

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Sound from 8 to 17 HCP, Double for 18+ HCP
Responses: Jump Raise = Preemptive
Cue Bid = Forcing Raise
New Suit = Forcing
Take Out Double: can be light for reopening bid / shaped
Responses: natural Cue Bid forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Position; 15-18
Responses: Bid as 1 NT opening
Natural
4 th Position: Might be with 14-18 HCP
Responses: Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
General: 2♣ / 2♦ / 2♥ / 2♠ Weak
1♦ - 2♦ Two Majors ; 1♥ / ♠ - 2 NT: Two minors
1♥ - 2♥: Spades and a minor ; 1♠ - 2♠: Hearts and a minor
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = Michaels
1♦ - 2♦ Two Majors ; 1♥ / ♠ - 2 NT: Two minors
1♥ - 2♥: Spades and a minor ; 1♠ - 2♠: Hearts and a minor
VS. NT (vs. Strong/Weak; Reopening; PH)
Hamilton Kohn as Capeletti
Double: 17 HCP or more willing to play in a suit
2♣: 10-16 HCP a one suited hand
2♦: 10-16 HCP two majors suit 5-5
2♥ / ♠: 10-16 HCP 5♥ / ♠ or more and may be with a minor suit
2NT: 10-16 HCP with two minors suit
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru 3
Natural with at least an opening hand
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double: Showing interest in the color used as Artificial.
Natural: showing a strong suit at least with five cards-
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level
Jump Shift non-forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	4th	4 th ;	
Subseq			
Other: small with interest ; General			
Note: According to the partnership this may change.			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	AKx; AK; AKJ10(x)		; Axxx(+); AKxxx(+)
King	KQ; AK;		KQ109x; AKJ10(x)
Queen	QJ; QJx(x)		QJx(x)
Jack	J10; J10x(+)		KJ10x(+)
10	109; 109x		
9	9x; 98x(+)		98x(+)
Hi-X	Sx; xxS Sx; Sxx; xSxx		
Lo-X	HxS; HxSx(+); xSxx(+)		HxxS(+);
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Same	Same
Suit 2	Low or High=encouraging Depends on partnership It will be specified if asked during Matches		
3			
1			
NT 2	Low=encouraging		
3			
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue Bid= F until a suit is bid twice;			
New suit = Forcing one round			
Reopen: same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double Support			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Venezuelan Bridge Federation
PLAYERS: All Team Venezuelan Members – Paolo Pasquini Rosa Dao, Teresa Loshi de Zullian, Georgina Puertas, Tanya Vaisberg Ileana Benaim, Olivia Sobrevila, Anna Maria Barsumian
EVENT (Open/Women/Senior/Transnational)
WBF Small Federations Open Pairs
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 1, 5-card Majors
1♣ might be short - 1♣ if 3.3 or if 3♦ and 2♣
1♦ at least 4♦
Preemptive jump raises over majors
1NT response over 1♥/♠: Forcing one round
2 over 1 response: Forcing Game, promises rebid
1NT Opening: 15 - 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near Game Force - any suit,(s) any shape
2♦ Opening: Multi 2♥/2♠ Weak 6-10HCP or strong Hand with 22-23HCP.
2NT = 20-21 HCP
2♥ / ♠ Opening = Weak Major 6+ cards (6-10 HCP) with a minor , at least 5 cards
3NT Opening = Gambling
2NT Overcall = two minor suits
Michaels Cue-bids
Bergen Majors
Response over 1♥ / 1♠: 3♣: 4 th card support 7-9HCP
3♦: 4 th card support 10-11 HCP
Bergen Minors 1♦ - 3♣ Limit in ♦; 1♣ - 2♦ Limit in ♣
Jacoby : Response over 1♥ / 1♠:
2NT: 12 HCP or more with 4 th card support
3NT: 13-15 HCP with 3card support
Slam asking: 1430 Roman Key Card
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Splinter
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	11 - 21 HCP	Single raise weak 1NT non forcing	4th suit forcing; game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force; Checkback from responder if 1♦/♣ -1♥/♠ 11HCP+ with 5♥/♠	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1♦		4	3♠				
1♥		5	3♠	11 - 21 HCP	1NT forcing one round 5+ point 2/1 Forcing game	Raises = limit. Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Constructive raise at least 11 HCP
1♠							
INT				15 - 17 balanced	4 transfers: 2♦ (5♥) 2♥ (5♠) 2♠ (6♣) 2NT(6♦) Smolen: allows responder to show 5-4 or 4-5 shape in the majors with game-forcing values	Over Stayman : rebids are Major invitational. Using Smolen ; if opener denies a major then responder jumps to the three-level in his shorter major	
2♣				Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = waiting Bid. Relay		Natural
2♦	x			MULTI	2♥ (Relay)	2♠ if weak in ♠; 2NT strong hand Response: as Bid 2nt	
2♥		5		6 - 10 HCP with a minor suit	New suit forcing 2NT asks for minor suit		
2♠		5		6 - 10 HCP with a minor suit	New suit forcing 2NT asks for minor suit	When Responders uses PuppetOpener's responses to the Three Clubs inquiry are as follows.	
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Puppet Stayman	3♦ No 5-card major, but at least one 4-card majors 3♥/3♠;5♥/5♠ ;3NT:No4 cardmajor	
3♣				Pre-emptive			
3♦				Pre-emptive			
3♥				Pre-emptive			
3♠				Pre-emptive			
3NT		7 (6)		Gambling			
4♣		8					
4♦		8					
4♥		8					
4♠		8					
4NT		Rare					
5♣/5♦/♥		Rare					

SLAM APPROACH

