

## Defensive and Competitive Bidding

|   |
|---|
| <b>Overcalls (Style; responses: 1/2 level; reopening)</b>     |
| General Style = 5+cards, maybe 4 at the one level, 8-16 hcp   |
| Reponses: Jump Raise = Preemptive                             |
| <b>New Suit = Forcing</b>                                     |
| Jump cue / 2nt = natural, mixed or limit+, depends on auction |
| <b>Take-out double</b>  |
| General Style = Can be light / shaped                         |
| Responses: Natural. Cue bid = Forcing                         |
| Jump Invitational   |
| <b>1NT overcalls (2nd/4th live; responses; reopening)</b>     |
| 2nd Position = 15+ - 18                                       |
| Responses: over 1m opening system ON                          |
| over 1M opening with adjustments                              |
| 4th Position = 11 – 14 vs 1m, 15-17 vs 1M                     |
| Responses: Same than direct                                   |
| <b>Jump Overcalls: (Style; responses; unusual NT)</b>         |
| In general: Weak  |
| Responses - New suit = forcing                                |
| 3NT = Long Major – intermediate to strong -                   |
| <b>Direct and Jump cue Bids (Style; responses; reopen)</b>    |
| Michaels  |
| <b>Vs NT (vs Strong/weak; reopening; pH)</b>                  |
| Multi-Landy adjusted  |
| X vs Strong NT= 4♠ and a longer minor                         |
| <b>Vs preempts (doubles, cue-Bids; jumps; NT bids)</b>        |
| Leaping Michaels, (2M)-3M = Minors, 2NT = 16-18               |
| T/O dbl / Lebensohl   |
| <b>Vs Artificial Strong Openings</b>                          |
| vs 1♣ strong: X = majors, 1NT = minors                        |
| <b>Over Opponents take out double</b>                         |
| On 1M openings: underbid, 2NT Jordan                          |
| New suit = F1, XX = 11+ (no fit on major openings)            |

## Leads and Signals

|  |                             |                               |
|--|-----------------------------|-------------------------------|
| <b>Opening Leads – style</b>                                 |                             |                               |
| Lead   | In Partner's Suit           |                               |
| Suit   | 3rd / 5th                   |                               |
| NT   | Attitude: low with interest |                               |
| Subseq   | Attitude / SP               |                               |
| Other  |                             |                               |
| <b>Leads</b>   |                             |                               |
| Lead   | Vs. Suit                    | Vs. NT                        |
| Ace  | AKx: Axxx(+)                | AK: AKx(+)                    |
| King   | KQ; AK; AKJ10(x); KQx(+);   |                               |
| Queen  | QJ; QJx(x)                  | QJ; QJx(+); AQJx(+); KQ109(+) |
| Jack   | J10; J10x(+); KJ10x(+)      | J10; J10x(+); KJ10x(+)        |
| 10   | 109; 109x(+); H109x(+); 10x |                               |
| 9  | 9x; 98x(+)                  | 98x(+)                        |
| Hi-x   | Sx; xxS Sx; Sxx; xSxx       |                               |
| Lo-x   | HxS; HxSx(+); xSxx(+)       | HxS; Hxx(+); S; xxx(+); S     |
| <b>Signals in order of Priority</b>                          |                             |                               |
| Partner's Lead   | Declarer's Lead             | Discarding – UDCA             |
| Suit-1   | Lo = E                      | Same Same                     |
| Suit-2   | Hi = Odd                    |                               |
| Suit-3   | S/P                         |                               |
| NT-1   | Lo = E                      | Same Same                     |
| NT-2   | Hi = Odd                    |                               |
| NT-3   | S/P                         |                               |
| <b>Signals (including trumps):</b>                           |                             |                               |
| Hi in declarers suit = ask for a shift                       |                             |                               |
| Hi/Lo in trump suit shows ability to ruff                    |                             |                               |
| First discard in NT Lavinthal                                |                             |                               |
| <b>Takeout Doubles (Style; responses reopening)</b>          |                             |                               |
| May be light with classic shape                              |                             |                               |
| Resp: Cue = F until a suit is bid twice;                     |                             |                               |
| New suit = F1  |                             |                               |
| Reopen: same   |                             |                               |
| <b>Special, artificial and competitive doubles/redoubles</b> |                             |                               |
| Neg. doubles thru 7♥   |                             |                               |
| Resp. doubles after T/O doubles thru 4♥                      |                             |                               |
| Support doubles thru 1♠                                      |                             |                               |
| Maximal Invitation doubles in competition                    |                             |                               |
| Cooperative doubles  |                             |                               |



## WORLD BRIDGE FEDERATION

COUNTRY: COLOMBIA

PLAYERS: LUISANA MADUENO – JUANC C CASTILLO

EVENT: WORLD BRIDGE GAMES 2024 BUENOS AIRES MIX TEAMS

### System Summary

#### General approach and Style

2/1 GF, 5-card Majors, 1NT resp. o/1M = non forcing

1♦: 4+cards, 1♣: 2+cards (4.2)

