



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 Convention Card 
OVERCALLS (Style; Responses; ½Level; Reopening)		OPENING LEADS STYLE			
Agresivo, 8+ a nivel de 1, 11+ a nivel de 2			Lead	In Partner's Suit	
En reapertura a nivel de 1 puede ser 4to		Suit	3ra y 5ta	3ra y 5ta	
Cue-bid del avanzar puede ser 11+ c/fit, 13+ s/fit,		NT	4ta	4ta	Category Green
10 a 12 competitivo					Country Chile
(Depende si la intervención es a nivel de 1 o 2)		Other: Segunda mejor sin Honores, M.U.D.			Event Selección Equipos Libres
INT OVERCALL (2ND/4TH LIVE; responses; reopening)					Players
2nd seat: (15)16-18 (System on)					SYSTEM SUMMARY
4th seat: 11-14		LEADS			GENERAL APPROACH AND STYLE
		Lead	Vs. Suit	Vs. NT	Natural, ST forcing, 2/1 FG, Mayores 5 ^{os} , aperturas agresivas en 3ra posición,, 2♦ Multi, 2♥, 2♠ débiles 8-11
(System on)		Ace	AK(x)x, Ax, A	AKx(+), Pide cuenta desbloqueo	
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	KQ(+), KQ, AK, Kx, K	KQJx, AKxxx, AKJT(+),KQT9 Pide actitud	
1-Suit: Pre-emptive.		Queen	QJx(+), QJ, Qx, Q	AQJx(+), QJ9(+), desbloqueo cuenta	
2-Suit: Unusual NT		Jack	KJ10x(+), J10x(+), Jx, J	(A,K)J10x(+)	
		10	109x(+), 109, K109x(+), Q109x(+)	(A,K,Q)109xx	
Reopen: Intermediate.		9	98x(+), 98	(K,Q,J)98xx	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	Doubleton	Doubleton	
MICHAELS CUE: (1m)-2♦:Majors,		Lo-x			
(1m)-2ST: 2 Palos de menor rango,	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1M)-2M:Otro Myr + ♣, (1M)-2ST: menores,		Partners Lead	Declarer's Lead	Discarding	2♦: Multi (0-7 en un Mayor (6 cartas) o 4441 17+)
(1M)-3♣: Otro Myr + ♦, (1♣)-2♣: Nat.	Suit:1 st	Ac/Co	Co	Ac	2♥: Débil 8-11
VS. NT (vs. Strong/Weak; Reopening; PH)	2 nd				2♠: Débil 8-11
Vs STRONG=	3 rd				Drury- mini drury- Bergen - Support X y XX
2 Pos.= WOOLSEY	NT: 1 st	Ac/Co			One-under (sobre cualquier doble)
4 Pos.= D.O.N.T.	2 nd				Multilandy (directo) y D.O.N.T.(en 4ta) sobre ST fuerte
	3 rd				Bicolores específicas
Vs. 12-14 = VENTD	Signals: UDCA				Weak Jump Overcalls
VS. PREEMPTS (Doubles; Cue-bid; Jumps; NT bids)	DOUBLES				
Natural	TAKEOUT DOUBLES (Style; Responses; Reopening)				
C.B: Fuerte tendencia a bicolor	Estilo: al - apoyo 3ro/palos no nombrados o monocolor 17+,				
4ST: menores (tendencialmente)	o BAL 19+				
VS. ARTIFICIAL STRONG OPENINGS	2da Pos: puede ser mínima (10PH) con distribución perfecta				
CRASH	4ta Pos: 9+				SPECIAL FORCING PASS SEQUENCES
	Respuestas: a nivel 0-8, en salto 9-11; Cue-Bid 12+				A nivel de 5 luego de haber llegado a game
	Paso = castigo (igual luego de XX)				Luego de subasta FG
OVER OPPONENT'S TAKE OUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE				
xx: 10+ s/fit 13+: c/fit (todos los dobles posteriores son cástigo), One-Under sobre Aperturas de Mayores	DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
(APOYO 0-6/OU 7-9)	Doblo Negativo				
2ST: apoyo 11-12	Doblo y Redoblo Support				
Declaraciones en nuevo color a nivel de 2 y 3 son preventivas	Doblo invitacional (maximal)				
					Psychics: Rarely

