


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-17 - NV=Light
JUMP: Debil
Cue-Bid = Forcing raise
Reopening = 8+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2da=15-18
4ta= 11-14
Respuestas Sistemas
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit : Natural Responses - New suit = forcing
Reopen: Cue = any good two suiter. 2NT = 19-21
2 suit:- 1♣ - 2♦ = 5♥/5♠
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Mayores, excepto 2♣
VS. NT (vs. Strong/Weak; Reopening;PH)
X=Pen
2♣= MONOCOLOR
2♦ =Majors
2♥ = ♥+ menor
2♠ = ♠+ menor
VS. Debil X PEN
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doblos hasta 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT
1NT= menores
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit F1
Splinters

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	4th	3rd / 5th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx(+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x);	
Queen	Queen QJ; QJx(x)	QJ; QJx(+); AQJx(+);	
Jack	J10; J10x(+);	J10; J10x(+);	
10	109; 109x(+);	KJ10x(+)	
9	9x; 98x(+)	H109x (+98x(+)	
Hi-X	Sx; xxS	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+); xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E	Same	Same
Suit 2	Hi=encouraging		
3			
1	Hi/lo = E	Same	Same
NT 2	High = Encouraging		
3			
Signals (including Trumps):			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out double: General Style = NV light / Shaped			
Responses: Natural. Cue bid = Forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dble thru 4♥; after o/call thru 4♠			


CATEGORY: Green
NCBO: URUGUAY
PLAYERS: Danilo DORAY & Carlos ZAGARZAZU
EVENT :Open
GENERAL APPROACH AND STYLE
2/1
1NT Opening: 15 – 17
KC 1430 – Smolen – Ghestem – Flannery - Lebensohl-Puppet
Checkback- Nmf- Inverted Minors
1NT response = forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lebensohl after 2-level overcall of 1NT
3NT Opening = Gambling
2♣ Opening = strong, near Game Force - any suit,(s) any shape
2♦Opening = 5♥+4♠ 11-15
2♥Opening = Weak 6+ (5-10 HCP)
2♠Opening = Weak 6+ (5-10 HCP)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARO

OP ENI NG	TICK IF ARTIFI CIAL	MIN. NO. OF CARD S	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21	1♦/♥/♠ = 4+, F1; 1NT = 5-10; 2♣ = 5+♣, GF;;; 2N = 11-12 bal; 3♣ = 6+♣ debil;	CB-NMF 4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; forcing	Jump Cue-bid over overcall = Splinter Cue bid overcall= ask stopper
1♦		4		11-21	1♥/♠ = 4+, F1; 1NT = 5-10; 2♣ = 5+♣, GF; 2♦ = GF 4+♦;; 2N = 11-12 bal; 3♦ = 4+♦ 0-9;	CB-NMF 4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; forcing	Jump Cue-bid over overcall = Splinter Cue bid overcall= ask stopper
1♥		5		5+♥ (10) 11-22	1NT F 1 1♠ = 4+♠, F1; 1NT SF 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = 4-9 3/4♥;		Cue bid over Comp = Raise INV+
1♠		5		5+♠ (10) 11-22	1NT F – 1NT F 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = GF 5+♥; 2♠ = 4-9 3/4♠;;		Cue bid over Comp = Raise INV+
INT				BAL 15-17 5M – 6m Pos	Stayman, Transfers 3♣ = ♣, 3♥/♠ = single ,3♦ = majors no FG	Smolen	
2♣	SI	0		a)Cualquier GF b)22+ bal	2♦ NEG	SYSTEM	
2♦	SI			11/15 5♥ + 4♠	2ST ask		
2♥		6(5)		5 - 10			
2♠		6(5)		5 – 10			
2NT				20-21 Bal - 5M Pos	3♣ = puppet; 3♦/♥ = Trf–Texas TRF-		
3♣		7(6)			New Suit forcing		
3♦		7(6)			New Suit forcing		
3♥		7(6)					
3♠		7(6)					

3NT	SI			Gambling	4♣/♦ P/C		
4♣						4♣ Cue-bid	
4♦							
4♥		8(7)					
4♠		8(7)					
4NT	SI			Menores			