

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>
7+ at the first level, 10+ at the 2 level
Reopening at the one-level could be 4 cards
Advancer's cue-bid could be 10+ with fit or 13+ with or without fit
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2nd Seat: (15)16-18 (System on)
4th Seat: 11-14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Preemptive
<b>2-Suit:</b> Unusual & Michaels
<b>Reopen:</b> Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
Dir CB = Michaels
Except: 1♣ 2♣ Natural
1♣ 2♦: Michaels
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2 Pos.= Multi-landy
4 Pos.= multi-landy
VS WEAK NT
2 Pos.= Multi-landy
4 Pos.= multi-landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural
Cue Bid: Strong - Most probably 2 suits
4NT: minors
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Vs 1♣ strong = CRaSh (3)
Vs 2♣ strong = CRaSh

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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	
Subseq			
Other: <b>Vs. NT</b> A/Q request Unblock or Count, K requests			
Attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)x, AK, Ax, A	AKQJT(+), AKQT(+), AKJ9(+)	
King	KQ(+), Kx, K	KQJx, KQT, KQx AKx	
Queen	QJx(+), QJ, Qx, Q	QJ10(+), QJ9(+), QJ(+), KQT9(+)	
10	KJT(+), T98(+), 109(+)	AJ10(+), KJT(+), T98(+), Q109(+), 109x	
9	KT9(+), QT9(+), 98(+)	AT9(+), KT9(+), QT9(+), 98xx	
Hi-x	Doubleton	Doubleton	
Lo-x	Hxx – Hxxxx	Hxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Encouraging	Hi-Lo=Even	Hi=Encouraging
Suit 2			
3			
1	Hi=Encouraging	Hi-Lo=Even	Hi=Encouraging
NT 2	Hi-Lo=Encourage		
Signals (including Trumps):			
Lavinthal, Eco Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: A.L. 3 card support in rest of the suits or 1-suited			
2 <sup>nd</sup> Seat: Could be weak if perfect shape			
4 <sup>th</sup> Seat: 9+			



World Bridge Federation  
Convention Card



**SYSTEM CATEGORY:** Green - Natural  
**NCBO:** Chile  
**EVENT:** ALL.  
**PLAYERS:** G.Guridi – J.Palma – F. Nacrur

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors, Best minor, distributional openings,
Aggressive openings in third seat.
1NT forcing and 2/1 FG after 1♥ or 1♠.
2♦ multi. Jumps in intervention weak. Michaels and unusual NT. Drury, Jacoby.
<b>1NT Openings:</b> 14-16 in first and second seat. 15-17 other pos. May be semi-balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦: Multi (Weak in a Major (6 cards) or balanced 22-23 or 26-27)
2♥: 6♥'s. Intermediate hand 8-11.
2♠: 6♠'s. Intermediate hand 8-11.
Drury– Support X and XX
Gambling 3NT
Weak Jump Overcalls
1♥-3♣ 1♠-3♥ = Splinter
Michael's Cue Bids Unusual No Trump
One Under
Puppet stayman
<b>SPECIAL FORCING PASS SEQUENCES</b>
After FG auctions and competition at the 5-level or higher.
After 2♣ openings

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	<b>Answers:</b> same level 0-8, Jump 9-11; Cue-Bid 12+	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Redouble: 10+ w/o fit or 13 with or w fit (any double afterwards is for penalties)	After redouble Pass is for penalties/glad in any suit	Good/Bad 2NT
One Under (The bid under raise is 7+, while a raise is 0-6, 2ST:7+ with 4-card fit)	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS &amp; REDBLS</b>	Scrambling 2NT
Other: Nothing Changes	Negative Double	
	Support Double and Redouble	
	Maximal Double	<b>PSYCHICS:</b> Rarely

