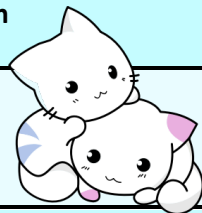


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
8+ at the first level, 11+ at the 2 level	
Reopening at the one-level could be 4 cards	
Cue-bid could be 11+ with fit or 13+ without fit	
<b>Responses:</b> Jump Raise= Preempt.	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2nd Seat: (15)16-18. Bal/Semibal (Could have 2 doubletons)	
4th Seat: 11-14. Bal/Semibal (Could have 2 doubletons)	
<b>Responses:</b> System On.	
4th live (after 2 suits were named): offers the other 2 suits. Light.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: 0-12, (5)6+cards.	
2-Suit: Unusual (0-15. Two lower unbid suits (5-4+))	
Reopen:Intermediate	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct: Michaels (2-suited: both M or oM+m), except 1♣-2♣.	
1♣-2♦: Michaels (not valid against strong 1♣).	
N° of Cards in the 2 suits + H in the 2 suits =14+ (could be lighter).	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
2nd&4th= Multi-Landy (B1)	
x: penalty; 2♣:both M (5-4+); 2♦6M; 2M:5M-4+m.2NT:both m (5-4+)	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Natural.	
<b>Jumps:</b> 2 suited. 4m: m+oM/ 4om: m+oM/4NT: Pick a minor.	
4M: to play.	
X: TO thru 4♥. X and bid: strong.	
<b>Cue bids:</b> Before 3NT, ask for stopper.	
Before X, FG.	
4th level:Michaels. Except against 2♠, 4♠: minors & 4NT: T.O.	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
Vs 1♣ strong= Trap (B3)	
2♣ strong = CraSh (B2)	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX:10+ w/o fit or 13 with or w/o fit (any double afterwards, penalty).	
Special sequence: 1♣-(x)-xx. RDBL is xfer to ♦.	
2NT:11-12 with fit, Simple raise=6-10.	
If the opener's suit is a M: 3♣: 7-9, w/ 4 cards 3♦: 10-12; w/4 cards	
Any other bid at the 2-3 level are pre-emptive.	



LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Natural	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Natural	
Other: vs NT A and Q request UB or Attitude. K request CT.			
LEADS			
Lead	Suit	NT	
Ace	AK(x)x, AK, Ax, A	AKQ(+), AKQT(+), AKJ9(+), AQJT(+)	
King	AKxxx(+), KQ(+),Kx, K	KQJx, KQT, KQx AKx	
Queen	QJx(+), QJ, Qx, Q	QJT(+), QJ(+), KQT9(+)	
Jack	KJT(+), JTx(+), Jx, J	(A/K)JT(+), JT9x(+), JT8(+).	
10	T98(+), 109(+)	T98(+), T9x, HT9(+)	
9	H98(+), 98(+).	H98(+),98xx.	
Hi-x	MUD, xSx	MUD, xSx.	
Lo-x	HxS – HxxxS.	HxxS, HxxS(+), HxxxxS	
Any lead can be Singleton or Doubleton, especially in suit contracts.			
SIGNALS IN ORDER OF PRIORITY			
Su it	Partner's Lead	Declarer's Lead	Discarding
1	Lo: Enc	Hi-Lo: Odd (UDCA)	S/P
2	S/P*	S/P	Lo: Enc
3	Hi-Lo: Odd		
NT	Partner's Lead	Declarer's Lead	Discarding
1	Lo: Enc	Hi-Lo: Odd(UDCA)	S/P
2	S/P*	S/P	Lo: Enc.
3	Hi-Lo: Odd		
*When is clear the attitude about the lead's suit.			
**CT is not shown every time.			
Signals (Including Trumps): Lavinthal (Discard low/Hi is the lowest/Higher suit reasonably available, respectively).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Tend to show Majors. At least 3 card supp in other suits or 1-suited.			
2 <sup>nd</sup> Seat: Could be weak if classic shape.			
4 <sup>th</sup> Seat: 9+			
Responses:			
Same level 0-9, Jump 9-11; Cue-Bid 12+			
After redouble Pass is for penalties/glad in any suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG and T.O. thru 4♥			
Support X and XX.			
Maximal, Lightner.			
DOPI, ROPI, DEPO			
Stolen Bid after opp's artificial overcalls against 1NT and Multi.			
Special sequence: 1♣-(x)-xx. RDBL is xfer to ♦.			



