

**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=14-17 HCP in 2<sup>nd</sup> seat. Responses=System on.  
 4<sup>th</sup> Live: 1NT=14-17 HCP over minors. Responses natural.  
 4<sup>th</sup> 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, 2<sup>nd</sup> seat: double=penalty; 2♣=One suited ; 2♦=Both Ms  
 2♥=5♥ & 4+m; 2♠=5♠ & 4+m; 2NT=minors. 3 level=6+ cards.  
 4<sup>th</sup> 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=twosuit. 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	4th best	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
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.  
 Support Double & redouble  
 Lightner double.



World Bridge Federation  
 Convention Card



**SYSTEM CATEGORY:** Natural - Red Sticker

**NCBO:** Venezuela

**EVENT:** All

**PLAYERS:** Jonathan Hantos- Antonio Hernandez

**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♥ & 2♠=Weak Two suits (5+♥ or ♠  
 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, 8-11 HCP with 6 cards in a Major or any  
 strong 22-23  
 2♥=7-11 HCP (5♠ cards & 4+ in a minor)  
 2♠=7-11 HCP (5♠ cards & 4+ in a minor)  
 Bergen Raises  
 1 Mayor- 3other mayor =Any splinter 9-12 HCP.  
 2<sup>nd</sup> live: Ghestem. See Note 10.

3and 4thLevel Openings are all transfers..

3Spades openings = Gambling 3NT

3NT= pre. In Clubs.

**SPECIAL FORCING PASS SEQUENCES**

Only if a FG situation has been established

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

We do not pass when unclear.

Very "sound" style in overcalls

**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 <sup>rd</sup> & 4 <sup>th</sup> 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♥=3+♥, 4-6 HCP. . 2NT=11-12.Bal.
1♠		5	4♥	11-21 HCP. Could have 4 cards in 3 <sup>rd</sup> & 4 <sup>th</sup> 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♥=Nat. 2♠=3+♠, 4-6 HCP. 2NT=11-12Bal
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 24+.	2♦=Waiting. 2♥/♠=5+ cards headed by 2 honors. 3♣/♦=6+ cards headed by 2 honors. 3♥/♠/4♣/♦=Weak with 7+ cards.	Over 2♦: see note 11	As for UPH.
2♦	✓	-		MULTI: Weak (7-11 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 2NT: 3♣=6♥ weak, 3♦=6♠ weak, 3♥=6♠ strong, 3♠=6♥ strong. Others see Note 12.	As for UPH.
2♥	✓	5		5♥ & 4+ in a minor, 6-11 HCP. In 4 <sup>th</sup> seat=Intermediate (14-16) & 6♠.	2NT=Forcing ask for minor, 13+ HCP. 3♣ P/C.. 3♠=Pre. 3NT=Nat. 4♣=Pre in minor. 4♥/♠=Nat. 4NT=RKCB in ♠. 5♣=P/C	Over 2NT: 3♣=4♣ cards, 3♦=4♦ cards, 3♥=5-5with ♣, 3♠=5-5with ♦ 4♣=5-6 & 4♦=5-6	As for UPH.

2♠	✓	5	5♠ & 4+ in a minor, 5-10 HCP. In 4 <sup>th</sup> seat=Intermediate (14-16) & 6♠.	2NT=Forcing ask for minor, 13+ HCP. 3♣ P/C. 3♥=6+ ♥ cards, 15-17 HCP. 3♠=Pre. 3NT=Nat. 4♣=Pre in minor. 4♥/♠=Nat. 4NT=RKCB in ♠. 5♣=P/C.	Over 2NT: 3♣=4♣ cards, 3♦=4♦ cards, 3♥=5♣ cards, 3♠=5♦ cards. 4♣=5-6 & 4♦=5-6	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 <sup>th</sup> .	As for UPH.
3♣		6		Preemptive in ♦, 2/3 top honors, 6-11 HCP in 1 <sup>st</sup> & 2 <sup>nd</sup> seat.	3♥/♠=5+ cards in bid suit & forcing. 3NT=Nat to play.		As for UPH.
3♦		6		Preemptive in ♥, 2/3 top honors, 7-12 HCP in 1 <sup>st</sup> & 2 <sup>nd</sup> seat.	3♥/=to play, 3NT=Nat to play. Pre. 4♣4♦/3♠=Control asking in bid suit. 4NT=RKCB. . 5NT=Grand slam try asking for 2 top honors.	Asking responses: 1 <sup>st</sup> step, no control 2 <sup>nd</sup> step.. Sing or "K" 3 <sup>rd</sup> step... void or "Ace"	As for UPH.
3♥		6		Disc Preemptive in ♠ in 1 <sup>st</sup> & 2 <sup>nd</sup> seat, 7-12 HCP.	3♠=to play, 3NT=Nat to play. 4♣4♦4♥=Control asking in bid suit. 4NT=RKCB. . 5NT=Grand slam try asking for 2 top honors.	As above.	As for UPH.
3♠		6		Solid minor with little outside.	4♣=P/C. 4♦=Ask for sing. 4♥/♠=Nat to play. 5♣=P/C. 5♦=Nat to play.	Over 3♠,4♦.. 4♥/♠=Sing/void 4NT= sing/void in a minor.	As for UPH.
3NT	✓			Preemptive in ♣			As for UPH.
4♣		8		Preemptive in ♦			As for UPH.
4♦		7		Preemptive in ♥			As for UPH.
4♥		7		Preemptive ♠			As for UPH.

#### HIGH LEVEL BIDDING

4NT opening= asking for specific aces	5♣=none, 5♦=♦, 5♥=♥, 5♠=♠; 5NT=♣
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## SUPPLEMENTARY NOTES

### Note 1:

1♣/♦	2♥ Three ways, FG.
2♠ (interrogative)	2NT 13+ HCP, balanced.
	3♣ 5+ 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.
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Any new suit a 3 level= shortness.  
Rebid of "M"= good hand without shortness (14+ HCP)  
3NT= no Slam interest (12-13)  
Any new Suit at 4 level= good 5-5 hand.

### 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, 18-20 HCP.		
3♥ 6♥, 18-20 HCP. ( good Suit)		
3♠ 5♥ & 4♠, 18+ HCP.		
3NT 6♥(322), 18-20 HCP. ( bad suit)		
		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 4-7 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♣	9-10 HCP, 4♥ support
3♦	11-12 HCP, 4♥
3♥	Preemptive.
3♠	Any splinter, 9 to 12
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♥		Any splinter 9 to 12
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:**