

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
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
1NT OVERCALL
2 nd Seat: 15-18 (System on)
4 th Seat: 11-14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Preemptive
2-Suit: Unusual & Michaels (Strong or Weak hands)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Dir CB = Michaels
Except: (1♣) 2♣ Natural
(1♣) 2♦: Michaels
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT: 2 nd seat= multi-landy
4 th seat= DONT
VS WEAK NT
2 nd seat = multi-landy
4 th seat = multi-landy
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural, lebensohl after T/O double
Cue Bid: Strong - Most probably 2 suits
4NT: minors
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣ strong = CRaSh
Vs 2♣ strong = CRaSh
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble: 10+ w/o fit or 13 with or w/o fit (any double afterwards
Is for penalties)
One Under (The bid under raise is 7-11, while a raise is 0-6)
Other: Nothing Changes

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Natural	
NT	2 nd /4 th	Natural	
Subseq			
Other: Vs. NT K request Attitude, A and Q requests Count or			
Unblocking			
LEADS			
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	QJT(+), QJ9(+), QJ(+), KQT9(+)	
Jack	KJT (+), JT9(+), JT(+), Jx	AJT(+), KJT(+), JT9(+)	
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	
SIGNALS IN ORDER OF PRIORITY			
	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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd Seat: Could be weak if perfect shape			
4 th Seat: 10+			
Answers: same level 0-7, Jump 8-11; Cue-Bid 12+			
After redouble Pass is for penalties/no suit preference			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLS			
Negative Double			
Support Double and Redouble			
Maximal Double			



World Bridge Federation
Convention Card



SYSTEM CATEGORY: Green - Natural

NCBO: Chile

EVENT: ALL.

PLAYERS: G. Guridi – F. Nacur

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
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.
1NT Openings: 14-16 in first and second seat. 15-17 other pos.
May be semi-balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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
SPECIAL FORCING PASS SEQUENCES
After FG auctions and competition at the 5-level or higher.
After 2♣ openings
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Good/Bad 2NT
Scrambling 2NT
PSYCHICS: Rare

OPENING	TICK IF ARTIF.	MIN. # CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3		Natural, 11-21 HCP.	1NT=6-10, 2♣=5+♣ 6-10, 2♦= 5+♣ 11-12, 3♣=5+♣ 0-6, 2NT=11-12, 2♥=3-way, 2♠=2-way	2-way Check-back, 4 th suit forcing.	Same
1♦		3		Natural, 11-21 HCP.	1NT=6-10, 2♦=5+♦ 7-10, 3♣=5+♦ 11-12, 3♦=5+♦ 0-6, 2NT=11- 12, 2♥=3-way, 2♠=2-way	2-way Check-back, 4 th suit forcing.	
1♥		5		Natural, 11-21 HCP.	1NT=6-11 (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, 3NT=4333 with 3♥ 13-14, 4♣ = balanced support with 3♥ 16-17, 4♦ = barrage with lateral high card (A, K, KJ) 4♥=barrage.	2-way Check-back, 4 th suit forcing.	Drury
1♠		5		Natural, 11-21 HCP.	1NT=6-11 (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, 3NT=4333 with 3♠ 13-14, 4♣= balanced with 3♠ 16-17, 4♦ = barrage with a lateral point (A, K, KJ) 4♠=barrage.	2-way Check-back, 4 th suit forcing.	Drury
1NT				14-16 HCP 1 st and 2 nd seat. Other pos 15-17 HCP Balanced or semibalanced hand. May have 5 cards major.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=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 st and 2 nd 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. Dopi 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.							

Supplementary Sheets

Supplementary notes

- (1) Vs opponent's 1 ST (15-17)

Multi-landy

Over opponent's strong NT opening, 2th position:

X = penalty double

2♠ = both majors

2♦ = A Major (Advancer bids 2♥: Pass or Correct)

2♥ = ♥ and a minor

2♠ = ♠ and a minor

2NT = minors (could be weak)

3♣ = ♣ (could be weak)

3♦ = ♦ (could be weak)

3♥/♠ = the mayor (strong)

The two suits might be 5-4 (4-5).

- (2) Over opponent's weak N.T (<14)

X = 13+

Multi-landy

Same in 4th position.

- (3) Over opponents strong 1♠ (16+): Crash

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 ♣/♥)

Advancer bids best suit of worst combination.

- (4) Over opponents strong 2♠ (20+): Crash

X = two suited hand with both suits of the same Color (♠/♣ or ♥/♦)

2♦ = two suited hand with both suits of the same Rank (♠/♥ or ♣/♦)

2NT = two suited hand with both suits of the same Shape (♠/♦ or ♣/♥)

- (5) After:

1NT-2♠

2♦-2♥ = Pass or correct to 2♠ (weak hand with both Majors)

1NT-2♠

2♦-3♥ = 5♠ and (at least) 4♥

3♠ = 5♥ and 4♠

1NT-3♣ asks for 4 or 5 of a mayor with 10+pts

3♦ = 3-♥ and 4-♠

3♥ = 4-5♥, 3♠ asks

3♠ = 5♠

3NT = 4-4 mayors

- (6) Over 2NT (opening or rebid after 2♣ or rebid after 2♦)

Puppet Stayman: Same as 1NT-3♣

- (7) 3-Way:

1m - 2♥ → 13+pts and 3 options:

- Balanced hand with no mayors
- 6♥ solid
- 5 or the minor without 4 of the other minor

2♠ asks the hand:

- 2NT → balanced, 3♣ asks for HCP *
- 3♣ → 5 minor and a void or singleton, 3♦ asks void or singleton (3♥ = other minor, 3♠ = ♥, 3NT = ♠), a step ask H.P *
- 3♦ → 5 minor and no void or singleton, 3♥ asks HCP *
- 3♥ → solid 6 and 13-15 H.P
- 3♠ → solid 6 and 16-17 H.P
- 3NT → solid 6 and 18-19 H.P
- ...
- ...

* 1 step = 13-15, 2 steps = 16-17, 3 steps = 18-19, 4 steps = 20-21

(8) 2-Way:

1m -- 2♠ → 13+pts and 2 options:

- 6♠ solid
- 5 of the minor with 4 of the other minor

2NT asks the hand:

- 3♣ → 5-4 minors, 3♦ asks HCP *
- 3♦ → 5-5 minors, 3♥ asks HCP *
- 3♥ → 6-4 minors or better, 3♠ asks HCP *
- 3♠ → solid 6♠ and 13-15 HCP
- 3NT → solid 6♠ and 16-17 HCP
- 4♣ → solid 6♠ and 18-19 HCP
- ...

* 1 step = 13-15, 2 steps = 16-17, 3 steps = 18-19, 4 steps = 20-21