World Bridge Federation Convention Card	
<b>CATEGORY:</b> Green	
<b>NCBO:</b> Chile	
<b>PLAYERS:</b> Diana Molina, Valentina Román.	
<b>EVENT:</b> All	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural. 3 card clubs, distributional openings, consistent	
Aggressive openings in 3rd seat.	
5+M: 1NTF1, preempt jump raise, Splinter, Jacoby and Bergen supports.	
2♦ Multi; X&XX supp.	
Drury, mini Drury.	
Michaels, Unusual, Weak Jump Overcalls.	
2/1 FG. Except in 1♦-2♣:Limit+	
Neg and TO Dbl thru 4♥	
1NT op: generally, 15-17 bal. BUT:	
1NT op in 1st and 3rd seat, <b>Nvul vs Vul:</b> (11)12-14 bal/semibal.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣: strong, near FG - any suit,(s) any shape.	
2♦ Multi: (4)5-7 HCP 6M, strong (22-23; 26-27) bal or strong (18+ 4441.	
2M in 1st, 2nd&3rd seat: 2♥: 8-10 HCP, 6♥; 2♠:8-10 HCP, 6♠	
2♥ in 4th seat: 5♥4+♠. 15-17.	
2♠ in 4th seat: minors 5-4+. 15-17.	
3NT op: Gambling (7-8 solid minor).	
Michaels Cue Bid	
Unusual NT: 2NT overcall (2 lower unbid suits)	
Bergen raises	
2-Way Checkback (xyz) (A1)	
Splinter (A4)	
Jacoby	
Drury and mini Drury.	
Puppet Stayman. (A3)	
Smolen (A2)	
4th suit forcing.	
Special 2/1 sequences: 1m-2m: FG with fit. 1♦-2♣:Limit+	
Minorwood, majorwood.	
Baby Blackwood.	
SPECIAL FORCING PASS SEQUENCES	
After FG auctions and competition at the 5-level or higher	
After 2♣ openings.	
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
In unclear situations, we do not pass.	
<b>PSYCHICS:</b> Rarely.	



OPENING	TICK IF ARTIF. F.	MIN. CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3	4♥	Natural, 11-20 HCP.	1NT=6-10, 2♣=13+ FG, with clubs, 2♦=11-12 w/clubs, 3♣=5♣ and 0-6, 2NT=11-12, 2♥/2♠=FG, 13+ one suited (good suit)	2-way Check-back, 4 <sup>th</sup> suit forcing., After opp's X,: XX: xfer to ♦; 1♦: xfer to ♥; 1♥: xfer to ♠; 1♠: xfer to 1nt; 1nt: 11+ w/4+♣; 2♣: weak, w/♣. 2nt: FG w/4♣. After 2♣ FG, 4♣ RKCB (Minorwood)	
1♦		3	4♥	Natural, 11-20 HCP.	1NT=6-10, 2♦=13+FG, w/♦, 3♣=11-12 w/♦, 3♦=5♦ and 0-6, 2NT=11- 12, 2♥/2♠=FG, 13+ one suited (good suit).	2-way Check-back, 4 <sup>th</sup> suit forcing. After 2♦ FG, 4♦ RKCB After 2♣ limit 4♣ RKCB (Minorwood)	
1♥		5	4♥	Natural, 11-20 HCP.	1NT=6-11 (F1), 2♣/♦ = FG, 2♥=8-10 support, 2♠= mini any splinter, 2NT=4♥ and 13pts bal, 3♣= 4♥ and 6-9, 3♦=4♥ and 10-12, 3♥=4♥ and barrage, 3♠ = any splinter, 3NT=4333 with 3♥ and 13-15, 4♣ = balanced with 3♥ and 16-17, 4♦ = barrage with a def. trick (A, K, KJ, QJ, QQ) 4♥=barrage.	2-way Check-back, 4 <sup>th</sup> suit forcing, ask the splinter (LoMidHigh). After 2♥, 3♥ RKCB	Drury, Mini Drury, Bergen.
1♠		5	4♥	Natural, 11-20 HCP.	1NT=6-11 (forcing), 2♣/♦/♥ = F.G, 2♠=8-10 support, 2NT=4♠ and 13pts, 3♣= 4♠ and 6-9, 3♦=4♠ and 10-12, 3♠=4♠ and barrage, 3♥ = any splinter, 3NT=4333 with 3♠ and 13-15, 4♣ = balanced with 3♠ and 16-17, 4♦ = barrage with a def. trick (A, K, KJ, QJ, QQ), 4♥ = to play, 4♠=barrage.	2-way Check-back, 4 <sup>th</sup> suit forcing, ask the splinter (LoMidHigh). After 2♠, 3♠ RKCB	Drury, Mini Drury, Bergen.
1NT				15-17 HCP balanced hand. May have 5 cards M or 6-card m. Not vul vs vul in 1st and 3rd seat: (11)12-14 HCP; bal and semibal.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=trfr to ♣; 2NT=trfr to ♦, 3♣=puppet stayman, 3♦ =minors, slam interest; 3♥= 9 cards in minors and shortness in ♥; 3♠=9 cards in minors and shortness in ♠; 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative	Smolen, Quantitative, Garbage Stayman.	
2♣	x			Balanced/4441 w/Ace sing. hand 22-26 or 27-29, 18+ w/ 4 losers in M or 3 losers in m, 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♦	x	6		6♥ or 6♠ 5-7 pts, bal/semibal/4441 w/Ace sing (22-23 or 26-27pts) or 4441 (20+ pts, w/o Ace sing)	2♥=Relay, 2♠ invites in hearts, 2nt 17+, 3♥ invites in both majors, 4♣ asks for major in transfer, 4♦ asks for major, 4♥game in both majors		
2♥	x	5		1st, 2nd, 3rd seat:6♥; 8-10 HCP 4th seat: 5♥4+♠. 15-17	2nt=asks description of the hand	After 2NT bids 3♣=8 HCP 3♦= 9HCP; 3♥=10 HCP	
2♠	x	5		1st, 2nd, 3rd seat:6♠; 8-10 HCP 4th seat: minors 5-4+.15-17	2nt=asks description of the hand	After 2NT bids 3♣=8 HCP 3♦= 9HCP; 3♥=10 HCP, most in heart 3♠=10 HCP, lateral values	
2NT				20 - 21 HCP balanced/ semibal hand. May have 5-card Major. May be 4441 (20+HCP, w/Ace sing)	3♣=Puppet Stayman, 3♦=trfr to ♥, 3♥=trfr to ♠, 3♠=minors, 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♦		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+cards minor.	4/5/6/7♣ = Pass or correct; 4♦ = Asks for sing/void		
4♣♦♥♠				Natural (7+ cards), weak 0-12 pts.			
4NT	x			11+ cards in minors	5/6/7♣/♦=Best minor, to play; 5♥/♠= asking for G.Slam		



