

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

Style: At 1 level=4+ cards 5-16 HCP. At 2 level=5+ cards 11-16.
 Resp.: At 1 level, new suit non forc. Cue bid F1
 Resp.: At 2 level non forcing. Cue bid is forcing one round.
 Resp.: Jump shift is invitational 11-13 HCP.
 Reopening: Natural. Jump=Invitational. Cuebids=Michaels.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

1NT=15-18 HCP in 2nd seat. Responses=System on.
 4th Live: 1NT=10-14 HCP over minors. Responses natural.
 4th Live: 1NT=15-18 HCP. Responses system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJO & Ghestem. See Note 10.

DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

Ghestem. See Note 10.

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs strong, 2nd seat: double=penalty; 2♣=4+♠ & 4+♥; 2♦=6+M;
 2♥=5♥ & 4+m; 2♠=5♠ & 4+m; 2NT=minors. 3 level=6+ cards.
 4th seat: double=12-14 HCP; 2♣=Mayors. Others NAT.
 Vs weak: double=14+HCP; others NAT. 12+ HCP. Jumps 14-16
 HCP, 6 cards; 2NT=20+ balanced hand.
 Reopening=same.

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Double=Take out. Cue bid against 2 weaks=ask for stopper.
 Cuebid over 3 level opening=twosuiter. Jump=Strong.
 3NT=Natural.

VS. ARTIFICIAL STRONG OPENINGS

Natural.

OVER OPPONENTS' TAKEOUT DOUBLE

Newsuit at 1 level=F. Jump raise over M=Preemptive, over
 minor=Invit. Others see Note 9.
 Redouble=10+HCP without fit or 13+ with fit, F.G.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5 Rusinoff in unbid suit	3/5 or top of sequence.
NT	3/5 same.	3/5 or top of sequence.
Subseq	Small with interest	Small with interest.
Other:	Top of sequence on bid suit.	

LEADS: PLEASE ASK

Lead	Vs. Suit	Vs. NT
Ace	AKx(x),A(x)+, ask Attitude	Same
King	AK(5+),KQ(5+),KQJ+,=C	Same, ask count & unblock
Queen	KQx(+), ask Attitude	Same
Jack	QJ(+),AQJ(+), ask Attitude	Same
10	J10(+),AJ10(+),KJ10+	Same
9	9x,109(+)	Same
Hi-x	Sx,HxSx,HxxxSx,xSxx(+)	Same
Lo-x	HxS,HxxxS,xSxxx,xSx	Same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Att=UDA	Count=UDC	Att=UDA
Suit 2	Count=UDC	Att=UDA	Count=UDC
3	Suit pref. standard		
1	Att=UDA	Count=UDC	Att=UDA
NT 2	Count=UDC	Smith echo	Count=UDC
3	Suit pref. standard		

Signals (including Trumps):

UDCA=Upside down Count & Attitude.

Upside down trump play alert partner for a ruff possibility.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O standard, light if perfect shape. Responses Nat. but jump=Inv.
 Cue bid is forcing 1 round.
 Reopening: maybe 1 King less.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLS

DOPI, ROPI. Responsive double. Maximal double.
 Snap dragon double. Obar double.
 Lightner double.



World Bridge Federation
 Convention Card



SYSTEM CATEGORY: Natural - Red Sticker

NCBO: Venezuela

EVENT: All

PLAYERS: Paolo PASQUINI - José María VALDÉS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Forcing Game. 5+ cards mayors. 1NT semiforcing.
 Opening with balanced hand 12+HCP. Most jump responses
 artificial. Most jump shifts artificial. Frequent use of non penalty
 doubles. 2♦=MULTI. 2♥=Flannery. 2♠=Weak Two suits (5+♠
 and 4+ in a minor).
 1NT openings: (14)15-17 HCP. Could have a no good 5 cards
 Mayor or a 6 cards minor.
 2/1 responses F.G. except 1♦-2♣-2any-3♣/2NT.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦=MULTI, 5-10 HCP with 6 cards in a Major or any
 strong 4441 (17+HCP).
 2♥=Flannery 11-15 HCP, 5+♥ & 4♠.
 2♠=5-10 HCP (5♠ cards & 4+ in a minor)
 Bergen Raises modified.
 1 Mayor- 3♦=Any splinter 9-12 HCP.
 2nd live: Ghestem. See Note 10.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

We do not pass when unclear.
 Playing MP Pairs, defending against strong NT, double
 shows 5+minor & 4 major.

