## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
General Style $=$ Light

| Reponses: Jump Raise $=$ Preemptive |
| :--- |
| Cue-Bid = Limit+ raise |

Cue-Bid = Limit+ raise
New Suit = Forcing
In Balancing Position: Same
1NT OVERCALL ( $\mathbf{2}^{\text {nd } / 4 ~}{ }^{\text {th }}$ Live; Responses; Reopening)
2nd Position = 15-18
Responses: Systems on (bid as if 1NT opened)
4th Position = 10-14
Responses: Systems on (bid as if 1NT opened)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak and natural
Ghestem modified
2NT $=2$ lowest suit
Reopen: 12-15 6+ suit, 2NT 18-20 bal
DIRECT \& JUMP CUE BIDS (Style; Response; Reopen)
Cue Bids = Modified Ghestem, Responses: Next step: Asks
over 1C, 2C nat, 2D maj, 2NT H/D, 3C S/D, over 1D, 2D maj, 2N
C/H, 3C C/S nf, 3D C/S f. over $1 \mathrm{M}, 2 \mathrm{M}=\mathrm{C} / \mathrm{oM}, 2 \mathrm{~N} \mathrm{~min}, 3 \mathrm{C}$ D/oM
VS. NT (vs. Strong/Weak; Reopening; PH)
$\mathrm{X}=$ points vs weak NT
$\mathrm{X}=(4 \mathrm{M})(5+\mathrm{m})$ or $5+\mathrm{M}(15+)$
$2=\mathrm{MM}$
$2=\mathrm{M}$ or m strong
$2-1 / 2=M+m$
2NT $=\mathrm{mm}$
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout; 2NT= 15-18
CUE $=$ ask stop, leaping michaels (over $3 \mathrm{~m} 4 \mathrm{C} \mathrm{M/om}, \mathrm{4D} \mathrm{maj)}$
$2 \vee / 2 \wedge-4 \mathbf{/} / 4=\mathrm{mm}$ strong, $4 \mathrm{NT}=\mathrm{mm}$ no slam interest
VS. ARTIFICIAL STRONG OPENINGS- i.e. $1 \square$ or $2 \square$
$X=16+$, From 2C=Multilandy, 1 level=natural

## OVER OPPONENTS' TAKEOUT DOUBLE

New suit F 1 ; RDBL $=10+$
Jump Shift pree
Double Jump = Splinter; after 1M-(x) one under and transfers

| LEADS AND SIGNALS |  |  |
| :---: | :---: | :---: |
| OPENING LEADS STYLE |  |  |
|  | Lead | In Partner's Suit |
| Suit | $3{ }^{\text {rd }} / 5$ th | 3/5 |
| NT | Att, 2nd from bad holdings | 3/5 |
| Subseq | ATT | ATT |
| Other: against suits, we lead K from AK when we have a singleton |  |  |
|  |  |  |
| LEADS |  |  |
| Lead | Vs. Suit | Vs. NT |
| Ace | AKx(+), Ax | AKx(+), Ax, AK, |
| King | AK, KQ(x), Kx | KQJ(x), AKJxx, KQx |
| Queen | QJ, QJx(+), Qx | QJx(+), KQ109(x) AQJx(+), |
| Jack | J10, J10x(+), KJ10x(+), Jx | J10, J10x(+), KJ10x(+), Jx |
| 10 | 109,10x, 109x(+), H109x(+) | 109,10x, 109x(+), H109x(+) |
| 9 | 9x | H98(x) |
| Hi-X | Even | second no honor |
| Lo-X | Odd | Att |

