


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-17 - NV=Light JUMP: Weak Cue-Bid = Forcing raise
Reopening = 8+
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2da=15-18 4ta= 12-14 o 10/15 2♣ ask range over 1M
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♣= Mayores 2♦ = 1 Mayor 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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	2nd / 4th	3rd / 5th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx(+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x);	
Queen	QJ; QJ+(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 = D	Same	Same
Suit 2	Low=encouraging		
3			
1	Hi/low = Odd	Same	Same
NT 2	Low = 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 DbI: After T/O Dble thru 4♥; after o/call thru 4♠ SUPP X - REDBL SUPP			


CATEGORY: Green
NCBO: URUGUAY
PLAYERS: Roberto MARTINEZ & Guillermo MINUTTI
EVENT :Open
GENERAL APPROACH AND STYLE
2/1 -- Transfers over 1♣ -- 2♦ Multi - UDCA
1NT Opening: 15 – 17
KC 1430 – Smolen – Michaels – BergenR -
Gazzilli – Leaping Michaels-Lebensohl-Muppet
M landy-Drury
1NT response = SEMI forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lebensohl after 2-level overcall of 1NT -- 2♦ Multi
3NT Opening = Solid Major
2♣ Opening = strong, near Game Force - any suit,(s)
2♦Opening = Multi -- Weak in a major or 22/24 bal
2♥Opening = Weak 6 (8/11 HCP) or 5♥ + 5 minor
2♠Opening = Weak 6+ (8/11 HCP) 5♠ + 5 minor

Transfer over 1M or 2M t/o double
New Suit F1
Splinters

PSYCHICS: RARO

OP ENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21 could have 4♦	1♥/♠ = trf; 1NT = 16+ bal; 2♣ = Fg♣ o Ms 6/9. ; 2♦ = 5/5 Ms. 2♠ = 6♦ FG. 2♣ = Multi ; 6M 17+, 5/5 ms 10/12 o 13+. 2NT = 11/12. 3♣ = 6T 6/9. 3♦ = palo C. 3C = ♠ 3♠ = 5/5ms slam. 3NT = 13/15 bal.	3way CB-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; 1M nat. 1NT = 6/10. 2♣ = FG, 2♦ = 4♦ 6/9, 2♥ = ♦con FG, 2♠ = Multi con 6M 17+, 6♣ 10/11, 5♦ 6/9. 2NT = 11/12. 3♣ = 5♦ 10/11. 3♦/♥ = ♥/♠ idem 1♣ . 3NT = 13/15 nat.	3way CB-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) 11-21	1♠ = 4+F1 1NT = SF 2♣ = FG 2♦ = FG 2♥ = 6/9. 2♠ = 6♠ 17+ o 3♥ = 5♠ 3♥ 10/11 o 3♣ = 6to 10/11 o 3♦ = 6to 10/11. 2NT = apoyo FG 3♣ = apoyo 4to 8/9, 3ro 10/11 o SPL 5to 9/11. 3♦ = apoyo 4to 10/11. 3♥ = apoyo 4to 0/5 3♠/4♣/4♦ = Splinter 4to+ 12/15. 3NT = apoyo 13/15 con 4333. 4♥ = natural 0/8	Gazzilli 1♥ – 1X: 2♣ = 4+♣ 11- 15 o 16+ any; 2NT = 6♥4m o 5♥5m 17+; 3m = 5-5 14-16; 3♥ = 6+♥, inv;	Cue bid over Comp = Raise INV+
1♠		5		5+♠ (10) 11-21	1NT = SF. 2♣ = 4♣ + Fg o 6♣ 10/11 si repite. 2♦ = FG 2♥ = FG 5to+ 2♠ = 3♠ 6/9. 2NT = apoyo FG 3♣ = apoyo 4to 8/9, 3ro 10/11 o SPL 5to 9/11. 3♦ = apoyo 4to 10/11. 3♥ = 6♥ invitante 3♠ = 0/5 con 4♠ 3NT = 13/15 con cualquier 4333. 4w = Splinter 4to + 12/15. 4♠ = natural hasta 8 pts.	1♠ – 1NT: 2♣ = 4+♣ 11- 15 o 16+ any; 2NT = 6♣4m o 5♠5m 17+; 3m/♥ = 5-5 14-16; 3♠ = 6+♠, inv;	Cue bid over Comp = Raise INV+

INT				BAL 15-17 5M – 6m Pos	<p>2♣ = Stayman sólo FG con 5/4 Ms 2♦ = TRF ♥ 2♥ = TRF ♠ 2♠ = bal 8/9, bal 16/17 con 4/4 ms o TRF a ♣. 2NT = relay FG 3♣ = TRF ♦ 3♦ = single a un M con 4 del otro M FG. 3M = single M con FG en menores. 4T = TRF a ♥ 4♥ = TRF a ♠ 4NT = 16/17 con 4333. 5NT = 18/19 Forcing slam.</p>	Smolen	
2♣	X	0		a)Any GF b)22+ bal	<p>2♦ = 5+ FG 2♥ = 0/4 negt 2♠ = 5+ ♠ 8+ pts. 2NT = 5+♥ 3T = 5+♣ 3D = 5+♦</p>	SYSTEM	
2♦	X	0		Multi a)Weak in a Major b) BAL 22/24	<p>2♥ = P/C 2♠ = P or inv ♥ 2NT= RELAY F1 3♣/3♦ = natural suit Fx1. 3M = pass/correct. 3NT/4M = to play 4♣ = ask suit by TRF 4♦ = bid suit directly.</p>	3 ♣/♦ = natural suit Fx1.	Natural
2♥		6(5)		8/11	<p>2NT = GF; 3m = 5/5,3♠=4♠ 3m=nat</p>		
2♠		6(5)		8/11 HCP	<p>2NT = GF; 3m = 5/5,3♠=4♠ 3m=nat, 3NT</p>		
2NT				20-21 Bal - 5M Pos	<p>3♣ = Muppet; 3♦/♥ =Trf-4♣/♦TRF- 3♠ trf 3NT</p>		
3♣		7(6)			New Suit forcing 4♦= Ask KC		
3♦		7(6)			New Suit forcing 4♣ = Ask KC		
3♥		7(6)			4♣ = Ask KC		
3♠		7(6)			4♣ = Ask KC		
3NT	SI			Solid Major	4♦/♥ P/C		
4♣				Nat	4♦ KC	4♣ Cue-bid	HIGH LEVEL BIDDING Five - Ace: RKCB 1430 Cue Bids Splinters GSF
4♦				Nat			
4♥		8(7)					
4♠		8(7)					
4NT	SI			Menores			