

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 11+ w/ fit or 13+ 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-Suit Unusual & Michaels
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
Direct CB = Michaels
Except: 1♣ 2♣ Natural
1♣ 2♦ Michaels
<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= Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
CRaSh
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX= 10+ no supp / 13+ supp
One under

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Natural	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Natural	
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)x, AK, Ax, A	AKx(+) AKJx(+)	
King	AKxxx(+), KQ(+), Kx, K	AKQT, AKJT(x), AKJ9(x), KQJT(x), KQJ9, KQT9(x), KQT(x)	
Queen	QJx(+), QJ, Qx, Q	KQTx, KQx(x), KQ98(x)	
Jack	KJT(+), J10x(+), Jx, J	QJTx, QJ(x)x, AJTx(x), KJT98	
10	KT9(+), QT9(+), T9(+)	JT9x(x) JTx(x)	
9	98(+)	A(K)T9(x) QT9(x) T98x(x)	
Hi-x	Doubleton	Doubleton	
Lo-x	Hxx - Hxxxx	HH(T)xx H(T)xxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi=Encouraging		STD
2	STD		
3			
NT 1	Hi=Encouraging		Lavinthal
2			
3			
Signals: STD			
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+			
<b>Answers:</b> same level 0-8, Jump 9-11; Cue-Bid 12+			
After redouble Pass is for penalties/glad in any suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS &amp; REDBLs</b>			
Negative Double			
Support Double and Redouble			



World Bridge Federation  
Convention Card



**SYSTEM CATEGORY:** Green - Natural

**NCBO:** Chile

**PLAYERS:** Francisca Nacur, Camila Yáñez

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-Card Majors, Best minor, Distributional openings
Aggressive openings in third seat.
1NT Semiforcing and 2/1 FG after 1♥ or 1♠. 2♦Multi.
Michaels, Unusual NT, Ghestem. Weak Jump Overcalls;
Mini Drury; Bergen and Jacoby supports. Three way and TwoWay
Full Stayman
<b>1NT Openings:</b> 14-16 1st & 2nd seat / 15-17 3rd and 4th
could be a semibalanced hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦=MULTI; with 6 cards in a Major (VUL 5-7 NV 5-10) or bal strong (22-23; 26-27).
2♥= weak 44MM+ NV / 6card 8-11 VUL
2♠= weak 54mm+ NV / 6card 8-11 VUL
<b>SPECIAL FORCING PASS SEQUENCES</b>
After FG auctions and competition at the 5-level or higher.
After 2♣ openings
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b> Rarely

OPENING	TICK IF ARTIF.	MIN. CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		3	4♦	Natural, 11-20 HCP.	1NT=6-10, 2♣=11-12 with clubs, 2♦= 6-10 w/clubs, 3♣=5♣ and 0-6, 2♥= 3way(3) 2♠= 2way(4), 2NT=11-12,	2-way Check-back(5), 4 <sup>th</sup> suit forcing.	
1♦		3	4♦	Natural, 11-20 HCP.	1NT=6-10, 2♦=11-12, w/♦, 3♣=6-10 w/♦, 3♦=5♦ and 0-6,, 2♥=3way 2♠= 2way, 2NT=11- 12	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1♥		5	4♦	Natural, 11-20 HCP.	1♠= 4+♠'s, 1NT= Semiforcing, no other bid, 2♣= FG♣ / FG Bal / Inv with 3 <sup>rd</sup> supp / 6-9 with 4 <sup>th</sup> supp, 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> supp, 3♠= Any singleton FG supp, 3NT= VORB♠, 4♣= VORB♣, 4♦= VORB♦	1♥-2♣, 2♦'s relay and then partner shows his hand 1♥-2♥: 2♠: short asking 1♥-2NT: 3♣: min, any else FG and shows distribution (art)	
1♠		5	4♦	Natural, 11-20 HCP.	1NT= Semiforcing, no other bid 2♣= FG♣ / FG Bal / Inv with 3 <sup>rd</sup> supp / 6-9 with 4 <sup>th</sup> supp, 2♦= FG♦, 2♥= FG♥, 2♠= 6-9 simple raise, 2NT= Inv+ w/ 4 <sup>th</sup> supp, 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: Short asking 1♠-2NT: 3♣: min, any else FG and shows distribution (art)	
1NT				14-16 HCP balanced hand. May have 5 cards major. (15-17 in 3rd and 4th seat)	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 ♥ 9+ 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 After 1NT-2♣-2♦-4♣: 5-5 majors	
2♣	✓			Strong	2♦=Relay, 2♥=5+♥ with 2H, 2♠=5+♠ with 2H, 3♣=6+♣ with 2H, 3♦=6+♦ with 2H		
2♦	✓	6		6♥ or 6♠ weak or balanced (22-23 or 26-27pts).	2♥=Relay, 2♠= invites in hearts, 2NT= Relay Forcing, 3♥= Relay, 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♥	✓	5		44+MM's weak in a favorable position 6♥ 6-10 in unfavorable position	FAV: 2♠= To play, 2NT= Relay forcing, 3m= F! Nat, 3♥/♠= SO! 3NT= GAME! SO! 4♥= GAME! SO! 4♠= GAME! SO! UNFAV: 2♠= Forcing w/♠ 2NT: asks description of the hand, 3♣/♦= Forcing whit the suit, 3♥= SO!, 3NT= GAME! SO! 4♥= GAME! SO!	Ougust (UNFAV) FAV: 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♠	✓	5		54+ mm's weak in a favorable position 6♠ 6-10 in unfavorable position	FAV: 2♠= To play, 2NT= Relay forcing, 3m= F! Nat 3♥/♠= SO! 3NT= GAME! SO! 4♥= GAME! SO! 4♠= GAME! SO! UNFAV: 2♠= Forcing w/♠ 2NT: asks description of the hand, 3♣/♦= Forcing whit the suit, 3♥= SO!, 3NT= GAME! SO! 4♥= GAME! SO!	Ougust (UNFAV) FAV: 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♠=Trfr to 3NT; 3NT=Asks for a 4 <sup>th</sup> suit , 4♣=5-5 in Majors, 4♦/♥= Texas, 4♠=Blackwood, 4NT=Quantitative 10-11	2NT-3♣:3♦-4♣= 5-5 majors. 2NT-3♠,3NT= Pass is to play and anything else shows distribution	
3♣/♦		6		6 or 7♣/♦ 6-10 pts.			
3♥/♠		7(6)		6-10 pts.			
3NT	✓			Solid 7-card minor.	4/5/6/7♣ = Pass or correct; 4♦= Asks for sing/void		
4♣/♦/♥/♠				Nat, preemptive.	4NT= RKCB		
4NT	✓			Peak a minor	5/6/7♣/♦=Best minor, to play; 5♥/♠= search for G.Slam		