SIGNALS IN ORDER OF PRIORITY

| Partner's Lead |  |  |  |
| ---: | :--- | :--- | :--- |
| 1 | $\mathrm{Hi} / \mathrm{lo}=\mathrm{ENC}$ | $\mathrm{Hi} / \mathrm{lo}=$ even | Odd $=\mathrm{ENC}$ |
| Suit 2 | $\mathrm{Hi} / \mathrm{lo}=\mathrm{E}$ | $\mathrm{lo} / \mathrm{hi}$ odd | Even disc s/p |
| 3 | $\mathrm{~S} / \mathrm{P}$ |  |  |
| 1 | $\mathrm{Hi} / \mathrm{lo}=\mathrm{ENC}$ | $\mathrm{Hi} / \mathrm{lo}=$ even | Odd $=\mathrm{ENC}$ |
| NT 2 | $\mathrm{Hi} / \mathrm{lo}=\mathrm{E}$ | lo/hi odd | Even disc s/p |
| 3 | $\mathrm{~S} / \mathrm{P}$ |  |  |

Signals (including Trumps): trump suit preference, smith echo in NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light with classic shape
Responses: Cue $=$ forcing
1NT/2NT/3NT = 5-10/11-12/13-15 with stopper
Jumps are invitational
SPECIAL, ARTIFICIAL \& COMPETITIVE DBLS/RDLS
Responsive Dbl: After T/O DBL thru 4•; after o/call thru 4a
Maximal DBL
Support DBL and RDBL through 3
Negative DBL through 4ه
Lightner DBL vs slams, DBL vs 3NT longest major or first suit by dummy

W B F CONVENTION CARD

## CATEGORY: Green

NCBO: Argentina
PLAYERS: Francisco Guerra, Baltazar Etchepareborda EVENT: Youth World Bridge Championship

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Natural, 5 -card Majors, 1C can be 2 cards
$2 \star$ Multi, $2 \uparrow / \stackrel{\wedge}{ }=$ Weak $5 \mathrm{M}, 4+\mathrm{m}$
2 OVER 1 Responses game forcing
$1 \mathrm{NT}=14+-17 \mathrm{HCP}$
3NT = Gambling

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 Multi
3NT: gambling; To play in 3rd/4th sea
2M: 5M-4+m Weak
Modified Bergen
Modified Ghestem
Gazzili
Inv minors
Drury
$\square \quad \square \quad$

## SPECIAL FORCING PASS SEQUENCES

Whenever we are stronger and they sacrifice, pass invites to bid

## IMPORTANT NOTES

When we are sacrificing against slam, direct pass is $0 / 1$ defensive trick, double is 2.
PSYCHICS: rare