OPENING	TICK IF ARTIF. F.	MIN. # CARDS	NEG. X THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3		Natural, 11-20 HCP.	1NT=6-10, 2♣=5+♣ 7-10, 2♦= 5+♣ 11-12, 3♣=5+♣ 0-6, 2NT=11-12, 2♥(3-way)(8), 2♠(2-way)(9)	2-way Check-back(4), 4 <sup>th</sup> suit forcing.	Same
1♦		3		Natural, 11-20 HCP.	1NT=6-10, 2♦=5+♦7-10, 3♣=5+♦ 11-12, 3♦=5+♦0-6, 2NT=11- 12, 2♥(3-way)(8), 2♠(2-way)(9)	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1♥		5		Natural, 11-20 HCP.	1NT=6-11 (forcing), 2♣/♦ = F.G, 2♥=6-10 support, 2NT=4♥ 7+pts, 3♣= 6+♣ 10-12, 3♦= 6+♦ 10-12, 3♥=4♥ 0-6, 3♠ = any splinter, 3NT=4333 with 3♥ 13-15, 4♣ = balanced with 3♥ 16-17, 4♦ = barrage with a lateral point (A, K, KJ) 4♥=barrage.	2-way Check-back, 4 <sup>th</sup> suit forcing.	Drury
1♠		5		Natural, 11-20 HCP.	1NT=6-11 (forcing), 2♣/♦ = F.G, 2♠=6-10 support, 2NT=4♠ 7+pts, 3♣= 6+♣ 10-12, 3♦= 6+♦ 10-12, 3♠=4♠ 0-6, 3♥ = any splinter, 3NT=4333 with 3♠ 13-15, 4♣= balanced with 3♠ 16-17, 4♦ = barrage with a lateral point (A, K, KJ) 4♠=barrage.	2-way Check-back, 4 <sup>th</sup> suit forcing.	Drury
1NT				14-16 HCP 1 <sup>st</sup> and 2 <sup>nd</sup> seat. Other pos 15-17 HCP. Balanced or semibalanced hand. May have 5 cards major.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=Minors Stm. Slam, 2NT=trft to ♣, 3♣=puppet stayman, 3♦ = 5-5 in minors, 3♥=Sing ♥ 9+ cards in minors (G), 3♠=Sing ♠ 9+ cards in minors (G), 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative 15-16		
2♣	x			Balanced hand 22-26 or 27-29, 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= bal 8+		
2♦	x	5		6♥ or 6♠ 3-7 pts or balanced (22-23 or 26-27pts).	2♥=Relay, 2♠ invites in hearts, 2nt 15+pts, 3♥ pass or correct, 4♣ asks for mayor in transfer, 4♦ asks for mayor, 4♥game in both mayors		
2♥	x	5		6♥ 8-11 pts	2nt=asks the quality of the hand		
2♠	x	5		6♠ 8-11 pts	2nt=asks the quality of the hand		
2NT				20 - 21 HCP balanced hand. May have 5-card Major.	3♣=Puppet Stayman, 3♦=trfr to ♥, 3♥=trfr to ♠, 3♠=transfer to 3nt, 3NT= Baron, 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative 10-11	(6)	
3♣		6		6 or 7♣ 0-10 pts.			
3♦		6		6 or 7♦ 0-10 pts.			
3♥		7		7♥ 0-10 pts.			
3♠		7		7♠ 0-10 pts.			
3NT	x			Solid 7-card minor.	4/5/6/7♣ = Pass or correct/4♦= Asks for sing/void		
4x				Nat, preemptive.			
4NT	x			Asking for Specific Aces.			

**HIGH LEVEL BIDDING**

Answer to RKCB = 14-30 on spades, hearts and diamonds, 03-14 on clubs. Dopi and Ropi over intervention to KC. 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

- (1) Vs oponent's 1 ST (15-17)

Multi-landy

Over opponent's strong NT opening, 2<sup>th</sup> position:

X = penalty double

2♣ = both majors

2♦ = A Major (Advancer bids 2♥: Pass or Correct)

2♥ = ♥ and a minor

2♠ = ♠ and a minor

2NT = minors (could be weak)

3♣ = ♣ (could be weak)

3♦ = ♦ (could be weak)

3♥/♠ = the mayor (strong)

The two suits might be 5-4 (4-5). Other bids by Advancer are Natural except 2NT asks strength of the hand.

- (2) Over opponent's weak N.T (<14)

Multi-landy

Same in 4<sup>th</sup> position except for X (13+).

