


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= 11-14
System On
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=5m+4M
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
Transfer over 1M and t/o double

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


CATEGORY: Green
NCBO: URUGUAY
PLAYERS: Jose BRECHNER & Guillermo MINUTTI
EVENT :Open
GENERAL APPROACH AND STYLE
2/1 -- 2♦ Multi -- Std Carding Lavinthal
1NT Opening: 15 – 17
KC 1430 – Smolen – Ghestem – BergenR - Namyats
Gazzilli – Leaping Michaels-Lebensohl-Muppet
Inverted Minors - Mlandy
1NT response = SEMI forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lebensohl after 2-level overcall of 1NT
3NT Opening = Gambling
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)
2♠Opening = Weak 6+ (8/11 HCP)

OP ENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21	1♦/♥/♠ = 4+, F1; 1NT = 5-10; 2♣ = 5+♣, GF; 2♦ = debil;; 2M = 6 Cartas Debil 2N = 11-12 bal; 3♣ = 6+♣ debil;	2way 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; 1NT = 5-10; 2♣ = 5+♣, GF; 2♦ = GF 4+♦;; 2M = 6 Cartas Debil 2N = 11-12 bal; 3♦ = 4+♦ 0-9; 3M = splinter	2way 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) 11-22	1NT SF – Gazzilli Bergen Raise - Jacoby Supp –SPL 3M=debil 1♠ = 4+♠, F1; 1NT SF 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = 4-9 3/4♥; 2N = 4+♥FG; 3m = BergenR; 3♥ = 0-6	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) 11-22	1NT SF – Gazzilli Bergen Raise - Jacoby Supp –SPL 3M=debil 1NT SF 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = GF 5+♥; 2♠ =4-9 3/4♠; 2N = 4+♠FG; 3m = BergenR; 3♥ = 4+♠, cualquier fallo;; 3♠ = 0-6 4+♠	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	STAY-TRF 2♠=♣ /bal inv -TEXAS TRF	Smolen	
2♣	X	0		a)Any GF b)22+ bal	2♥ = 0/5 no A, 2♦= 6+ any , 2♠=5th suit 2 honors 2NT= 5♥ 2 honors	SYSTEM	
2♦	X	0		Multi a)Weak in a Major b) BAL 22/24	2♥ = P/C 2♠= P or inv ♥ 2NT= ASK 3CI/3D = natural suit Fx1. 3M = pass/correct. 3NT/4M = to play 4CI = ask suit by TRF 4D = bid suit directly.	3CI/3D = natural suit Fx1.	Natural

2♣		6(5)		8/11 HCP	2NT = GF; 3Cl = any 6/4 3Cl = suit H invite or better; 3D = min, 3H = max like S, 3S = like S and H. 3D = natural Fx1; 3H = 1H, 3S = 1D, 3NT = no single, 4Cl = 1Cl, 4D = good hand D. 3H = suit Cl Fx1; 3S = single Cl, 3NT = others, 4Cl = good hand Cl.	3D = 1D, 3H = 1H, 3S = 1CL, 3NT = no single.	
2NT				20-21 Bal - 5M Pos	3♣ = Muppet; 3♦/♥ = Trf-Texas TRF- 3♣ trf 3NT		
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			Gambling	4♠/♦ P/C		
4♣	SI			Solido ♥	4♦ Transfer	4♠ Cue-bid	HIGH LEVEL BIDDING Five - Ace: RKCB 1430 Cue Bids Splinters GSF
4♦	SI			Solido ♠	4♥ Transfer		
4♥		8(7)					
4♠		8(7)					
4NT	SI			Menores			