Op	Artf	Min	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	Natural, al menos 3 cartas, 11-20 PH	1nt=6-10, 2♣= 6-10, 2♦= 11-12 c/apoyo, 2♥=three-way, 2♠=two-way, 3♣= preventive		
1♦		3	4♥	Natural, al menos 3 cartas, 11-20 PH	1nt=6-10, 2♦= 6-10, , 2♥=three-way, 2♠=two-way, 3♣= 11-12 c/apoyo, 3♦= preventive		
1♥		5	4♥	Natural, al menos 5 cartas, 11-20 HCP.	1nt=forcing, 2♥= 8-10 3♥, 2nt= 13 o + 4♥'s, 3♣= 7-9 4♥'s, 3♦= 10-12 4♥'s, 3♥= barrage, 3♠=Splinter any suit 9-12, 3nt= 13-15 3♥, 4♣= 16-17 3♥'s, 4♦= mejor que 1♥-4♥		2♣=10-11 with 3♥ (Drury) 2♦=7-9 with 3♥
1♠		5	4♥	Natural, al menos 5 cartas, 11-20 HCP.	1nt=forcing, 2♠= 8-10 3♠'s, 2nt= 13 o + 4♠'s, 3♣= 7-9 4♠'s, 3♦= 10-12 4♠, 3♥= Splinter any suit 9-12, 3♠= barrage, 3nt= 13-15 3♠, 4♣= 16-17 3♠'s, 4♦= mejor que 1♠-4♠		2♣=10-11 with 3♠ (Drury) 2♦=7-9 with 3♠
1NT				15-17 PH balanceado. Puede Mayor 5to.	2♣= Stayman, 2♦= ♥ transfer, 2♥= ♠ transfer, 2♠= ♣ transfer, 2nt=♦ transfer, 3♣= 5-5 in minors (0-7 ph), 3♦= 5-5 in Majors(6-8 ph), 3♥= Sing ♥ 9+ cards in minors (G), 3♠= Sing ♠ 9+ cards in minors (G), 4♣= 5-5 in Majors, 4♦= ♥ transfer, 4♥= ♠ transfer, 4♠= Blackwood, 4st= Quantitative 15-16		
2♣	X			Mano balanceada 22+, 18+ c/ 4 perdedoras en M. o 3 perdedoras en menores, FG.	2♦= Relay, 2♥= 5+♥ with 2H, 2♠= 5+♠ with 2H, 2NT=Bal (10-11 ph.) 3♣= 6+♣ with 2H, 3♦= 6+♦ with 2H.		
2♦	X			6♥/♠ weak hand(0-7 ph) o 4441 17+.	2♥= Pasa o corrige, 2♠= inv a 4♥ ("corto" a ♠), 2ST= asks, 15+, 3♣/♦= Nat one or two suited hand, 3♥= Pass or correct, 3♠= limit in ♠ 15-17 6+♠'s, 3ST= To play, 4♣= di tu palo en transfer, 4♦= di tu palo 4♥= A jugar, 4♠= A jugar.		
2♥				Mano con 6♥ 8-11 PH	2nt= Asks description of the hand		
2♠				Hand with 6♠ 8-11 PH	2nt= Asks description of the hand		
2NT				20-21 HCP balanced hand. May have 5-card Major, 6-card minor.	3♣=Puppet Stayman, 3♦= ♥ transfer, 3♥= ♠ transfer (se acepta solo con fit, sin fit 3st), 3♠= transfer to 3nt (*), 3nt= Baron looks for 4-4 fit, 4♣= 5-5 in Majors, 4♦= ♥ transfer 6+, 4♥= ♠ transfer 6+, 4♠= Blackwood, 4nt= Quantitative 11-12	(*) Pass, to play. 4♣=5♣ and 4♦; 4♦= 5♦ and 4♣ 4♥= 5♣ and 5♦ (**)	(**) 4♠= KCB in ♣ 4NT = KCB in ♦
3♣				Nat. Pre-emptive			
3♦				Nat. Pre-emptive			
3♥				Nat. Pre-emptive			
3♠				Nat. Pre-emptive			
3NT	X			Gambling	3ST: a jugar, 4/5/6/7♣= Pasa or corrige/4♦= pide sing/void		
4♣				Nat. Pre-emptive			
4♦				Nat. Pre-emptive			
4♥				Nat. Pre-emptive			
4♠				Nat. Pre-emptive			
4NT	X			Asks for specific Aces			

HIGH LEVEL BIDDING

Answer to RKCB = 14-30. DOPI and ROPI over intervention to KC. Exclusion KC y KC en ♣: 03-14. Después de apertura débil respuesta a RKCB = 0+Q- 1-1+Q- 2- 2+Q.