- (3) Over opponents strong 1♣ (16+): Crash

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.

- (4) Over opponents strong 2♣ (20+): Crash

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 ♣/♥)

(5) Two way Checkback

1x	1y
1NT	2c transfer to 2d 2d forcing game *2M: Sign Off 2nt transfer to 3c

- 1) 2♣: Diamonds sign off or invitation (11-12). Forcing to 2D

1x	1y
1NT	2♣ (Forces to 2♦)
2♦	<ul style="list-style-type: none"> <li>a) PASS: Diamonds sign off</li> <li>b) 2oM: Inviting (11-12); 5 cards M y 4oM</li> <li>c) 2M: Inviting (11-12); 5 cards M</li> <li>d) 3M: Inviting (11-12); 6 cards M</li> <li>e) 2NT: 10-12</li> </ul>

- 2) 2♦: Forcing Game; ¿what do you have in majors?

1m	1M
1NT (12-14, balanced)	2♦ (forcing game, asks for Majors)
<ul style="list-style-type: none"> <li>a) 2♥, 2♠: 3 or 4 cards, cheapest first</li> <li>b) 2ST: Denies Majors</li> <li>c) 3m: 5° minor good suit</li> </ul>	

- 3) 2NT: Club Sign Off or two-suited (5-5 +) strong (forcing game). Forcing to 3Clubs.

1m	1M
1NT (12-14, balanced)	2NT (Forces 3♣)
3♣	<ul style="list-style-type: none"> <li>a) PASS: Clubs sign off</li> <li>b) 3♦, 3♥, 3♠: Shows Second strong suit*.</li> </ul>
*If the second suit is Clubs, the original Major is rebid.	

- (6) After:  
 1NT-2♣  
 2♦-2♥ = Pass or correct to 2♠ (weak hand with both Majors)

1NT-2♣  
 2♦-3♥ = 5♠ and (at least) 4♥  
 3♠ = 5♥ and 4♠

1NT-3♣ asks for 4 or 5 of a mayor with 10+pts  
 3♦ 3-♥ and 4-♠  
 3♥ 4-5♥, 3♠ asks  
 3♠ 5♠  
 3NT 4-4 mayors

- (7) Over 2NT (opening or rebid after 2♣ or rebid after 2♦) Puppet Stayman:  
 2NT-3♣ asks for 4 or 5 of a mayor with F.G.  
 3♦ 3-♥ and 4-♠, 3♥ asks for ♠  
 3♥ 4-5♥, 3♠ asks for ♥  
 3♠ 5♠  
 3NT 4-4 mayors

- (8) 3-Way:

1m – 2♥ □ 13+pts and 3 options:

- Balanced hand with no mayors
- 6♥ solid
- 5 of the minor without 4 of the other minor

2♠ asks the hand:

- 2NT □ balanced, 3♣ asks for H.P \*
- 3♣ □ 5 minor and a void or singleton, 3♦ asks void or singleton (3♥ = other minor, 3♠ = ♥, 3NT = ♠), a step ask H.P \*
- 3♦ □ 5 minor and no void or singleton, 3♥ asks H.P \*
- 3♥ □ solid 6 and 13-15 H.P
- 3♠ □ solid 6 and 16-17 H.P
- 3NT □ solid 6 and 18-10 H.P
- ...
- \* 1 step = 13-15, 2 steps = 16-17, 3 steps = 18-19, 4 steps = 20-21

- (9) 2-Way:

1m -- 2♠ □ 13+pts and 2 options:

- 6♠ solid
- 5 of the minor with 4 of the other minor

2NT asks the hand:

- 3♣ □ 5-4 minors, 3♦ asks H.P \*
- 3♦ □ 5-5 minors, 3♥ asks H.P \*
- 3♥ □ 6-4 minors or better, 3♠ asks H.P \*
- 3♠ □ solid 6♠ and 13-15 H.P
- 3NT □ solid 6♠ and 16-17 H.P
- 4♠ □ solid 6♠ and 18-10 H.P
- ...
- \* 1 step = 13-15, 2 steps = 16-17, 3 steps = 18-19, 4 steps = 20-21

