

## 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
Transfer Advances up to our 2♠ overcall
New Suit = Forcing
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 (2♣=♦ 2♦=0M)
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
3♣ over 1M = (55)+ other major + ♦-diamonds
<b>Direct and Jump cue Bids (Style; responses; reopen)</b>
Direct Cue Bid = Specific Michaels (1m)-2m = Majors
(1M)-2M = (55)+ other major + ♣-clubs
<b>Vs NT (vs Strong/weak; reopening; pH)</b>
Multi-Landy adjusted
X vs Strong NT= 4M 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 = 10+

## 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(+); Sxx(+)
<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 may show 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: JUANITA OCHOA – JORGE A BARRERA

EVENT: SMALL FEDERATION ONLINE OPEN TEAMS 2024

## System Summary

### General approach and Style

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

1♦:4+cards, 1♣:2+cards (4.2)

1NT Opening: 15 – 17

2♣ opening: Strong

2♦ opening: Multi, weak and strong options

2♥/2♠ openings = Two suiter M+m weak 6-11

2NT opening = Minors weak 6-11

### Special Bids that may require defense

2♦ = Multi – weak one Major OR 20-21 bal OR  
OR 6+♦ Strong OR 5+♦-4+♣ Strong

2♥ = Weak (6-11) (55)+ ♥-hearts and a minor

2♠ = Weak (6-11) (55)+ ♠-spades and a minor

2NT = Weak (6-11) (55)+ both minors

2NT Overcall = two lower unbid suits

Specific Michaels: (1M)-2M = (55)+ Other Major + ♣-clubs

(1M)-3♣ = (55)+ Other Major + ♦-diamonds

Transfer Lebensohl after 2-level overcall of our 1NT

Transfer Advances (between cue-bid and single raise)

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, might not be honest

**Psychics:** Often

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 Or 4432 11 - 21 HCP	Inv Minors: 2♣=GF, 3♣=weak 2NT = very weak raise 2♦=♣-mixed raise, 2♥/2♠=limit unbal/bal	XYZ Jump to 2NT = 18-19 2♦ Two Way Reverse	Good Bad 2NT: 2NT Good
1♦		4	7♥	4+♦-diamonds 11 - 21 HCP	Inv Minors: 2♦=GF, 3♦=weak 2NT = very weak raise, 2♣=nat GF 3♣=♦-mixed raise, 2♥=♦-limit, 2♠=6+♣ (9-11)	XYZ Jump to 2NT = 18-19	Good Bad 2NT: 2NT Good
1♥		5 (4)	7♦	5-card major 11 - 21 HCP	1NT SemiForcing, (5+-12); 2/1 GF Inv. Bergen raises; 2NT = Jacoby 2♠ = Limit unbal. w/3-cards Two-way Splinters	Gazzilli	In Comp: 2NT = Limit+ 4-card support
1♠		5 (4)	7♥	5-card major 11 - 21 HCP	1NT SemiForcing, (5+-12); 2/1 GF Inv. Bergen raises; 2NT = Jacoby 3♥ = Limit unbal. w/3-cards Two-way Splinters	Gazzilli	In Comp: 2NT = Limit+ 4-card support
1NT				14+ - 17 balanced	Stayman, transfers, 2♠=SIZE or ♣, 2NT= puppet 3♣=♦, 3♦=minors+ 3♥/3♠= (31)(54)	Garbage Stayman 2 <sup>nd</sup> suit Transfers	Transfer Lebensohl
2♣	X	0	n/a	Artificial, strong Semi GF	2♦ = Waiting, GF 2♥ = 0-3 Neg. 2NT = 5+♥ 2♠/3♣/3♦ = Nat	Kokish	X = 0-3
2♦	X	0	n/a	MULTI: (6 – 10) weak ♥/♠ or 20-21 bal. or 6+♦-Strong or 5+♦-4+♣ Strong	2♥=p/c, 2♠=p/c 2NT=ask (~13+) or 44+ both majors (5+) 3-level=both majors (0-5)	2NT = 20-21 bal 3♣/3♦ = Strong 2♦-2NT-3♥/3♠ = Flip Flop	X = Pass or correct
2♥ 2♠		5	n/a	Two Suited Hand Weak (6-11) (55)+ Major + minor	2NT asks for second suit, 3♣=p/c, 3♦(o/2♥) and 3♥(o/2♠) = Limit+, 3♦(o/2♠)=♥	After 2NT: 3♣/3♦ = Nat. Min. 3♥/3♠ = ♣/♦ Max.	X = Pass or correct if apply
2NT	X			Two Suited Hand Weak (6-11) (55)+ Both minors	Natural 3♥/3♠ = Forcing, 4♣/4♦ = Slam try		
3x		6		Pre-emptive	Natural, New Suit forcing		
3NT	X			Gambling	4♣ Pass or Correct	Slam Approach and Conventions (including all Slam-Interest Bids)	
4x		7		Pre-emptive	Natural		
5x		8		Pre-emptive	Natural		
						RKCB 1430, Cue Bids, Splinters 4NT Quantitative, 5NT Pick a Slam or GSF	

