## Defensive and Competitive Bidding

Overcalls (Style; responses: $1 / 2$ level; reopening)
General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
Take-out double:
General Style = Can be light / shaped
Responses: Natural. Cue bid = Forcing

1NT overcalls (2nd/4th live; responses; reopening)
2nd Position = 15-18
Responses: Bid as 1NT opening
Natural
4th Position = 11-16
Responses: Natural
Jump Overcalls: (Style; responses; unusual NT)
1-Suit : Natural;
Responses - New suit = forcing

## Direct and Jump cue Bids (Style; responses; reopen)

Direct Cue Bid = Michaels (Note 1)

Vs NT (vs Strong/weak; reopening; pH
Modified Cappelletti (Note 3)

Vs preempts (doubles, cue-Bids; jumps; NT bids
Take out doubles thru 4v
Leaping Michaels

## Vs Artificial Strong Openings

## Over Opponents take out double

New suit forcing at 1-level
Jump Shift non-forcing
Double Jump = Splinter / 2NT = limit raise or better.


WORLD BRIDGE FEDERATION
Standard Card
Team Panama

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System Summary

## General approach and Style

Natural, 5-card Majors
Longer Minor - 1D if 3.3
Weak jump raises over majors
1 NT response = semi forcing

## 1NT Opening: 14+-17

2 over 1 response: Promises rebid

## Special Bids that may require defence

2\% Opening = strong, near Game Force - any suit or 20-21 NT
2 Opening = Multi, Weakinamajor or 22-23NT
$2 v$ Opening $5 v+5$ minor
2\& Opening $=5 \uparrow+5$ minor)
3NT Opening $=5-5$ Majors $<10 \mathrm{HCP}$
2NT Overcall = two lower unbid suits
Michaels Cue-bids (Note 1)
Lebensohl after 2-level overcall of 1NT (Note 2)
Negative Doubles to 4v

## Special Forcing Pass Sequences

At 5 level, pass shows 1 loser in opponent's competitive auction

## Important notes that don't fit elsewhere

Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
Low Level Penaltv Doubles
Psychics:
Rare