PSYCHICS: Very rare.

OPENING	TICK IF ARTIF.	MIN. # CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3	4♥	11-21 HCP	We skip 1♦ when non FG. 1♥/♠=Nat. 1NT=8-10. 2♣=6-10 Nat. 2♦=Inv ♣ 10-12 or strong ♦. 2♥=3-way [1]. 2♠=2-way [2]. 2NT=11-12 Nat. 3♣=Pre. 3♦♥/♠=Spl 10-12. 3NT=16-17 with 3 cards supp. 4♣ Pre. 4♦=Kickback. 4♥/♠=Nat. 5♣=Nat.	Nat except 2♥ 3-way [1] & 2♠ 2-way [2]. 1♣-1♦-1NT-2♣=FG. After 1♣-1M-1NT-2♣/♦ [4]. After 1♣-1M-2M-2NT [6]. 1♣-1NT-3NT=18-20 HCP with 6♣.	Same but 2♥/♠ off.
1♦		3	4♥	11-21 HCP	1♥/♠=Nat. 1NT=6-10 HCP. 2♣=Nat 11+. 2♦=Nat 6-10. 2♥=3-way [1]. 2♠=2-way [2]. 2NT=11-12 Nat. 3♣=Inv in ♦. 3♦=Pre. 3♥/♠/4♣=Spl 9-12 HCP. 3NT=16-17 with 3 cards supp. 4♦=Pre. 4♥/♠ Nat. 4NT=RKCB.	Nat except 2♥ 3-way [1] & 2♠ 2-way [2]. After 1♦-1M-1NT-2♣/♦ [4]. After 1♦-1M-2M-2NT [6]. 1♦-1NT-3NT=18+ with 6♦.	Same but 2♥/♠ off.
1♥		5	4♦	11-21 HCP. Could have 4 cards in 3 rd & 4 th seat.	1♠=Nat. 1NT=Semi-F. 2♣/♦=Nat & FG. 2♥=6-10 HCP 3+♥. 2♠=Nat strong. 2NT=Modified Jacoby [3]. 3♣=(3 cards supp, 1 sing or void, 9-12 HCP) or (4 cards supp, no sing, 10-12 HCP). 3♦=Any sing 9-12 HCP. 3♥=Pre. 3♠=Nat bad Pre. 3NT=13-15 Bal with 3♥. 4♣=16-17 with 3♥. 4♦=Game in ♥. 4♥=Pre. 4♠=Nat. 4NT=RKCB.	Natural and cue-bids. Splinter support. After 1♥-1♠-1NT [7]. After 1♥-1♠-2♠-2NT [6]. After 1♥-1NT-2NT [8]. 1♥-1NT-3NT=18+ HCP with 6♥ headed by 1 top honor.	1NT=Nat. 2♣=Drury. 2♦=Mini-Drury. 2♥=3+♥, 4-6 HCP. 2♠=3♥, 9-11 HCP, 1 sing. 2NT=11-12.
1♠		5	4♥	11-21 HCP. Could have 4 cards in 3 rd & 4 th seat.	1NT=Semi-F. 2♣/♦♥=Nat FG. 2♠=6-10 & 3+♠. 2NT=Modified Jacoby [3]. 3♣=As above. 3♦=As above. 3♥=Nat bad Pre. 3♠=Pre. 3NT=13-15 Bal with 3♠. 4♣=16-17 Bal with 3♠. 4♦=Game in ♠. 4♥=Nat. 4♠=Pre. 4NT=RKCB.	Natural and cue-bids. Splinter support. After 1♠-1NT-2NT [8]. 1♠-1NT-3NT=18+ HCP with 6♠ headed by 1 top honor.	1NT=Nat. 2♣=Drury. 2♦=Mini-Drury. 2♥=Nat. 2♠=3+♠, 4-6 HCP. 2NT=3♠, 9-11 HCP, 1 sing.
1NT		2	4♦		2♣=Stayman. 2♦♥/♠/NT=Trfr. 3♣=P/C in minors. 3♦=(1-4)-4-4 with sing in a Major, 10+ HCP. 3♥/♠=Sing in bid suit & 9+ cards in minors, just game. 3NT=Nat. 4♣=5+5+ in Majors. 4♦♥=Texas trfr. 4♠=Blackwood. 4NT=Quant. 5NT=Pick up a slam.	Over 2♣: first Major. Over 2♦: 2♥=no 4♥ cards. 2♠=Max, 4♥ & doubleton ♣. 2NT=Max, 3433. 3♣=Max, 4♥ & doub ♦. 3♦=Max, 4♥ & doub ♠. Over 2♥: 2♠ no 4♠ cards. 2NT=Max, 4333. 3♣=Max, 4♠ & doub ♣. 3♦=Max, 4♠ & doub ♦. 3♥=Max, 4♠ & doub ♥.	As for UPH.
2♣	✓	-	7♥	Strong hand 16+ HCP. 9+ winner tricks or Bal 22+.	2♦=Waiting. 2♥/♠=5+ cards headed by 2 honors. 3♣/♦=6+ cards headed by 2 honors. 3♥/♠/4♣/♦=Weak with 7+ cards.	Over 2♦: 2♥/♠ see Note 11, 2NT=22-23 HCP Bal, 3♣/♦=Nat, 3M=4M & 5+♦, 3NT=26-27 HCP Bal, 4♣=5♣&4♠&4♥, 4♦=5♦&4♠&4♥, 4♥/♠=Nat 4 losers	As for UPH.
2♦	✓	-		MULTI: Weak (5-10 HCP) with 6 cards in a Major or any 4441 with 17+ HCP.	2♥=P/C. 2♠=Invit in ♥. 2NT=Interrogative. 3♣/♦=Forcing 1 round. 3♥=P/C. 3♠=6+♠, 15-17 HCP. 3NT=Nat. 4♣=Ask to bid suit in trfr. 4♦=Ask to bid suit. 4♥/♠= Nat, to play.	Over 2♥: 2♠=to play. Over 2♠: 3♥=S/O. Over 2NT: 3♣=6♥ weak, 3♦=6♠ weak, 3♥=6♠ strong, 3♠=6♥ strong. Over 3♣/♦: M=no fit, 4m=fit. Over 3♥: 3♠=to play, pass. Over 3♠: Pass, 4♥/♠=to play. Over 3NT: Pass. Over 4♣: 4♦=6♥, 4♥=6♠. Over 4♥/♠/5♣/♦: Pass. Others see Note 12.	As for UPH.
2♥	✓	5		Flannery: 5+♥ & 4♠, 11-15 HCP.	Pass/2♠=Nat, to play. 2NT=Interrogative. 3♣/♦=Nat, 6+ cards, forcing. 3♥=Slam going in ♥. 3♠=Slam going in ♠. 3NT=Nat. 4♣=RKCB in ♥. 4♦=RKCB in ♠. 4NT=Quant, ask for maximum (14-15 HCP) to play 6NT. 5♣/♦=Nat, to play.	Over 2NT: 3♣=3♣ cards, 3♦=3♦ cards, 3♥=minimum (11-13 HCP) 4522, 3♠=maximum (14-15 HCP) 4522, 4♣=4504 with maximum, 4♦=4540 with maximum	As for UPH.