**HIGH LEVEL BIDDING:** Answer to RKCB =14-30. DOPI, ROPI, REPO. Cue-Bids. Over 4NT response the following step which is not the trump suit asks for the Queen; The trump denies it.

## Supplementary notes

### 1. Vs oponent's 1 ST (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. Over opps 1♣/2♣ artificial strong opening.

X = Two suited hand with both suits of the same Color (♠/♣ or ♥/♦)

2♦ = Two suited hand with both suits of the same Rank (♠/♥ or ♣/♦)

2NT = Two suited hand with both suits of the same Shape (♠/♦ or ♣/♥)

### 3. Three-Way

1♣/♦-2♥ = FG with 3 possible hands (2♠ asks)

After 2♠.

2NT = Bal 13+HCP (3♣ asks HCP)

3♣ = 5+ in partner suit with singleton or void (3♦ asks)

3♦ = 5+ in partner suit without singleton or void

3♥ = 6+♥ 13-15HCP

3♠ = 6+♥ 16-17HCP

3NT = 6+♥ 18-19HCP

4♣ = 6+♥ 20+HCP

After 2NT(Bal)-3♣(asks HCP)

3♦ = 13-15HCP

3♥ = 16-17HCP

3♠ = 18-19HCP

3NT = 20+HCP

#### 4. Two-Way

1♣/♦-2♠ = FG with 2 possible hands (2NT asks)

3♣ = 5 Cards in partner's minor, 4 in the other

3♦ = 6+ In partner's minor, 4 in the other

3♥ = 5-5 or + In minors

3♠ = 6+♠ 13-15HCP

3NT = 6+♠ 16-17HCP

4♣ = 6+♠ 18-19HCP

4♦ = 6+♠ 20+HCP

#### 5. Two way Checkback

1x	1M
1nt	¿?

1) 2♣: Diamonds sign off or invitation (11-12). Forcing to 2D

1x	1M
1nt	2♣ (Forces to 2♦)
2♦	a) PASS: Diamonds sign off b) 2oM: Inviting (11-12); 5 cards M y 4oM c) 2M: Inviting (11-12); 5 cards M d) 3M: Inviting (11-12); 6 cards M e) 2NT: 10-12

2) 2♦: Forcing Game; ¿Majors?

1m	1M
1nt	2♦ (forcing game, asks for Majors)
a) 2♥, 2♠: 3 or 4 cards, cheapest first b) 2ST: Denies Majors c) 3m: 5th minor good suit	

3) 2NT: Club Sign Off or two-suited (5-5 +) strong (forcing game). Forcing to 3♣.

1x	1M
1nt	2NT (Forces 3♣)
3♣	a) PASS: Clubs sign off b) 3♦, 3♥, 3♠: Shows Second strong suit*.  *If the second suit is Clubs, the original Major is rebid.

6. Smolen

After: 1NT-2♣-2♦:  
 3♥=5♠ and (at least) 4♥  
 3♠=5♥ and 4♠

7. Puppet Stayman:

2NT-3♣  
 3♦: No 4 or 5 hearts, could have 4 spades (3♥ asks)  
 3♥: 4 or 5 hearts  
 3♠: 5 spades  
 3ST: 4 cards in both majors  
 The same applies in 1NT-3♣.

8. Splinter:

1♥-3♠

Or

1♠-3♥

Low, Mid, High

9. Ogust:

When comes (vul) 2♥/♠ — 2NT (asks)

Responses:

3♣: Bad hand, bad suit

3♦: Bad hand, good suit

3♥: Good hand, bad suit

3♠: Good hand, good suit

3NT: AKQxxx suit