

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>
1 Level 8-16HCP 5(4)+ Cards
2 Level 11-16HCP 5+ Cards
Advancer's Cue-Bid Could be 10-12 with fit or 17+ with or without fit
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2nd Seat: (15) 16-18 (System on)
4th Seat: 11-14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Preempt
2-Modified Ghestem
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
Direct CB= (1C)-2C=natural; 2D majors; 2NT= H&D; 3C=S&D
(1M)-2M=oM&C; 2NT=oM&D; 3C=D&C
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MultyLandy in 2 <sup>nd</sup> and 4 <sup>th</sup> Seat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=Takeout
CB= Modified Ghestem

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)x, AK, Ax, Att	AKQJT(+), AKQT(+), AKJ9(+), AQJT(+), ATT	
King	AKx(+), KQ(+), Kx, K, count	KQJ count,	
Queen	QJx(+), QJ(+), Qx, Q	QJ10(+), QJ9(+), QJ(+), KQT9(+)	
Jack	KJT(+), J10x(+), Jx, J	JT9x(+), JT8(+), JTx	
10	KT9(+), QT9(+), T9(+)	AJ10(+), KJT(+), T98(+), 109x	
9	98(+)	AT9(+), KT9(+), QT9(+), 98xx	
Hi-x	Doubleton	Doubleton	
Lo-x	Hxx - Hxxxx	Hxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit1	Lo=Encouraging	UDCA	Lo=Encouraging
2	UDCA		UDCA
3			
NT 1	Lo=Encouraging	UDCA	Lavinthal
2			
3			
Signals:			
Lavinthal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: A.L. 3 card support in rest of the suits or 1-suited			
2 <sup>nd</sup> Seat: Could be weak if perfect shape			
4 <sup>th</sup> Seat: 9+			



WorldBridge Federation  
Convention Card



CATEGORY: Sub26

NCBO: Chile

PLAYERS: Francisca Nacur - Camila Yáñez

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
1♣: All balance hands and unbal with clubs
1♦♥♠: 5+ card suit unbalance hands
1NT Openings: 1 <sup>st</sup> &2 <sup>nd</sup> 14-16 3 <sup>rd</sup> &4 <sup>th</sup> 15-17 may have 5M or 6m
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣= any FG
2♦= weak 6 card major or 22-24 bal
2♥= weak 44MM+
2♠= weak 54mm+
3NT Gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
After FG auctions and competition at the 5-level or higher.
After 2♣ openings