2♠	✓	5	5♠ & 4+ in a minor, 5-10 HCP. In 4 th seat=Intermediate (14-16) & 6♠.	2NT=Forcing ask for minor, 13+ HCP. 3♣ P/C. 3♦=3-4 ♠ cards, invit. 3♥=6+ ♥ cards, 15-17 HCP. 3♣=Pre. 3NT=Nat. 4♣=Pre in minor. 4♦=♠ support, slam try. 4♥/♠=Nat. 4NT=RKCB in ♠. 5♣=P/C.	Over 2NT: 3♣=4♣ cards, 3♦=4♦ cards, 3♥=5♣ cards, 3♠=5♦ cards. Over 4♦: 4♥=minimum, 4♠=maximum. Everything else Nat.	As for UPH.
2NT		2	4♥ Balanced 20-21 HCP.	3♣=Puppet Stayman. 3♦/♥=Trfr. 3♠=Trfr to 3NT. 3NT=Baron. 4♣=5-5 in majors. 4♦/♥=Texas trfr. 4♠=Blackwood. 4NT=Quant. 5NT=Pick up a slam.	Over 3♣: 3♦=denies 4♥ or 5♠, 3♥=4 or 5 ♥, 3♠=5♠ cards, 3NT=both majors 4 th .	As for UPH.
3♣		6	Preemptive, 2/3 top honors, 5-10 HCP in 1 st & 2 nd seat.	3♦=Ask for 3 cards in Major. 3♥/♠=5+ cards in bid suit & forcing. 3NT=Nat to play. 4♣=Pre. 4♦/♥/♠=Control asking in bid suit. 4NT=RKCB. 5♣=Nat to play. 5NT=Grand slam try asking for 2 top honors.	Natural. Answering askings: 1 st step=No 2 nd round control. 2 nd step=2 nd round control. 3 rd step=Void or Ace.	As for UPH.
3♦		6	Preemptive, 2/3 top honors, 5-10 HCP in 1 st & 2 nd seat.	3♥/♠=5+ cards in bid suit & forcing. 3NT=Nat to play. 4♦=Pre. 4♣/♥/♠=Control asking in bid suit. 4NT=RKCB. 5♣/♦=Nat to play. 5NT=Grand slam try asking for 2 top honors.	As above.	As for UPH.
3♥		6	Disciplined in 1 st & 2 nd seat, 5-10 HCP.	3♠=Nat 5+ cards in ♠ & forcing. 3NT=Nat to play. 4♣/♦/♠=Control asking in bid suit. 4♥=Nat to play. 4NT=RKCB. 5♣/♦=Nat. 5NT=Grand slam try asking for 2 top honors.	As above.	As for UPH.
3♠		6	Disciplined in 1 st & 2 nd seat, 5-10 HCP.	3NT=Nat to play. 4♣/♦=Asking in bid suit. 4♥/♠=to play. 4NT=RKCB in ♠. 5♣/♦=to play, Barrage or GF. 5♥=Asking in ♥. 5NT=Grand slam try asking for 2 top honors.	As above.	As for UPH.
3NT	✓		Solid minor with little outside.	4♣=P/C. 4♦=Ask for sing. 4♥/♠=Nat to play. 5♣=P/C. 5♦=Nat to play.		As for UPH.
4♣♦		8	Preemptive	Natural.		As for UPH.
4♥♠		7	Preemptive	Natural.		As for UPH.
5♣♦		7	Preemptive	Natural.		As for UPH.