Supplementary Sheet.

1.- 1♣/♦ - 2♥ Three way: 3 tipos de manos=

Answers to a 2♥:

2♠ Relay asking pd hand -----

2NT 12-14 Balanced

3♣ / ♦ Natural invit.

3♥ / ♠ 15+ HCP.

a) Balanced 15 - 21 HCP

b) 5+ en el palo del abridor CON o SIN singl.

c) 6+ ♥ GOOD 13 - 21 HCP

= - 2NT Balanced 15+. The Relay 3♣ ask points and answering in ZOOM: ♦ 15-16, ♥ 17-18, ♠ 19-20, ST 21-22

-3♣ shows 5+ in opp. suit WITH singleton. The Relay 3♦ ask wich singleton: 3♥ o/m, 3♠ is♥, 3 NT is♠. **The** Relay ask points, answering in ZOOM. (First step 13-15, Sec. step 16-17, third step 18-19, fourth step 20-21.

-3♦ muestra 5+ en el palo del abridor C/S singleton. 3♥ pide PH, se responde en ZOOM: 3♠ 13-15, 3NT 16-17, 4♣ 18-19, 4♦ 20-21

-3♥ shows 6+ ♥ 13-15.

-3♠ shows 6+ ♥ 16-17

-3NT shows 6+ ♥ 18-19

-4♣ shows 6+ ♥ 20-21.

2.- 1♣/♦ - 2♠ Two way: 2 tipos de manos=

a) 5 o/m 4 in open minors. 13 a 21 HCP

b) 6 o/m 4 in open minors. 13 a 21 HCP

c) 5-5 in both minors 13 a 21HCP

d) 6+ ♠ GOOD 13 - 21 HCP

2NT Relay asking pd hand

= 3♣, 4 cartas en el palo del abridor y 5 en el o/m 3♦ pide puntos, se responde en ZOOM: 13-15, 16-17, 18-19, 20-21.

3♦, 4 cartas en el palo del abridor y 6 en el o/m. 3♥ pide puntos, se responde en ZOOM: 13-15, 16-17, 18-19, 20-21.

3♥ 5 5 en ambos menores 3♠ pide puntos, se responde en ZOOM: 13-15, 16-17, 18-19, 20-21

3♠ muestra 6+ ♠ 13-15.

3ST muestra 6+ ♠ 16-17

4♣ muestra 6+ ♠ 18-19

4♦ muestra 6+ ♠ 20-21

3. Two-way checkback:

1m-1M

1ST- 2♣ - Obliga a 2♦

2♦ Pregunta por tenencia en Mayores F.G

2♥ 6° en ♥ a pasar

2♠ 6° en ♠ a pasar o 4-4 en Mayores 11+

2ST Obliga a 3♣

1m 1M

1ST 2♣

2♦ Paso: S/O en ♦

2M 5to inv, 2OM 4to inv

2ST Bal inv, 3m Bic Inv

3M 6° mala calidad inv

1m 1M

1ST 2♦

2M fit 3ro

2OM 4to

2ST 2-3 en Mayores

1m 1M

1ST 2ST

3♣ Paso S/O en ♣

3♦, 3♥, 3♠

Bicolor 5-5 o 6-5

Al menos Game

4. - 2♣ - 2♦ Relay, asking pd hand

2♥ = Relay to 2♠

2♠ = Nat. 5+ Spades

2NT = 22-23 Bal. (3♣ Puppet Stayman)

3♣ = 5+♣ (The Relay: 3♦ ask for Majors)

3♦ = 5+♦, NO Majors

3♥ = 5+♥ and 4♥

3♠ = 5+♠ and 4♠

3NT = 26-27 Bal. (4♣ Puppet Stayman)

4NT = 30-31 Bal. (5♣ Puppet Stayman)