| $\begin{aligned} & \text { OPENI } \\ & \text { NG } \end{aligned}$ | TIC K IF ART IFIC IAL | MIN. <br> NO. <br> OF <br> CAR <br> DS | NEG. <br> DBL <br> THR <br> U | DESCRIPTION | RESPONSES |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  | SUBSEQUENT ACTION | COMPETITIVE \& PASSED HAND BIDDING |
| 1. |  | 2 | Always | 11-21 HCP | 1NT/3NT: 6-10/13-15 $2 \mathrm{~m}=10+3 \mathrm{~m} 6-9,1 \mathrm{c}-2 \mathrm{NT}$ and $1 \mathrm{D} 3 \mathrm{C}=$ weak raise | Two way checkback | Jumps to 3 are weak |
| 1* |  | 4 | Always | 11-21 HCP | 2M invite |  |  |
| 1* |  | 5 (4) | Always | 11-21 HCP | $\begin{aligned} & 1 \mathrm{NT}=\mathrm{SF} ; 2 \mathrm{NT}=4+\mathrm{M}, \mathrm{GF} ; 2 \mathrm{M}=6-10 \mathrm{HCP}, 3 \mathrm{M}=\text { Pree } \\ & 3 \boldsymbol{2}=6-104+\mathrm{M} \text { or } 113 \mathrm{M}, 3=11-12,4 \mathrm{M} ; 3 \mathrm{M}=0-6 \\ & \mathrm{HCP} \text { and } 4 \boldsymbol{*} / 40 \mathrm{M}=\text { shortness; } 3 \mathrm{NT}=12-15 \mathrm{bal} \\ & 33(34) \end{aligned}$ | Gazzilli, 2NT=6M-4m 15+, Jump to 3 invite | 2NT 8+4cards support Jumps to 3 are weak, Drury |
| 14. |  | 5 (4) | Always | 11-21 HCP |  |  |  |
| INT |  |  |  | 14+-17HCP <br> 5 card M common 6 card $m$ possible |  | After 2 $\mathbf{A}: 2 \mathrm{NT}=\min ; 3 \boldsymbol{s}=\max$ Smolen | Lebensohl + Rubensohl Systems on over X, 2\&, $2 \downarrow 1$ major Over, $2 \star 2$ suit $=$ inusual over inusual |
| 20 | * | 0 |  | 22+ HCP | 2 = waiting; 2NT/3x = positive 6+ in transfer | Kokish | $\mathrm{X}=$ positive, pass negative |
| 2 | * | 0 |  | $\begin{aligned} & \hline \text { Weak in M, or strong } 3 \\ & \text { suiter } \end{aligned}$ | $2 \mathrm{H}=\mathrm{P} / \mathrm{c}, 2 \mathrm{~S}=$ Pass with S and invites with $\mathrm{H}, 2 \mathrm{NT}=$ Ask, New suit $=\mathrm{F}, 4 \boldsymbol{*}=$ Asks for M in transfer | After 2NT: 3C good in H, 3D good in S, 3M bad with M |  |
| 2M | * | 5 |  | Weak 5M-4+m | $3 \mathrm{C}=\mathrm{P} / \mathrm{C}, 2 \mathrm{NT}=$ Ask | After 2NT: 3m=Min with m , and $3 \mathrm{H} / \mathrm{S}=$ Max with C/D | After overcall: $\mathrm{x}=$ penalty |
| 2NT |  |  |  | 19+-21 bal | $3 \boldsymbol{*}=$ Puppet, $3 \boldsymbol{*} / \boldsymbol{\vee}=$ transfers $4 \boldsymbol{\bullet}=55 \mathrm{Ms}, 3 \boldsymbol{*}=$ relay to 3NT, 4D/H=Trsf to H/S, 4^=55m pick a game |  |  |
| 3*/3 |  | 6 |  | PREE | New suits = F; raises/3NT = to play, $40 \mathrm{~m}=\mathrm{KC}$ |  |  |
| 3-134 |  | 6 |  | PREE | New suits = F; raises/3NT = to play; $=$ KC |  |  |
| 3NT | * |  |  | SOL 7 card minor | 4 = P/C |  |  |
|  |  |  |  | To play in $3^{\text {rd }} / 4^{\text {th }}$ |  |  |  |
| 4* |  | 7 |  | PRE |  |  |  |
| 4 |  | 7 |  | PRE |  |  |  |
| 4 |  | 7 |  | PRE |  |  |  |
| $4{ }^{*}$ |  | 7 |  | To play |  |  |  |
| 4NT |  |  |  |  |  |  |  |
| 5* |  | 7 |  | To play |  | HIGH LEVEL BIDDING |  |
| 5 |  | 7 |  | To play |  | RKCB 1430,5NT= Ask K |  |
| 5 |  |  |  |  |  | Cue bids, 3NT non serious |  |
| 54 |  |  |  |  |  | Splinters |  |
|  |  |  |  |  |  | Exclusion keycard 01122 |  |
|  |  |  |  |  |  | Preempt KC 01122 |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

$2 x=\quad$ GF
$2 \mathrm{M}=(6-9,3 \mathrm{M})$
$3 \mathrm{M}=\quad 0-5,4$ cards supp
$30 \mathrm{M}=$ Splinter 11-14
$4 \mathrm{~m}=$ Splinter 11-14
3* $=6-9 \mathrm{w} / 4$ cards or $10-11 \mathrm{w} / 3$
$=\quad$ Min w/ 4
3oM $=$ Max w/ 4
3ST $=3$ Cards bal
$4 x=$ Short $w / 3$ cards
3 - $=10-11 \mathrm{w} / 4$ cards supp
2ST = 12+ w/4+ cards supp
3x Short
3M Bal
3ST 12/14 Bal
4x Void
4 M Submin
Gazzilli

