DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Light
Reponses: Jump Raise = Preemptive
Cue-Bid = Limit+ raise
New Suit = Forcing
In Balancing Position: Same
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> 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 1M, 2M = C/oM, 2N min, 3C D/oM
VS. NT (vs. Strong/Weak; Reopening;PH)
X = points vs weak NT
X = points vs weak  11 X = (4M)(5+m)  or  5+M (15+)
$A = (4NI)(3+INI) \text{ of } 3+INI \text{ (13+)}$ $2 \triangleq MM$
2♦ = MINI 2♦ = M or m strong
2♥/2♠ = M + m
2NT = mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout; 2NT=15-18
CUE = ask stop, leaping michaels (over 3m 4C M/om, 4D maj)
2♥/2♠-4♥/4♠=mm strong, 4NT= mm no slam interest
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□
X=16+, From 2C=Multilandy, 1 level=natural
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F1; RDBL = 10+
Jump Shift pree
Double Jump = Splinter; after 1M-(x) one under and transfers

	LE	ADS AND SIGN	IALS		
OPENING 1	LEADS STYLE	,			
	Lead		In Partner's Suit		
Suit	3 <sup>rd</sup> /5th			3/5	
NT	Att, 2nd fro	om bad holdings	3/5		
Subseq	ATT		ATT		
Other: again:	st suits, we lead	K from AK when	we have	a singleton	
LEADS					
Lead	Vs. Suit		Vs. NT		
Ace	AKx(+), A	X	AKx(+	), Ax, AK,	
King	AK, KQ(x)			),AKJxx, KQx	
Queen	QJ, QJx(+)			, KQ109(x) AQJx(+),	
Jack		+), KJ10x(+), Jx		0x(+), KJ10x(+), Jx	
10			_	x, 109x(+), H109x(+)	
9	9x		H98(x)		
Hi-X	Even			no honor	
Lo-X			Att		
SIGNALS I	N ORDER OF I	PRIORITY	ı		
	Partner's Lead		ad	Discarding	
	Partner's Lead Declarer's Lead  1 Hi/lo = ENC Hi/lo = even		Odd = ENC		
	Suit 2 $Hi/lo = ENC$ $Hi/lo = even$ $Io/hi odd$			Even disc s/p	
3 S/		10/111 0dd		Even disc s/p	
	1 Hi/lo = ENC			Odd = ENC	
	NT 2 Hi/lo = E			Even disc s/p	
3 S/P		lo/hi odd		Even dise s/p	
		rump suit prefere	nco emi	th acho in NT	
Signais (inci	uding Trumps). t	rump suit prefere	fice, sim	ui ecilo ili ivi	
		DOUBLES			
		DOUBLES			
TAKEOUT	DOUDI EC (C4-	yle; Responses; l	Doomonis		
	with classic shar		Keopeiiii	iig)	
	Cue = forcing	pe			
		/13-15 with stopp	or		
		13-13 with stopp	101		
Jumps are in		~ ~			
		COMPETITIV			
		BL thru 4♥; after	r o/call th	nru 4♠	
Maximal DB					
	and RDBL thro	ough 3♥			
	L through 4♠				
Lightner DB	L 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♦ Multi, 2♥/♠=Weak 5M, 4+m OVER 1 Responses game forcing 1NT= 14+ -17HCP 3NT = Gambling SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♦ Multi 3NT: gambling; To play in 3rd/4th seat 2M: 5M-4+m Weak Modified Bergen Modified Ghestem Gazzili Inv minors Drury 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