**HIGH LEVEL BIDDING:** Answer to RKCB = 03-14. DOPI, ROPI, DEPO. Exclusion KC. Cue-Bids. Over 4NT response the following step which is not the trump suit asks for the Queen; The trump denies it.

# Supplementary notes

## A) About System, in general:

1) **2-way Checkback:** After 1y - (p/dbl) - 1z - (p) - 1nt (it could be 12-14 or 15-17 (in 1st/3rd nVul vs Vul)); the subsequent auctions:

- **2♣:** Xfer to 2♦. After that:
  - Pass: sign off.
  - Any bid is natural with limit/inv.
- **2♦:** FG, ask for Ms.
- **2♥/♠:**
  - Repeat the M: 6 cards, signoff.
  - The oM: Pickk one. Signoff.
- **2NT:** Xfer to 3♣: After that, any bid is unbal (5-5+) with slam interest.

2) **Smolen:** After Stayman's answer 2♦ (denies 4 M):

- **2♥:** Pass or correct to 2♠ (weak hand with both M)
- **3♥:** 5♠ and 4+♥ FG
- **3♠:** 5♥ and 4♠ FG

3) **Puppet Stayman:** After 1NT/2NT-3♣,

- **3♦:** Both or one 4thM
- **3♥:** 5♥
- **3♠:** 5♠
- **3NT:** Denies 4<sup>t</sup> cards in M.

4) **Any Splinter:** 1♥-3♠/1♠-3♥. After that, 4♣/3NT asks the shortness in heart/spades. Answer: L-M-H.

5) **Minorwood:** Bid of 4 of the trump suit minor. Ex. 1♦-3♦-4♦; 1♦-(3♠)-4♦. Answers RKCB

- **Step 1:** 0-3
- **Step 2:** 1-4
- **Step 3:** 2 w/o Q
- **Step 4:** 2 w/ Q

## 6) Majorwood

## B) About Defenses

1) **Multi Landy:** Against opp's 1NT opening (2nd/4th seat)

- **X:** Penalty, at least the same opener's strength
- **2♣:** Majors (5-4+)
- **2♦:** 6 cards in a Major.
- **2♥:** 5♥+ 4+m
- **2♠:** 5♠+ 4+m
- **2NT:** minors (5-4+)
- **3♣:** 6+♣
- **3♦:** 6+♦
- **3♥:** 7+♥
- **3♠:** 7+♠

2) **Crash:** Against opp's strong 2♣ opening:

- **X:** two suited hand with both suits of the same Color (♠/♣ or ♥/♦)
- **2♦:** two suited hand with both suits of the same Rank (♠/♥ or ♣/♦)
- **2NT:** two suited hand with both suits of the same Shape (♠/♦ or ♣/♥)

3) **Trap:** Against opp's strong 1♣ opening:

- **X:** Xfer to a long one-suiter in Hearts.
- **1♦:** Xfer to a long one-suiter in Spades.
- **1♥:** Color, Two-suited with Clubs and Spades (black suits) or Diamonds and Hearts (red suits).
- **1♠:** Rank, Two-suited with Hearts and Spades (Major suits) or Clubs and Diamonds (Minor suits).
- **1NT:** Shape, Two-suited, with Clubs and Hearts (rounded two-suiter) or Diamonds and Spades (pointed two-suiter).
- **2♣:** Either a one-suited in Clubs (the bid suit), of a three-suited, with shortness in Clubs (the bid suit).
- **2♦:** Either a one-suited in Diamonds (the bid suit), or a three-suited with shortness in Diamonds (the bid suit).
- **2♥:** Either a one-suited in Hearts (the bid suit), of a three-suited with shortness in Hearts (the bid suit).
- **2♠:** Either a one-suited in Spades (the bid suit), of a three-suited with shortness in Spades (the bid suit).