1M 1ST
1M 1ST
2. Nat or 16+
2. Nat 12-15

2v Nat 12-15
2. Nat 12-14 6+

2ST 64-4m 15+
3*/*/oM $\quad 5-5 \operatorname{lnv} 14-16$
3M $\quad 7^{\circ}+\operatorname{Inv} 14-16$
3ST 6322 18-20
4\&/*/oM Autosplinter 15-17

1•1ST 2*
$1 \vee$ 1ST
2. 2. Any hand 8+

2• Less than 8 and $2 \vee$
24. Less than 8 and 5 .

2ST Less than 8 , without $2 \vee$ or 5 .
$3 \mathrm{~m} \quad$ Less than 8 and 6 m
34 Less than 8 and $7+$

14 1ST 2
1a
1ST
2. 2. Any hand 8+
2. Less than 8 and 2.

2ST Less than 8, without 24
$3 \mathrm{~m} \quad$ Less than 8 and 6 m

## 1M 1ST 2*2*

## 1M

1ST
2s
2

```
2M 5-4 Nat
2oM 5-4 16+
2ST 5332/5422 18-19
3*/5-4
30M 5-5
3M
3ST 6M
4&/&/oM Autosplinter 18-20
1* 1* 2* 2* 2& 2ST
1v 1s
2* 2*
2^ Apoyo 3}0\mp@subsup{0}{}{\circ}\mathrm{ 2ST Asks
3m 4m
3v 6%
3. 5422 18-20
3ST }533
4&/$ Splinter 18-20
1M 1ST 2ST
1M
2ST
3* 4* 15-17
3v 4* 15-17 3oM Slam going M
3ST To play
4* Slam going &
4* Pick a game
3^ 4* 18-20
3ST 4* 18-20
4& Pick a game
4* Slam going *
4oM Slam going M
1\vee 1^/ST 3m

1ST
 \(2 \star / \downarrow\)
```

Super Accepts
$3 M=4$ carss min
3ヶ = 4 carss max

```
```

2ST = 3 carss supermax

```
```

1ST $2 \boldsymbol{a}=\boldsymbol{\&}$ Transfer or asks $\mathrm{min} / \mathrm{max}$
2NT $=\min$
3* = max

```
1ST 2ST \(=\) Transfer
3e \(=2\) or 3 cards without H
\(3 *=3+\) cards with H or 4
```

1ST 3% = Puppet
3* = Without 5M
3v/a = 5M

```
\begin{tabular}{|c|c|}
\hline 1ST & 3 = \(5-5+\mathrm{mFG}\) \\
\hline 3 & \(=\boldsymbol{m}\) Min \\
\hline 34 & \(=\) Min \\
\hline 3ST & = to play \\
\hline 4\%/* & = slam going \\
\hline 5\%/* & = sign off \\
\hline
\end{tabular}
1ST \(3 \vee / \Delta=\) corto y FG (5431)
    4e = 5-5 Mayores FG
    \(4 \diamond / \downarrow=\) Texas Transfer a 4
2ST (20-22)
2ST \(\quad 3 \boldsymbol{*}=\) Puppet stayman
3. \(=1\) or 2 M 4 th
\(3 \mathrm{~V} / \mathrm{a}=5 \mathrm{M}\)
3ST = Without 4/5M
2ST \(3 \star / \downarrow\)
3ST = 3 Cards max
4* \(=4\) cards max
\(4 \varphi / \Delta=4\) cards min
2ST \(34=\) Forces to 3ST
3ST \(4 s / *=6+\) om slam going
\(4 * / \mathbf{~ = ~ K c ~} 1430\)
4ST = To play
                                    \(4 \mathrm{M}=55 / 4 \mathrm{~m}\) shor in M
                                    4ST = 22 (54) Quantitative
    4 \(\quad=5-5 \mathrm{~m}\), pick a game

Puppet
```

