

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
8+ at the first level, 11+ at the 2 level
Reopening at the one-level could be 4 cards
Advancer's cue-bid could be 11+ with fit or 13+ with or without fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Seat: (15)16-18 (System on)
4th Seat: 11-14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Preemptive
2-Suit: Unusual (minors)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Dir CB = Majors
Except: 1♣ 2♣ Natural
1♣ 2♦: Majors
(1x)3♣ = top and bottom ranking suits
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs STRONG = (1)
2 Pos. = Multilandy
4 Pos. = Multilandy
VS WEAK NT = Multilandy but double is lighter.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
Cue Bid: two suited
4NT: minors
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣ or 2♣ strong = CRaSH
OVER OPPONENTS' TAKEOUT DOUBLE
All in transfer 6+, Pass = 0-5 or 10+ balanced
One under 7+ with support
1x-(x)-2x = 0-6 3x = Support and defensive values
3x-1 = Support and offense

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Natural	
NT	2 nd /4 th	Natural	
Subseq			
Other: Vs. NT A request count unblock, Q request to drop J			
Attitude: K			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)x, Ax	AKQJT(+), AKQT(+), AKJ9(+)	
King	AKxxx(+), AK, Kx	KQJx, KQT, KQx AKx	
Queen	QJx(+), QJT, KQ, Qx	QJ10(+), QJ9(+), QJ(+), KQT9(+)	
Jack	J10x(+), Jx, J, KJT(+)	JT9x(+), JT8(+), JTx, KJT(+), AJT(+)	
10	HT9, T98(+) 109(+)	A109(+), KT9(+), QT9(+) T98(+) 109x	
9	KT9(+), QT9(+), 98(+)	H98(+),	
Hi-x	Doubleton	Doubleton	
Lo-x	Hxx - Hxxxx	Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low=Encouraging	Low- Hi=Even	Low=Encouraging
2			
3			
NT 1	Low=Encouraging	Low-HI=Even	Lavinthal
2			
3			
Signals (including Trumps):			
Lavinthal against NT			
UDCA against suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: A.L. 3 card support in rest of the suits or 1-suited			
4 th Seat: 9+			
Answers: same level 0-8, Jump 9-11; Cue-Bid 12+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLs			
Negative Double			
Support Double and Redouble			
Maximal double			



World Bridge Federation
Convention Card



SYSTEM CATEGORY: Green - Natural

Country: Chile

EVENT: ALL.

PLAYERS: Nicolás Dávila-Francisco Basoalto

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors, Best minor, distributional openings, consistent, aggressive openings in third seat, Multi, Weak Jump Overcalls
1NT Openings: 15-17
2 over 1 FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: Multi
2♥: Weak 7-10, 6 cards in ♥
2♠: Weak 7-10, 6 cards in ♠
Support X and XX
Gambling 3NT
Multilandy against opponent's 1NT
Michael's Cue Bids
Unusual No Trump
Ghestem
Redwood
CRaSh against strong 1/2 clubs
SPECIAL FORCING PASS SEQUENCES
After FG auctions and competition at the 5-level or higher.
After 2♣ openings
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Occasionally