OPENING	TICK IF ARTIF.	MIN. CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣	✓	2	4♦	All balanced hands w/ 11-13 or 17-19 HCP and unbalanced hands w/ ♣'s	1♦= 4+♥, 1♥= 4+♠, 1♠= 4+♣ 6+HCP, 1NT= 6-10 Bal no 4M, 2♣= 6+♦ 6-9 or 13+, 2♦= 6+♣ 10-12, 2M= 54+mm's sing/void in M 9-12 or 16+, 2NT= 11-12(13) Bal no 4M, 3♣=Preempt, 3♦= 16-18 Bal no 4M, 3M= 54+mm's sing/void in M 13-15, 3NT= (13)14-15 Bal no 4M	After 1♣-1♦, 1♥: 1♣: F1, 1NT: 4♠'s weak, 2♣: 5♣'s weak, 2♥: To play. Any else FG After 1♣-1♥, 1♠ comes a natural 2way checkback After 1NT rebid: 2♣: FG relay and the rest shows distribution	
1♦		(4)5	4♦	Unbalanced hands w/ ♦'s, could have 4 cards w/ 4441 shape	1♥= F 4+♥, 1♠= F1! 4+♠, 1NT= NF 6-10 Denies 4+M, 2♣= Inv 5+♣ 2♦= 3+♦ 10-12, denies 4+M, 2M= 6+M 5-8 HCP, 2NT= 11-12 (13) Inv Bal no 4M, 3♣= Weak to play, 6♣, 3♦= Weak to play 3M= 4-7 7M, 3NT= Bal no 4M (13)14-15	1NT: 4♣'s, 2♣: 6♦'s, 2NT: supp 15+, 3♣: 55mm's many tricks 14-16 3♦: single suit 15-17	
1♥		5	4♦	Unbalanced hands w/ ♥'s	1♠= 4+♠ 11-16, 1NT= Semiforcing, no other bid, 2♣= FG♣ / FG Bal / Inv w/ 3 <sup>rd</sup> sup, 2♦= FG♦ 2♥= 6-9 simple raise, 2♠= Inv w/ 6♠, 2NT= Inv+ w/ 4 <sup>th</sup> supp, 3♣=Inv w/ 6♣, 3♦= Inv w/ 6♦, 3♥= 6-9 4 <sup>th</sup> sup, 3♠= Any singleton FG supp, 3NT= VORB♠, 4♣= VORB♣, 4♦= VORB♦	1♥-2♣, 2♦'s relay and then partner shows his hand 1♥-2♥: 2NT Inv, else FG 1♥-2NT: 3♣: min, any else FG and shows distribution (art)	
1♠		5	4♦	Unbalanced hands w/ ♠'s	1NT = Semiforcing, no other bid 2♣= FG♣/ FG Bal / Inv w/ 3 <sup>rd</sup> sup, 2♦= FG♦, 2♥= FG♥, 2♠= 6-9 simple raise, 2NT= Inv+ w/ 4 <sup>th</sup> sup, 3♣=Inv w/ 6♣, 3♦= Inv w/ 6♦, 3♥= Inv w/ 6♥, 3♠= 6-9 4 <sup>th</sup> supp, 3NT= Any singleton FG supp, 4♣= VORB♣, 4♦= VORB♦ 4♥= VORB♥	1♠-2♣, 2♦'s relay and then partner shows his hand 1♠-2♠: 2NT Inv, else FG 1♠-2NT: 3♣: min, any else FG and shows distribution (art)	
1NT				14-16/15-17 HCP balanced hand. May have 5 cards major.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=trfr to ♣, 2NT=trfr to♦/ 55mm's weak, 3♣=puppet stayman 3♦= 55mm's FG, 3♥=Sing ♥+ cards in minors (G), 3♠=Sing ♠ 9+ cards in minors (G), 4♣= Gerber, 4♦/♥= Texas, 4♠=Bad quantitative, 4NT=Good quantitative	After 1NT-2♣, 2♦: 2♥: Weak majors, 2♠: Bad inv or ask for the hand (art), 2NT: Good inv Smolen	
2♣	✓			Balanced hand 22-26 or 27-29, 18+ w/ 4 losers in Maj. or 3 losers in min, GF.	2♦=Relay, 2♥= Better than 2♦ 5+♥ with 2H, 2♠= 5+♠ with 2H, 3♣= 6+♣ with 2H, 3♦= 6+♦ with 2H		
2♦	✓	6		6♥or 6♠ 0-10 / Balanced 22-23	2♥=Relay, 2♠ invites in hearts, 2NT= Relay Forcing, 3♥ invites in both majors, 3♠ 6+♠'s 16+HCP, 4♣ asks for major in transfer, 4♦ asks for major	After 2NT: 3♣: Bad hand w/♥'s, 3♦: Bad hand w/♠'s, 3♥: Good hand w/♠'s, 3♠: Good hand w/♥'s	
2♥	✓			NV: 44+MM's weak / VUL: 6♥ 8-10	NV: 2♠= To play, 2NT= Relay forcing, 3m= F! Nat 3♥/♠= SO! 3NT= GAME! SO! 4♥= GAME! SO! 4♠= GAME! SO! VUL: 2♠= Forcing w/♠ 2NT: asks description of the hand, 3♣/♦= Forcing whit the suit, 3♥= SO!, 3NT= GAME! SO! 4♥= GAME! SO!	Ougust (when opens vul) When NV after 2NT: 3♣: Any max hand, 3♦: Any 44 hand, 3♥: 4♣5♥, 3♠: 5♣4♥, 3NT: 55, 4♣: 4♠6♥, 4♦: 6♣4♥, 4♥: 5♠6♥, 4♠: 6♠5♥	
2♠	✓			NV: 54+ mm's weak / VUL: 6♠ 8-10	NV: 2NT= F1 Relay, 3x= To play , 3NT=GAME! SO!, 4♥= GAME! SO!, 4♠= GAME! SO! VUL: 2NT: asks description of the hand, 3♣/♦/♥= Forcing whit the suit, 3♠= SO!, 3NT= GAME! SO! 4♠= GAME! SO!	Ougust (when opens vul) When NV after 2NT: show the best suit	
2NT				20 - 21 HCP balanced hand. May have 5-card Major.	3♣=Puppet Stayman, 3♦=trfr to ♥, 3♥=trfr to ♠, 3♠=minors, slam; 3NT= To play, 4♣= Gerber, 4♦/♥= Texas 4♠=Bad quantitative 4NT=Good quantitative		
3♣/♦		6		Nat, preemptive	Nat		