HIGH LEVEL BIDDING	

SUPPLEMENTARY NOTES

Note 1:

1♣/♦	2♥ Three ways, FG.
2♠ (interrogative)	2NT 13+ HCP, balanced.
	3♣ 6+ in opening suit, 13+ HCP with a singleton.
	3♦ 5+ in opening suit without a singleton.
	3♥ 6+♥, 13-15 HCP.
	3♠ 6+♥, 16-17 HCP.
	3NT 6+♥, 18-19 HCP.
	4♣ 6+♥, 20-21 HCP. ZOOM.

Note 2:

1♣/♦	2♠ Two ways, FG.
2NT (interrogative)	3♣ 5 cards in opening minor & 4 cards in other minor, 13+ HCP.
	3♦ 6 cards in opening minor & 4 cards in other minor, 13+ HCP.
	3♥ 5-5 or 6-5 in minors, 13+ HCP.
	3♠ 6 semisolid ♠, 13-15 HCP.
	3NT 6 semisolid ♠, 16-17 HCP.
	4♣ 6 semisolid ♠, 18-19 HCP. ZOOM.

Note 3: Modified Jacoby

1M	2NT (Modified Jacoby), interrogative.
3♣ No sing, 13+ HCP	3♦ No singleton, 13+ HCP.
	3♥ A singleton or void, 13-14 HCP.
	3♠ A singleton or void, 15-16 HCP.
	3NT A singleton or void, 17+ HCP.
3♦ A sing or void, 11-12 HCP	
3♥ A sing or void, 13-14 HCP	
3♠ A sing or void, 15-16 HCP	
3NT A sing or void, 17+ HCP	

Follow asking relays.

Note 4:

1♣/♦	1♥
1NT	2♣ Checkback, invitational, puppet to 2♦.
2♦ Relay	Pass 6-8 HCP, 4♥ & 5+♦.
	2♥ 5♥, 11-12 HCP.
	2♠ 5♥ & 4♠, 11-12 HCP.
	2NT 4♥, balanced, 11-12 HCP
	3♣ 4♥ & 5♣, 11-12 HCP.
	3♦ 4♥ & 5♦, 11-12 HCP.
	3♥ 6♥ without 2 honors, 11-12 HCP.
	3♠ 6♥ & 5♠, 9-11 HCP.
1♣/♦	1♥
1NT	2♠ 11-12 HCP, 4-4 in Majors, no stopper in the other minor.
1♣/♦	1♠
1NT	2♥ 5♠ & 4+♥, P/C.

Note 5:

1m	1M
1NT	2♦ Checkback FG.