OPENING	TICK IF ARTIF.	MIN. # CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3	4♦	Natural, 11-20 HCP.	1♦/♠=Nat. 1NT=6-10 HCP. 2♣= FG 4+♣. 2♦= Inv in ♣. 2♥=Weak. 2♠= Weak. 2NT=11-12 Nat. 3♣=Pre. 4NT=RKCB.	2-way Check-back, 4 th suit forcing.	Same
1♦		3	4♦	Natural, 11-20 HCP.	1♥/♠=Nat. 1NT=6-10 HCP. 2♣= FG 4+♣. 2♦=FG 4+♦. 2♥=Weak. 2♠= Weak. 2NT=11-12 Nat. 3♣=Inv in ♦. 3♦=Pre. HCP. 4NT=RKCB.	2-way Check-back, 4 th suit forcing.	
1♥		5	4♦	Natural, 11-20 HCP.	1♠=Nat. 1NT=Semi-F. 2♣/♦=Nat & FG. 2♥=6-10 HCP 3+♥. 2♠=Nat strong. 2NT=Jacoby 3♣= (4 cards supp, 7-9 HCP). 3♦=4 card sup. 10-12HCP. 3♥=Pre. 3♠=Any Splinter 3NT=13- 15 Bal with 3♥. 4♣=16-17 Bal with 3♥. 4♦=Pre Side trick, 4♥=Pre. 4♠=Nat. 4NT=RKCB.	2-way Check-back, 4 th suit forcing.	
1♠		5	4♦	Natural, 11-20 HCP.	1NT=Semi-F. 2♣/♦/♥=Nat FG. 2♠=6-10 & 3+♠. 2NT=Jacoby. 3♣=As above. 3♦=As above. 3♥=Any Splinter Pre. 3♠=Pre. 3NT=13-15 Bal with 3♠. 4♣=16-17 Bal with 3♠, 4♦=Pre Side trick 4♥=Nat. 4♠=Pre. 4NT=RKCB.	2-way Check-back, 4 th suit forcing.	
1NT				(14)15-17 HCP balanced hand or semibal. May have 5 cards major or 6 cards minor.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=trfr to ♣, 2NT=Trfr to ♦ weak, 3♣= Puppet, 3♦: 55mm, 3M= 0-1M 54mm, 3♥= 3♠= F.G to 3NT, 4♣=5-5, in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative 15-16		
2♣	x			Balanced hand 24-25 or 28-29, 18+ w/ 4 losers in Maj. or 3 losers in min, GF.	2♦=Relay, 2♥=5+♥ with 2H, 2♠=5+♠ with 2H, 3♣=6+♣ with 2H, 3♦=6+♦ with 2H, 2ST=3 controls with 8-11		
2♦				Weak in a major (6 cards) or balanced hand 22-23 or 26-27-	2♥=P/C. 2♠=Invit in ♥. 2NT=Ogust. 3♣/♦=Forcing 1 round. 3♥=P/C. 3♠=6+♠, 15-17 HCP. 3NT=. 4♣=Ask to bid suit in trfr. 4♦=Ask to bid suit. 4♥/♠= Nat, to play.		
2♥		6		6♥ 7-10 pts	2NT=Forcing ask, 15+ HCP. 3x= Forcing 1 round 3♥=Pre. 3NT=Nat. 4x= Splinter. 4♥=Nat. 4NT=RKCB in ♥		
2♠		6		6♠ 7-10 pts.	2NT=Forcing ask, 15+ HCP. 3x= Forcing 1 round 3♠=Pre. 3NT=Nat. 4x= Splinter. 4♠=Nat. 4NT=RKCB in ♠		
2NT				20 - 21 HCP balanced hand. May have 5-card Major.	3♣=Puppet, 3♦=trfr to ♥, 3♥=trfr to ♠, 3♠= F,G to 3NT. Slam, 3NT= to play 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative 10-11		
3♣		6		6 or 7♣ 6-10 pts.			
3♦		7(6)		6 or 7♦ 6-10 pts.			
3♥		7(6)		7♥ 6-10 pts.			
3♠		7(6)		7♠ 6-10 pts.			
3NT	x			Solid 7-card minor.	4/5/6/7♣ = Pass or correct/4♦ = Asks for sing/void		
4x				Nat, preemptive.			
4NT	x			Minors			

SLAM BIDDING: 1430 DOPI ROPI

Supplementary notes

- (1) Vs oponent's 1 NT (15-17)
Multilandy.:

X = Penalty

2♣ = Majors

2♦ = 6 card major

2♥ = 5 hearts and a minor

2♠ = 5 spades and a minor

2NT = minors

3♣ = Club pre-emptive

3♦ = Diamond pre-emptive

3♥ = Heart pre-emptive

3♠ = Spade pre-emptive

The two suits might be 5-4 (4-5).

- (2) Over opponents strong 1♣ (16+):

X = two suited hand with both suits of the same Color (♠/♣ or ♥/♦)

1♦ = two suited hand with both suits of the same Rank (♠/♥ or ♣/♦)

1NT = two suited hand with both suits of the same Shape (♠/♦ or ♣/♥)

These actions show either a weak (6-11) or a strong hand (16+). Advancer bids best suit of worst combination. Same structure over 2♣ artificial strong opening.