

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 limit or + with fit or 13+ without fit
<b>1NT OVERCALL</b>
2 <sup>nd</sup> Seat: 15-18 (System on)
4 <sup>th</sup> Seat: 11-14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Preemptive
<b>2-Suit:</b> Unusual & Michaels (Strong or Weak hands)
<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>
Vs Strong NT: 2 <sup>nd</sup> seat= multi-landy
4 <sup>th</sup> seat= DONT
<b>VS WEAK NT</b>
2 <sup>nd</sup> seat = multi-landy
4 <sup>th</sup> seat = multi-landy
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural, lebensohl after T/O double
4NT: minors
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Vs 1♣ strong = CRaSh
Vs 2♣ strong = CRaSh
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble: 10+ w/o fit or 13 with or w/o fit (any double afterwards is for penalties)
Other: Nothing Changes

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: Vs. NT K request Attitude, A and Q requests Count or unblocking			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax, A	AKQJT+, AKQT+, AKJ9+	
King	KQx+, Kx, AK, KQ	KQJx, KQT, KQx AKx	
Queen	QJx(+), QJ, Qx, Q	QJ10(+), QJ9(+), QJ(+), KQT9(+)	
Jack	KJT (+), JT98(+) J109(+)	AJ10(+), KJT(+), JT98(+), J109x	
10	KT9(+), QT9(+), T9(+)	AT9(+), KT9(+), QT9(+), T9xx	
9	K98(+), Q98(+), 98(+)	A98(+), K98(+), Q98(+), 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):			
STD			
Lavinthal & Smith Echo over NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
2 <sup>nd</sup> Seat: Could be weak if perfect shape			
4 <sup>th</sup> Seat: 10+			
<b>Answers:</b> same level 0-7, Jump 8-11; Cue-Bid 12+			
After redouble Pass is for penalties/no suit preference			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLS			
Maximal Double			



World Bridge Federation  
Convention Card



**SYSTEM CATEGORY:** Green - Natural

**NCBO:** Chile

**EVENT:** ALL.

**PLAYERS:** G. Guridi – F. Nacur

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.
<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 21+)
2♥: 6♥'s. Intermediate hand 8-11.
2♠: 6♠'s. Intermediate hand 8-11.
Gambling 3NT
Weak Jump Overcalls
Michael's Cue Bids, Unusual NT
One Under
<b>SPECIAL FORCING PASS SEQUENCES</b>
After FG auctions and competition at the 5-level or higher.
After 2♣ openings
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Good/Bad 2NT
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ART. F.	MIN. # CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3		Natural, 11-21 HCP.	1NT=6-10, 2♣=5+♣ 11+, 2♦= 5+♣ 7-10, 3♣=5+♣ 0-6, 2NT=11-12	2-way Check-back, 4 <sup>th</sup> suit forcing.	Same
1♦		3		Natural, 11-21 HCP.	1NT=6-10, 2♦=5+♦11+, 3♣=5+♦ 7-10, 3♦=5+♦0-6, 2NT=11- 12,	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1♥		5		Natural, 11-21 HCP.	1NT=6-11 (semi-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, 4♥=barrage.	2-way Check-back, 4 <sup>th</sup> suit forcing.	Drury
1♠		5		Natural, 11-21 HCP.	1NT=6-11 (semi-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, 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♠=range ask/trfr to ♣, 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		
2♣	x			Balanced hand 23+, 18+ w/ 4 losers in Maj. or 3 losers in min, GF.	2♦=waiting, 2♥=5+♥ with 2H (AKQ), 2♠=5+♠ with 2H(AKQ), 3♣=6+♣ with 2H(AKQ), 3♦=6+♦ with 2H(AKQ), 2ST= bal 8+		
2♦	x	5		6♥ or 6♠ 3-7 pts or balanced (22-23 or 26-27pts).	2♥=Pass or correct, 2♠ Pass or correct, 2NT= ask with good hand, 3♥ pass or correct, 4♣ asks for major in transfer, 4♦ asks for major, 4♥/♠ to play		
2♥	x	6		6♥ 8-11 pts	2nt=asks the quality of the hand	Over 2NT: 3♥ bad, any other, good hand with something in the suit	
2♠	x	6		6♠ 8-11 pts	2nt=asks the quality of the hand	Over 2NT: 3♠ bad, any other, good hand with something in the suit	
2NT				19-20 HCP 1 <sup>st</sup> and 2 <sup>nd</sup> seat 20 - 21 HCP balanced hand. May have 5-card Major.	3♣=Puppet Stayman, 3♦=trfr to ♥, 3♥=trfr to ♠, 3♠=Minors, 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative	Over 3♣: 3♦=No 4♥nor 5♠, 3♥= 4-5♥, 3♠=5♠	
3♣		6		6 or 7♣ 0-10 pts.			
3♦		6		6 or 7♦ 0-10 pts.			
3♥		7(6)		7♥ 0-10 pts.			
3♠		7(6)		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. Dopu 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.