TIC K IF ART IFIC IAL	NO. OF CAR DS	DBL THR U				
		THR	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
	2	Always	11-21 HCP	1NT/3NT: 6-10/13-15 2m= 10+, 3m 6-9,1c- 2NT and 1D 3C= weak raise	Two way checkback	Jumps to 3 are weak
	4	Always	11-21 HCP	2M invite		
	5 (4)	Always	11-21 HCP	1NT=SF; 2NT=4+M, GF; 2M=6-10HCP, 3M= Pree 3♣ = 6-10 4+M or 11 3M, 3♦ = 11-12, 4 M; 3M= 0-6	Gazzilli, 2NT=6M-4m 15+, Jump to 3 invite	2NT 8+ 4cards support Jumps to 3 are weak, Drury
	5 (4)	Always	11-21 HCP			
			14+-17HCP 5 card M common 6 card m possible	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= size ask or ♣ 2NT= ♦; 3♠= ask 5M; 3♦ = 55 m GF; 3♥/♠=13(45)/31(45), 4♠ = 55 Ms; 4NT = QUANT	After 2♠: 2NT = min; 3♣ = max Smolen	Lebensohl + Rubensohl Systems on over X, 2♣, 2♦ 1 major Over, 2♣/2♦ 2 suit = inusual over inusual
*	0		22+ HCP	2♦ = waiting; $2NT/3x$ = positive 6+ in transfer	Kokish	X = positive, pass negative
*	0		Weak in M, or strong 3 suiter	2H=P/c, 2S=Pass with S and invites with H,2NT = Ask, New suit = F, $4 \triangleq$ = Asks for M in transfer	After 2NT: 3C good in H, 3D good in S, 3M bad with M	
*	5		Weak 5M-4+m	3C=P/C, 2NT=Ask	After 2NT: 3m=Min with m, and 3H/S=Max with C/D	After overcall: $x = penalty$
			19+-21 bal	$3 \clubsuit$ = Puppet, $3 \spadesuit / \Psi$ = transfers $4 \clubsuit$ = 55 Ms, $3 \spadesuit$ = relay to 3NT, 4D/H=Trsf to H/S, $4 \spadesuit$ = 55m pick a game		
	6		PREE	New suits = F; raises/3NT = to play, 4om = KC		
	6		PREE	New suits = F; raises/3NT = to play; $4 - KC$		
*			SOL 7 card minor	$4 \Rightarrow = P/C$		
	7		• •			
	7					
	7		PRE			
	7		To play			
	7		To play			IDDING
	7		To play		RKCB 1430,5NT= Ask K	
					Cue bids, 3NT non serious  Splinters  Exclusion keycard 01122	
		1				
					Preempt KC 01122	
		1				
*	¢	* 0 * 0 * 5 * 6 * 7 * 7 * 7 * 7 * 7 * 7 * 7 * 7 * 7	* 0	4 Always 11-21 HCP 5 (4) Always 11-21 HCP  5 (4) Always 11-21 HCP  14+-17HCP 5 card M common 6 card m possible  * 0	2m=10+, 3m 6-9,1c- 2NT and 1D 3C= weak raise  4 Always 11-21 HCP 2M invite  5 (4) Always 11-21 HCP 1NT=SF; 2NT=4+M, GF; 2M=6-10HCP, 3M= Pree 3	2m = 10+, 3m 6-9,1c- 2NT and 1D 3C= weak raise

```
GF
1M
               2x
               2M
                      =
                              (6-9, 3M)
               3M
                      =
                              0-5, 4 cards supp
               3oM
                              Splinter 11-14
                      =
               4m
                              Splinter 11-14
               3♣
                              6-9 w/ 4 cards or 10-11 w/ 3
                      3♦ Asks
                                             Min w/ 4
                              3M
                                             Max w/ 4
                            ЗоМ
                                             3 Cards bal
                            3ST
                                             Short w/ 3 cards
                            4x
               3
                              10-11 w/ 4 cards supp
               2ST
                      = 12 + w/4 + cards supp
                                     Short
                              Зх
                              ЗМ
                                     Bal
                              3ST
                                     12/14 Bal
                                     Void
                              4x
                              4 M
                                     Submin
Gazzilli
1M 1ST
1M
                                     1ST
2♣
               Nat or 16+
2•
       Nat 12-15
2
               Nat 12-15
       Nat 12-14 6+
2♠
2ST
               6-4m 15+
3♣/♦/oM
               5-5 Inv 14-16
ЗМ
               7°+ Inv 14-16
3ST
               6322 18-20
4♣/♦/oM
               Autosplinter 15-17
1♥ 1ST 2♣
1♥
                      1ST
                              Any hand 8+
2♣
                       2
                       2♥
                              Less than 8 and 2♥
                              Less than 8 and 5♠
                       2♠
                       2ST
                              Less than 8, without 2♥ or 5♠
                              Less than 8 and 6m
                       3m
                              Less than 8 and 7+ ♠
                       3♠
1  1ST 2  
1♠
                       1ST
2*
                       2•
                              Any hand 8+
                       2♠
                              Less than 8 and 2♠
                       2ST
                              Less than 8, without 2♠
                       3m
                              Less than 8 and 6m
1M 1ST 2♣ 2◆
1M
                                  1ST
2♣
                                  2
```

```
2M 5-4 Nat
2oM 5-4 16+
2ST 5332/5422 18-19
3♣/♦ 5-4
3oM 5-5
ЗМ
3ST 6M
4♣/•/oM Autosplinter 18-20
1♥ 1♠ 2♠ 2♦ 2NT
1♥
                      1♠
2*
                      2♦
2♠ Apoyo 3° o 4°
                      2ST Asks
3m 4m
3♥ 6♥
3 ★ 5422 18-20
3ST 5332
4♣/♦ Splinter 18-20
1M 1ST 2ST
1M
                            1ST
2ST
                            3♣ Asks
3♦ 4♦ 15-17
                     3oM Slam going M
                            3ST To play
                            4♣ Pick a game
                            4♦ Slam going ◆
                     3oM Slam going M
3♥ 4♣ 15-17
                            3ST To play
                            4♣ Slam going ♣
                            4◆ Pick a game
                        3ST To play
3♠ 4♣ 18-20
                            4♣ Slam going ♣
                            4♦ Pick a game
                            4oM Slam going M
3ST 4♦ 18-20
                     4♣ Pick a game
                            4♦ Slam going ◆
                            4oM Slam going M
```