2ST
3*M4
3oM = 4 Cards del M
3ST = Without M4*
2ST
3
3*
4\& = 2M Invites to slam
4* = Not accepts the invitation
4M = Acepts the invitation w/ M
4* = 2M Game

```

\section*{Checkback}

Invitational
1m 1M
1ST 2*
2. 2 M 5 M

2oM 4-4 M
2ST Bal with 4M
3s/*: 5m/*4M
3M 6M
3ST 5M 332 GF

Any jump
1m 1M
1ST 3x 5-5 Invitantiona

Game forcing
1m
1ST
2M 3 Cards
2oM 2 Cards
2ST 1 Card

Multilandy

1NT
```

X = 4M-5m or 6+M strong
2% = pass or correct
2* = M ask
2v = pass or correct
2* = 5-4+ majors
2* = ask for best M
2\vee/\Delta = sign off
2* =6+M
2v = Pass or correct sign off. or game try in \&
2\& = Pass or correct sign off. or game try in }
2NT = Asks
3* = 6+ hearts, good hand.
3* = 6+ spades, good hand
3v = 6+ hearts, poor hand.
34 = 6+ spades, poor hand.
2\varphi/a = 5M - 4m+
2ST = Ask minor suit
2oM = suit 6th+ no forcing
3m = suit 6th+ minor non forcing

```
\(2 \mathrm{NT}=5-5\) minors
```

1%
2* 11+ with 5s
2* Min
2` 15+
2^ 12-14 or 18-19 with2*
2ST 18-19 with 3+*
3* }6322\mathrm{ о }722
3x Splinter
1% 2%
2* 2^ GF 2^ Dont Want to play from my side
2ST Want to play from my side
2ST/3. S. Off
3x short
1* 2*
2v 2a Dont Want to play from my side
2ST Want to play from my side
3x Short
1* 2*
24 2ST/3* S. Off
3x Short
3ST To play
1* 2*
2ST 3\& Without short
3x L/M/H
1* 2* 11+ con 4*
2\vee Min
24 15+
2ST 18-19
3* 6322 o 7222
3x Splinter (12-15)
1* 2*
2v 2\& GF Relay
2ST Want to play from my side
3* Dont Want to play from my side
3x L/M/H (11-13)
2ST/3* S. Off
3x L/M/H (12-15)
1* 2
2. 2ST Want to play from my side
3\& Dont Want to play from my side
3x L/M/H
1* 2*
2ST 3* Without short
3x L/M/H

```

\section*{4ST Quantitative}

\section*{2D Multi}

2＊Weak M or 4441 20＋

2• \(2 \vee\) P／C
2＾Pass with \(\boldsymbol{\wedge}\) ，game try with \(\uparrow\)
2ST Asks
3m GF with m
3• P／C
34 GFwith
3ST to play
4e Bid the M on transfer

2
2ST 4441 20－22
L／M／H／SH
\(2 \vee\)
3＊Asks short
\(2 \vee\)
3x Short 4441 23－25

2＊2各
Paso con
2ST 4441 20－22
3＊／ヶ／a／ST L／M／H／SH 4441 23－25
3．Min with \(\downarrow\)
4• Max with \(\bullet\)

2
2NT
3＊Mid／max with \(\vee\)（3＊Asks 3ヶ Mid

\author{
ST／Cue Bid Max）
}

3 Mid／max with（3ヶ Asks 3\＆Mid
3ST／Cue Bid Max）
3• Bad hand with
3．Bad hand with
3ST 4441 20－22（4 Asks L／M／H／SH）
4x Short 4441 23－25

\section*{2M 5M－5／4m（Vul 55－No vul 54）}

2M
24 F1 With
2ST Asks
3＊P／C
3M Barrage
4．KeyCard
2M 2ST
3．Min with
\(3 *\) Min with
3ヶ Max with
3．Max with```