Note 6:

1m	1M
2M	2NT ask about support.
3♣ 3 cards & a sing.	
3♦ 4 cards & a sing.	
3♥ 3 cards & no sing.	
3♠ 4 cards & no sing.	
3NT/1♣ 4M-3-3-3.	
3NT/1♦ 4M-3-4-2.	

Note 7:

1♥	1♠
1NT	2♣ Checkback, puppet to 2♦.
	2♦ FG.

Note 8:

1♥	1NT
2NT 18+ HCP, any distr but no 5-5.	3♣ Relay
3♦ 5♥ & 4 cards in a minor, 18-10 HCP.	
3♥ 6♥, 18-20 HCP.	
3♠ 5♥ & 4♠, 18+ HCP.	
3NT 5♥(332), 18-20 HCP.	
	3♦ 5+♦, 11-12 HCP.
	3♥ 3 cards support, 11-12 HCP.
	3NT to play.
	4♥ to play.

Note 9: Over opponents' takeout double.

1♣ -(double)-	Redouble	10+ HCP without fit or 13+ with fit.
	1♦/♥/♠	Nat, Forcing.
	1NT	Nat, 8-10 HCP.
	2♣	Nat, 6-10 HCP.
	2♦/♥/♠	Weak 4-5 HCP.
	2NT	Preempt in ♣.
	3♣	Limit in ♣.
	3♦/♥/♠	Splinter, ♣ support, 10-12 HCP.
1♦ -(double)-	Redouble	10+ HCP without fit or 13+ with fit.
	1♥/♠	Nat, Forcing.
	1NT	Nat.
	2♣	Nat, non-forcing.
	2♦	Nat, 6-10 HCP.
	2♥/♠	Weak 4-5 HCP.
	2NT	Preempt in ♦.
	3♣	Preempt in ♣.

3♦ Limit in ♦.
 3♥/♠/4♣ Splinter, ♦ support, 10-12 HCP.

1♥ -(double)- Redouble 10+ HCP without fit or 13+ with fit.
 1♠ Nat, Forcing.
 1NT Nat, 8-10 HCP.
 2♣ Nat, non-forcing.
 2♦ 7-9 HCP with 3+ ♥.
 2♥ 4-6 HCP with 3+ ♥.
 2♠ Weak 4-5 HCP.
 2NT 10-12 HCP, 3 ♥ support.
 3♣ 9-12 HCP, 3 ♥ support & void or single.
 3♦ 9-12 HCP, 4 ♥ support & void or single.
 3♥ Preemptive.
 3♠ Nat, bad preempt.
 3NT Natural.
 4♣/♦ 5+ cards, lead directing & ♥ support.
 4♥ Nat, Preemp.

1♠ -(double)- As above except:
 2♦ Nat, non-forcing.
 2♥ 7-9 HCP with 3+ ♠.
 2♠ 4-6 HCP with 3+ ♠.
 3♥ Bad preempt in ♥.
 4♥ Natural.
 4♠ Preempt.

Note 10: Ghestem.

1♣ → 2♦ = 5+♠ & 5+♥, 11+ HCP
 1♣ → 2NT = 5+♥ & 5+♦, 11+ HCP.
 1♣ → 3♣ = 5+♠ & 5+♦, 11+ HCP.
 1♦ → 2♦ = 5+♠ & 5+♥, 11+ HCP.
 1♦ → 2NT = 5+♥ & 5+♣, 11+ HCP.
 1♦ → 3♣ = 5+♠ & 5+♣, 11-14 HCP.
 1♦ → 3♦ = 5+♠ & 5+♣, 15+ HCP.
 1♥ → 2♥ = 5+♠ & 5+♣, 11+ HCP.
 1♥ → 2NT = 5+♦ & 5+♣, 11+ HCP.
 1♥ → 3♣ = 5+♠ & 5+♦, 11+ HCP.
 1♠ → 2♠ = 5+♥ & 5+♣, 11+ HCP.
 1♠ → 2NT = 5+♦ & 5+♣, 11+ HCP.
 1♠ → 3♣ = 5+♥ & 5+♦, 11+ HCP.

Note 11:

2♣ 2♦
 2♥ Puppet → 2♠
 2NT 24-25 Bal
 3♣ 5+♥ & 4+♣
 3♦ 5+♥ & 4+♦
 3♥ 6+♥ 3 or less losers
 3♠ 5+♥ & 4+♠
 3NT 28-19 Bal