<u>1NT</u>

1ST 2♦/♥
Super Accepts
3M = 4 carss min
3♣ = 4 carss max

1♥ 1♠/ST 3m

```
2ST = 3 carss supermax
1ST
               2♠ = ♣ Transfer or asks min/max
2NT = min
3♣ = max
1ST
               2ST = ♦ Transfer
3♣ = 2 or 3 cards without H
3♦ = 3+ cards with H or 4♦
1ST
               3♣ = Puppet
3♦ = Without 5M
3∀/♠ = 5M
1ST
               3 + 5 + 5 + m FG
       = ♣ Min
3♥
       = ♦ Min
3♠
3ST
       = to play
       = slam going
4♣/♦
       = sign off
5♣/♦
1ST
               3 \checkmark / = corto y FG (5431)
               4♣ = 5-5 Mayores FG
               4♦/♥ = Texas Transfer a 4
2ST (20-22)
2ST
               3♣ = Puppet stayman
3♦
       = 1 or 2 M 4th
       = 5M
3₹/♠
3ST
       = Without 4/5M
               3♦/♥
2ST
       = 3 Cards max
3ST
4♣
       = 4 cards max
4♥/♠= 4 cards min
2ST
               3♠ = Forces to 3ST
3ST
               4♣/♦ = 6+om slam going
4•/♥ = Kc 1430
4ST
        = To play
               4M
                       = 55/4 m shor in M
                       = 22 (54) Quantitative
               4ST
               4♠
                       = 5-5m, pick a game
Puppet
2ST
                          3♣
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
```

### Checkback

#### Invitational

1m 1M 1ST 2♣ 2♦ 2M 5M 2oM 4-4 M 2ST Bal with 4M 3♣/♦: 5♣/♦ 4M 3M 6M

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

3ST 5M 332 GF

## Game forcing

1m 1M 1ST 2◆ 2M 3 Cards 2oM 2 Cards 2ST 1 Card

### **Multilandy**

1NT

```
X = 4M-5m \text{ or } 6+M \text{ strong}
        2♣ = pass or correct
        2• = M ask
        2♥ = pass or correct
2♣ = 5 - 4+ majors
                2♦ = ask for best M
                2♥/♠ = sign off
2♦ = 6+ M
                2♥ = 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.
                         3♥ = 6+ hearts, poor hand.
                         3♠ = 6+ spades, poor hand.
2∀/♠ = 5M - 4m+
                2ST = Ask minor suit
                2oM = suit 6th+ no forcing
                3m = suit 6th+ minor non forcing
2NT = 5 - 5 \text{ minors}
```

### **Inverted minors**

```
2♣ 11+ with 5♣
1♣
2♦ Min
2 15+
2 12-14 or 18-19 with 2 €
2ST 18-19 with 3+*
3♣ 6322 o 7222
3x Splinter
1♣
    2♣
    2♥ GF 2♠ Dont Want to play from my side
2
             2ST Want to play from my side
     2ST/3♣ S. Off
     3x short
1♣
    2♣
2♥
    2♠ Dont Want to play from my side
     2ST Want to play from my side
     3x Short
1♣
    2.
   2ST/3♣ S. Off
2♠
     3x Short
     3ST To play
2ST 3♣ Without short
     3x L/M/H
1•
                 2 11+ con 4
2♥ Min
2  15+
2ST 18-19
3 • 6322 o 7222
3x Splinter (12-15)
1•
             2•
2
             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•
             2ST Want to play from my side
2♠
             3♣ Dont Want to play from my side
             3x L/M/H
              2
1
              3♣ Without short
2ST
              3x L/M/H
```

### **4ST Quantitative**

## 2D Multi

```
2 Weak M or 4441 20+
2
       2♥ P/C
       2♠ Pass with ♠, game try with ♥
       2ST Asks
       3m GF with m
       3♥ P/C
       3♠ GFwith ♠
       3ST to play
       4♣ Bid the M on transfer
2
2ST 4441 20-22
                             3♣ Asks short
L/M/H/SH
2•
                       2 🔻
3x Short 4441 23-25
2•
                       2♠
Paso con ♠
2ST 4441 20-22
3♣/Y/♠/ST L/M/H/SH 4441 23-25
3♦ Min with ♥
4♦ Max with ♥
2•
                                                   2NT
3♣ Mid/max with ♥ (3♦ Asks
                             3♥ Mid
                                            ST/Cue Bid Max)
3♦ Mid/max with ♠ (3♥ 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
2M 5M-5/4m (Vul 55-No vul 54)
2M
              2♠ F1 With ♠
              2ST Asks
              3♣ P/C
              3M Barrage
              4. KeyCard
2M
              2ST
3♣ Min with ♣
3♦ Min with ♦
3♥ Max with ♣
3♠ Max with ◆
```