bid followed by 4♠ should be treated as doubleton support, scrambling for the best game.
- 3♠ = 17+ HCP with 6 spades and fewer than 3 hearts.

The reason for the short heart restriction is to avoid missing a better fit in hearts (an

important feature also in the Bart method). Use 1♠-1NT; 2♣-2♦; 2♥ with 6+♠ and 3♥ Responder will:

- o usually raise spades,
 - o occasionally bidding 3NT (implying in particular ♥ stoppers)
 - o 4♣/♦ cue bids with max values for a spade slam.
 - o 4♥ is probably best reserved as natural, but you could use this also as a cue bid.
- 3 NT = 18-19 HCP balanced 5-3-(23)
(note: 1♠-1NT; 3NT = 18-19 5-2-3-3)
Responder may then
 - o rebid 4 of a minor with slam interest
 - o or place the contract.Conceivably you could use transfers after this rebid but I think this risks a memory failure

After 1♠-1NT(forcing); 2♣(Gazzilli)-2♦(relay, artificial, 8-12 hcp, any); 2♥ = (17+ 5+♠ 3+♥ GF):

To clarify whether a ♥ fit exists, we use transfer responses after the opener shows 3+♥. Note: This differs from Dirksen's version where an artificial 2♣ bid asks opener to pattern out. Our preference is to give responder the chance to pattern out, show 2-card spade support, or suggest a notrump game.

- 2♣ denies 5♥ and shows 2 card support
 - o Now 3♥ by opener shows a 4th ♥
- 2NT = 5+♣ (negative inference if playing nat inv JS)
 - o Now 3♥ by opener shows a 4th ♥
- 3♣ = 5+♦ (negative inference if playing nat inv JS)
 - o Now 3♥ by opener shows a 4th ♥
- 3♦ = exactly 4♥
- 3♥ = 5+♥ confirming a fit, cue bidding can commence from here
 - o 3♠ = cue bid
 - o 3NT = non-serious, no extras given the 17+, but willing to cooperate
 - o 4♣/♦ = cue bids with extras given the 17+
 - o 4♠ = RKC for ♥
 - o 4NT = Double RKC for ♥ and ♠
- 3♠ = choice of game, responder's shape is 2344
- 3NT = choice of game, responder wishes to hide their distribution. Presumably responder is short in the majors (2♣ and 3♥ at most) and has length/values in the minors, but is not interested in exploring an alternate contract or disclosing their shape.
 - 4♣/♦ = splinter is support of ♥
 - 4♥ = minimum with 5♥ (fast arrival), quacky 8 count
 - 4♠ = RKC for ♥
 - 4NT = Double RKC for ♥ and ♠

After 1♠-1NT(forcing); 2♣(Gazzilli)-2♦(relay); 2♥-2♠(2 card support, denies 5♥):

- 2NT = 16+ HCP, 53(32)
- 3♣ = 5314 or 5404
- 3♦ = 5341 or 5440
- 3♥ = 54??
- 3♠ = 6+4??
- 3NT = 6322 with values in the minors
- 4♣ = 6314
- 4♦ = 6341
- 4♠ = to play

After 1♥-1NT, opener's rebids are much like those after 1♠-1NT. Please note the following differences.

1♥-1NT-2♠ = 6+♥, 4+♠, 16+ HCP

2NT = ART weakness, F1

Others = GF

1♥-1NT; 2♣-2♦; 2♠ = 5♥, 4♠, 16+ HCP

Natural continuations, game forcing auction

1♥-1NT; 2♣-2♥; 2♠ = 5♥, 4♠, 16+ HCP, F1

Natural continuations, not a game force

After 1♥-1♠, opener's rebids are similar. Please note the following differences

Need to discuss the difference between direct raises and raises via Gazzilli.

After 1♥-1NT; 2♣ (11-16 HCP with 5+♥ and 4+♣ or 16+ HCP with 5♥):

1♠-1NT; 2♣(Gazzilli) = one of 3 hands:

- an 11-16 HCP hand with 5+♥ and 4+ ♣
- or any hand of 16+ HCP.

Now responder bids:

- 2♦(relay): artificial, 8-12 HCP, any
- 2♥ = a weak hand (5-7 HCP) and 2 or more ♥s
- 2♠ = 5-7 HCP, short ♥s, support for the other suits. Typically, 3-1-(54), or 4-1-4-4
- 2NT = 5-7 HCP with long minors
- 3♣/♦ = a weak hand that has to play in your suit (5-7 HCP, 6+m)

Note: 1♥-1NT; 2♣(Gazzilli)-2♦(Relay); 2♥-3♣/♦ = natural, mildly invitational.

1♥-3♣/♦ would be a stronger invitation if not playing Bergen raises.

- 3♥ = a 3-card limit raise of ♥s (as in standard forcing no trump).
 - o 3NT = non-serious (given the 17+)
 - o 4♣/♦/♥ = cue bids with extras (given the 17+ minimum)
 - o 4NT = RKC
 - o 5♣/♦/♥ = exclusion RKC (0314)

Balanced invitational hands of 10-11 HCP should relay with 2♦ and continue with 2NT

After the Gazzilli relay over a 1♥ opening and a 1♠ response:

1♥-1♠; 2♣(Gazzilli):

Opener's rebids fall into 5 strength ranges

- 2♦(relay): artificial, 8-12 HCP, any
- 2♥ = a weak hand (5-7 HCP) and 2 or more ♥s
- 2♠ = 5-7 HCP, long ♠s
- 2NT = 5-7 HCP, 3 suiter with short ♥s
- 3♣/♦ = a weak hand that has 4♣ and a longer minor
- Note: 1♥-1♠; 2♣(Gazzilli)-2♦(Relay); 2♥-3♣/♦ = natural, mildly invitational.
- 3♥ = a 3-card limit raise of ♥s (as in standard forcing no trump).
 - o 3NT = non-serious (given the 17+)
 - o 4♣/♦/♥ = cue bids with extras (given the 17+ minimum)
 - o 4NT = RKC
 - o 5♣/♦/♥ = exclusion RKC (0314)
- Balanced invitational hands of 10-11 HCP should relay with 2♦ and continue with 2NT

In Competition:

After 1M-(Pass)-1♠/1NT-(Pass); 2♣(Gazzilli)-(Bid):

Now:

Double = ART, 8+ HCP, game forcing if opener has a big hand

Pass = nothing to say, less than 8 HCP

Bid = Negative response, no fit for the major

3M = 3-card support INV

After 1M-(Pass)-1♠/1NT-(Pass); 2♣(Gazzilli)-(Double):

Redouble = ART, 8+ HCP, game forcing if opener has a big hand

Pass = nothing to say, less than 8 HCP, should have club tolerance

Bid = Negative response, no fit for the major

3M = 3-card support INV