1NT Opening: 14+ – 17-

2♣ opening: Strong

2♦ opening: Multi, weak only

2♥/2♠ openings = Two suiter M+lower ranking weak 6-10

2NT opening = 20-21 balance

#### Special Bids that may require defense

2♦ = Multi – weak one Major

2♥ = Weak (6-10) (55)+ ♥-hearts and a minor

2♠ = Weak (6-10) (55)+ ♠-spades and lower ranking suit

2NT Overcall = two lower unbid suits

3NT Overcall = Good long M intermediate to strong-

Transfer Lebensohl after 2-level overcall of our 1NT

1♣-(1♦): X=4+♥, 1♥=♠, 1♠=both-M

1m-(1♥): X=4+♠, 1♠=values and less than 4♠

#### Special Forcing Pass Sequences

In Game Force situations

#### Important notes that don't fit elsewhere

All carding agreements are flexible, leads also flexible

**Psychics:** rare could happen

| Opening  | Tick if Artificial | Min. No. Cards | Neg. Dbl. Thru' | Description  | Responses   | Subsequent Auction   | Modifications over Competition and with Passed Partner |
|----------|--------------------|----------------|-----------------|--|---|--|--|
| Pass     |                    |                |                 | Not an Opening Bid   |   |  |  |
| 1♣       |                    | 2              | 7♥              | 3+♣-clubs<br>Or 4432<br>11 - 21 HCP                        | Inv Minors: 2♣=GF, 3♣=weak<br>2NT = very weak raise<br>2♥/2♠=limit unbal/bal<br>2♦ = Mix Raise      | XYZ<br>Jump to 2NT = 18-19<br>2♦ Two Way Reverse                           | Good Bad 2nt -   |
| 1♦       |                    | 4              | 7♥              | 4+♦-diamonds<br>11 - 21 HCP                                | Inv Minors: 2♦=GF, 3♦=weak<br>2NT = very weak raise<br>2♥/2♠=limit unbal/bal<br>3♣ = Mix Raise      | XYZ<br>Jump to 2NT = 18-19   | Good Bad 2NT:  |
| 1♥       |                    | 5<br>(4)       | 7♦              | 5-card major<br>11 - 21 HCP                                | 1NT SemiForcing, (5+-12); 2/1 GF<br>Inv. Bergen raises; 2NT = Jacoby<br>2♠ = Limit unbal. w/3-cards |  | In Comp: 2NT = Limit+ 4-card support                   |
| 1♠       |                    | 5<br>(4)       | 7♥              | 5-card major<br>11 - 21 HCP                                | 1NT SemiForcing, (5+-12); 2/1 GF<br>Inv. Bergen raises; 2NT = Jacoby<br>3♥ = Limit unbal. w/3-cards | Jump to 3♣ = strong artificial   | In Comp: 2NT = Limit+ 4-card support                   |
| 1NT      |                    |                |                 | 14+ - 17 balanced  | Stayman, transfers, 2♠=SIZE or ♣, 2NT= ♦<br>3♦=minors+ 3♥/3♠ = (31)(54)                             | Garbage Stayman<br>2 <sup>nd</sup> suit Transfers                          | Transfer Lebensohl                                     |
| 2♣       | X                  | 0              | n/a             | Artificial, strong<br>Semi GF                              | 2♦ = Waiting, GF<br>2♥ = 0-3 Neg. 2NT = 6+♠ 2♠ = 6+ ♥<br>3♣/3♦ = Nat                                |  | X = 0-3  |
| 2♦       | X                  | 0              | n/a             | MULTI: (6 – 10) weak ♥/♠                                   | 2♥=p/c, 2♠=p/c<br>2NT=ask (~13+)  | 2NT = 20-21 bal<br>3♣/3♦ = Strong<br>2♦-2NT-3♥/3♠ = Flip Flop              | X = Pass or correct                                    |
| 2♥<br>2♠ |                    | 5              | n/a             | Two Suited Hand Weak (6-10)<br>(55)+ Major + lower ranking | 2NT asks for second suit, 3♣=p/c,   | After 2NT: 3♣/3♦ = Nat. Min.<br>3♥/3♠ = ♣/♦ Max.                           | X = Pass or correct if apply                           |
| 2NT      |                    |                |                 | 20-21 Balance  | Stayman – transfer  |  |  |
| 3x       |                    | 6              |                 | Pre-emptive  | Natural, New Suit forcing   |  |  |
| 3NT      | X                  |                |                 | LONG M SUIT – Intermediate                                 |   | Slam Approach and Conventions (including all Slam-Interest Bids)           |  |
| 4x       |                    | 7              |                 | Pre-emptive  | Natural   |  |  |
| 5x       |                    | 8              |                 | Pre-emptive  | Natural   |  |  |
|          |                    |                |                 |  |   |  |  |
|          |                    |                |                 |  |   | RKCB 1430, Cue Bids, Splinters<br>4NT Quantitative, 5NT Pick a Slam or GSF |  |