2♣ - 2♦

2♥ - 2♠ (Relay)

2NT= 24-25 Bal. - 3♣ (Puppet Stayman)

3♣ = 5+♥ and 4+♣

3♦ = 5+♥ and 4+♦

3♥ = 6+♥

3♠ = 5+♥ and 4+♠

3NT= 28-29 Bal. - 4♣ (Puppet Stayman)

4NT= 32-33 Bal. - 5♣ (Puppet Stayman)

2♣ - 2♦

3♣ - 3♦ (Asks for majors)

3♥ (5+♣ and 4♥)

3♠ (5+♣ and 4♠)

3NT (SIN Mayores)

4♣ = 6+♣ (sin Mayores)

4♦ = 5+♣ y 4♦ (sin Mayores)

4♥ = 6♣ y 5♥

4♠ = 6♣ y 5♠

5. - 2♦ - 2♥

2NT = 4-4-4-1 (17-19 HCP concentrated in long suits)
 3♣ = 4-4-1-4 (17-19 HCP concentrated in long suits)
 3♦ = 4-1-4-4 (17-19 HCP concentrated in long suits)
 3♥ = 1-4-4-4 (17-19 HCP concentrated in long suits)
 3♠ = 4-4-4-1 (20-22 HCP concentrated in long suits)
 3NT = 4-4-1-4 (20-22 HCP concentrated in long suits)
 4♣ = 4-1-4-4 (20-22 HCP concentrated in long suits)
 4♦ = 1-4-4-4 (20-22 HCP concentrated in long suits)
 4♥ = 4-4-4-1 (23+ HCP concentrated in long suits), etc

2♦ - 2NT

3♣ = bad weak with ♥
 3♦ = bad weak with ♠
 3♥ = good weak with ♠
 3♠ = good weak with ♥
 3NT = 4-4-4-1 (17-19 HCP concentrated in long suits)*
 4♣ = 4-4-1-4 (17-19 HCP concentrated in long suits)*
 4♦ = 4-1-4-4 (17-19 HCP concentrated in long suits)*
 4♥ = 1-4-4-4 (17-19 HCP concentrated in long suits)*
 4♠ = 4-4-4-1 (20+ HCP concentrated in long suits)*, etc

*También sobre 2♦ - 2♠. Sobre otras respuestas se comienza a dar los singletons a partir del salto en ST.

2♦ - 2♥ (*the same for any 4-4-4-1)

2NT-3♣ (Singleton del Comp) Pide controles (A/K)
 El As son 2 ctrls, el K 1 ctrl.
 3♦ = 3 controls
 3♥ = 4 controls
 3♠ = 5 controls
 3NT = 6 controls
 4♣ = 7 controls
 4♦ = 8 controls
 4♥ = 9 controls

6. - 2NT - 3♣ = Puppet Stayman

3♦ = Denies 4 and 5♥ or 5♠
 3♥ = Shows 4 or 5♥
 3♠ = Shows 5♠
 3NT = Shows 4♥ and 4♠

4♣ = Abridor escoge
 4♦ = trsfr. a ♥
 4♥ = trsfr. a ♠

2NT - 3♣

3♦ -
 3♥ = Asks for ♠'s
 3♠ = Relay to 3NT
 3NT = Shows 4♠ and 5♥

3♠ = 3♠'s□
 3NT = 2♠
 4♠ = 4♠

2NT - 3♣

3♥ -
 3♠ = Asks if 4♥ or 5♥
 3NT = to play
 4♣ = Nat. 5♣, may have 3♥
 4♦ = Nat. 5♦, may have 3♥
 4♥ = To Play
 4♠ = Art. Key Card in ♥
 4ST = Quantitative

3NT = 4♥
 4♥ = 5♥

2NT - 3♣

3♠ - 3NT = to play
 4♣ = Nat. 5♣, may have 3♠
 4♦ = Nat. 5♦, may have 3♠
 4♥ = Art. Key Card in ♠
 4♠ = To Play
 4ST = Quantitative

7. 1m - 1♥

2♥ (Puede ser 3_{ro}) - 2NT (13+ PH) = Pregunta por el apoyo
 3♣ = 3♥ con singleton, el relay pregunta singleton – se responde LOW - MEDIUM – HIGH.
 3♦ = 4♥ con singleton, el relay pregunta singleton – se responde LOW - MEDIUM – HIGH.
 3♥ = 3♥ sin singleton,
 3♠ = 4♥ sin singleton.