3♥/♠		7	Nat, preemptive	Nat		
3NT	✓	7	Solid 7-card minor.	4/5/6/7♣ = Pass or correct; 4♦ = Asks for sing/void		
4♣/♦/♥/♠		7	Nat, preemptive.	4NT= RKCB		
4NT	x		Peak a minor	5/6/7♣/♦=Best minor, to play; 5♥/♠= search for G.Slam		

**HIGH LEVEL BIDDING:** Answer to RKCB = 1430 and it goes after with the kings and queens in order of lower suit to the higher. DOPI, ROPI, REPO. ORB answer: optional Roman Key Card Blackwood, we answer positive to the RKCB when the hand is over the 16hcp. After 3NT to play, the 4C is RKCB in no one suit.

## Supplementary notes

### 1. Vs oponent's 1ST (15-17)

#### Multi Landy

Over opponent's strong NT opening, 2<sup>nd</sup>/ 4<sup>th</sup> position:

X = 15+

2♣ = Majors (5-5)

2♦ = 6 cards in a Major.

2♥ = 5♥ + 4+m

2♠ = 5♠ + 4+m

2NT = minors

3♣ = 6+ ♣

3♦ = 6+ ♦

3♥ = 7+ ♥

3♠ = 7+ ♠

### 2. Smolen

After: 1NT-2♣-2♦:

3♥ = 5♠ and (at least) 4♥

3♠ = 5♥ and 4♠

### 3. PuppetStayman:

2NT-3♣

3♦: No 4 or 5 ♥'s, could have 4♠'s (3♥ asks)

3♥: 4 or 5 ♥'s (3♠ asks)

3♠: 5♠

3ST: 44 MM's

The same applies in 1NT-3♣.

1♣-1♦, 1♥-???

1♠: F1

1NT: weak 4+♠'s

2♣: weak 5+♣s

2♦: FG Bal/Semibal

2♥: To play

2♠: FG Nat ♥>♠

2NT: FG single suit

3♣: FG nat ♣<♥

3♦: FG nat ♦<♥

1♣-1♦, 1♥-♠, ???

1NT: Balance

2♣: 5+♣'s 3♥

After 1NT:

2♣: Inv ♣<

2♦: Inv ♦<

2♥: Inv 5♥

2♠: Inv 44+MM's

2NT: Inv Bal

3♣: Inv ♣>

3♦: Inv ♦>

3♥: Inv 6♥

After 2♣

2♦: FG

2♥: To play

2♠: Inv 54 MM's

2NT: Inv Bal

3♣: Inv w/ ♣ fit

3♦: Game try w/ ♦'s and ♥ fit

3♥: Inv w/ ♥ fit