Igual para:
 1x - 1♠
 2♠ - 2NT

8.- Bicolores Específicas = 11+ HCP

1♣-2♦	al menos	5♥ y 5♠
1♣-2ST	al menos	5♦ y 5♥
1♣-3♣	al menos	5♦ y 5♠
1♦-2♦	al menos	5♥ y 5♠
1♦-2ST	al menos	5♣ y 5♥
1♦-3♣	al menos	5♣ y 5♠
1♥-2♥	al menos	5♣ y 5♠
1♥-2ST	al menos	5♣ y 5♦
1♥-3♣	al menos	5♦ y 5♠
1♠-2♠	al menos	5♣ y 5♥
1♠-2ST	al menos	5♣ y 5♦
1♠-3♣	al menos	5♦ y 5♥

9. Apertura de 1ST

1NT - 2♣

2♦ = SIN 4♥ o 4♠

2♥ = 4♥

2♠ = 4♠, sin 4♥

Luego de 2♦ y 2♥, 2♠ es

Stayman de menores

Luego de cualquiera de las respuestas al Stayman 3♣

y 3♦ un menor al menos 5to 14+

(los relays preguntan, respuestas estilo

Low-Medium-High).

Estos dos últimos gadgets están disponibles luego de los transfer a

Mayores (para mostrar sing y

Game o + o menor al menos 4to

E interés de slam)

1NT - 2♣

2♦ -

3♥ = 4♥ and 5♠

3♠ = 5♥ and 4♠

1NT - 2♦ (♥ Transfer)*

2♥ = 2 or 3♥, Any PH.

2♠ = 4♥, Max. and 2♠

2NT = 4♥ Max. and 3-3-3

3♣ = 4♥, Max. and 2♦

3♦ = 4♥, Max. and 2♣

3♥ = 4♥, Min.

*Igual para: 1NT - 2♥ (♠ Transfer)

1NT - 2♠ (Transfer a ♣)

2NT - A or K♣

3♣ = sin A or K♣

1NT-3♣ (5-5 minors)

Pass or corrige

1NT - 2NT (Transfer a ♦)

3♣ - A or K♦

3♦ - sin A or K♦

1NT-3♦ (5-5 in Majors)

10. Defensas:

Vs. opponent's 1NT (15-17)

MULTI-LANDY (2da Posición)

X = Castigo (16+)

2♣ = 5♥ + 5♠, (algunos 4-4)

2♦ = Monocolor en un Mayor

2♥ = 5♥ y 4 de un menor

2♠ = 5♠ y 4 de un menor

2NT = menores

Las declaraciones a nivel de 3 son

Naturales preventivas.

Todas las acciones muestran al menos apertura si es

Vul o al menos 9PH concentrados si NV.

D.O.N.T: (4ta Posición)

X = One-suited hand (2♣ asks for the suit)

2♣ = ♣ + another suit (2♦: Pass or Correct)

2♦ = ♦ + a Major (2♥: Pass or Correct)

2♥ = ♥ + ♠

2♠ = ♠ (at least 6 cards weaker than X)

2NT = minors (16+)

3♣ = ♣ + a Major (16+)

3♦ = ♦ + a Major (16+)

3♥ = ♥ + ♠ (16+)

3♠ = Spade pre-emptive

vs. opponent's weak 1NT (<14)

X = 13+ at least 3♥ and 3♠

2♣ = 4♥ 4♠

2♦ = Strong Major one suiter or

Strong 5M 5m (strong=16+)

2♥ = 5♥ 4+m

2♠ = 5♠ 4+m

2NT = 4♥ 5+m

3♣ = 4♠ 5+♣

3♦ = 4♠ 5+♦

Vs. opponent's Strong 1♣ (16+)

CRASH: (Color – Rank – Shape)

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 ♣/♥)

Estas acciones muestran manos débiles (6-11). El Advancer declara el mejor palo de la peor combinación

* La misma estructura luego de 1♣-P -1♦ (a menos que 1♦ sea trsfer)

* La misma estructura sobre apertura de 2♣ artificial fuerte