

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
1 Level 8-16HCP 5(4)+ Cards
2 Level 11-16HCP 5+ Cards
Advancer's Cue-Bid could be 11+ with fit or 13+ with or without fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Seat: (15) 16-18 (System on)
4th Seat: 11-14 (System on)
(1M)-1NT= 4oM, 5m+
Sandwich 1NT: Nat 16-18, except with passed hand.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Preempt
2NT and 4NT Unusual
Ghestem
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Direct CB= Michaels 5-5, except (1♣)-2♣ 5-4 MMs & 2♦ 5-5
Jump CB ask for stopper except (1♣)-3♣ Ghestem
VS. NT (vs. Strong/Weak; Reopening; PH)
Non-Passed Hand: MultyLandy in 2 nd and 4 th Seat
Passed Hand: DONT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Takeout
(2M)-3M= Asking for stopper, 4m=5m5oM, 4M= Both minors
(2D)-3D= Asking for stopper, 4♣= ♣ + M 4♦= Both Majors
VS. ARTIFICIAL STRONG OPENINGS
CRaSh
OVER OPPONENTS' TAKEOUT DOUBLE
1x-(X) Everything in xfer up to 2x-1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Natural	
NT	Attitude	Natural	
Other			
LEADS			
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)	
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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Lo= Encouraging	UDCA	UDCA
2	UDCA		
3			
NT 1	Lo= Encouraging	Smith Eco	Lavinthal
2	UDCA	UDCA	
3			
Signals: UDCA, Lavinthal, Eco Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: A.L. 3 card support in rest of the suits or 1-suited			
2 nd Seat: Could be weak if perfect shape, 4 th Seat: 9+			
After some sequences doubles are for penalties			
Answers: Same level 0-7, Jump 8-11; Cue-Bid 12+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLS			
1m-(1♥)-X= 4 or 5 ♠s			
Supp X or XX only if we can play at 2 nd lvl, otherwise strong 16+			
Snapdragon double			



World Bridge Federation Convention Card

SYSTEM CATEGORY: Green - Natural

NCBO: Uruguay

PLAYERS: F. Basoalto, C. Yáñez.

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-Card Majors
1♣= Bal 12-14 (May have 5♦) / Unbal ♣ / 15-17 Bal only in favourable position (May have 6m)
1♦= Unbal ♦
Transfers over 1♣
Aggressive openings in 3 rd seat
2♣= Any GF hand
2♦= 18-19 Bal
1NT Openings: 15-17, may be 14 with a 5 th major suit or a 6 th minor suit / 12-14 only in favourable position
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦= 4+♥
1♣-1♥= 4+♠
1♣-1♠= Bal or ♦
2♦= Bal 18-19
2♥/♠= 5-10 with 6M
SPECIAL FORCING PASS SEQUENCES
After FG auctions and competition at the 5-level or higher.
After 2♣ openings
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rarely

OPENING	TICK IF ARTIF	MIN. CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		2	4♦	UP: 12-14 Bal / Unbal ♣ 11-21 FP: 15-17 Bal / Unbal ♣ 11-21	1♦= 4+♥, 1♥=4+♠, 1♠= Bal / ♦ 1NT= GF, 2♣= NF 5+♣ up to 9, 2♦= 6+♦ GF+ 2M= 5+M S.I 2NT= F, 10-11, 5+♣, 3♦= 6♦ 10-11 solid suit, 3M=0-1M 4oM, (5)44mms, 3NT= 4♣ 13-15	XYZ, Gazzilli (1NT)	2NT=5th raise 10+ 2♦= 5-5 MMs weak 2M= 5M 4♣ 6-9
1♦		4	4♦	Unbal 5+♦, possibly 1444 or 4441	1M= Nat 4+M, 1NT= GF, 2♣= NF 5+♣ up to 11, 2♦= NF 3+♦ up to 9, 2♥/♠= SI 6+ Good Suit, 2NT= F, 10+ 5+♦, 3♣=Inv 6+♣, 3♦=Preempt NF, 3M= 0-1M 4oM, (5)44mms	XYZ, Gazzilli (1NT)	2NT=4th raise 10+ 2H= 5-5MMs very weak
1♥		5	4♦	UP: Natural, 11-21 HCP. FP: May be 15-17 Bal	1♠= 4+♠, 1NT= SF, 2♣= GF Bal / GF♣ / 3♥ 10-11, 2♦= GF♦, 2♥= Simple raise NF, 2♠= 7+ 4♥, 2NT= 6+♠ Inv, 3m= 6+m Inv, 3♥= Preempt, 3♣= Any shortage, 3NT/4♣/4♦= voids	XYZ, Gazzilli	Drury, One-under 2NT=4th raise 10+
1♠		5	4♦	UP: Natural, 11-21 HCP. FP: May be 15-17 Bal	1NT= SF, 2♣= GF Bal / GF♣ / 3♠ 10-11, 2♦= GF♦, 2♥= GF♥, 2♠= Simple raise NF, 2NT= 7+ 4♠, 3x= 6+x Inv, 3♣= Preempt, 3NT= Any shortage, 4x= void	Gazzilli	Drury, One-under 2NT=4th raise 10+
1NT				UP: 15-17 Bal, could have 5M or 6m (14 with 5M or 6m in 3 rd or 4 th seat) FP: 12-14 Bal, could have 5M or 6m	2♣= Stayman, 2♦= xfer to ♥, 2♥= xfer to ♠, 2♠= xfer to ♣, 2NT= xfer to ♦, 3♣= Romex, 3♦= 5-5MMs GF+, 3♥= 31(54) GF, 3♠= 13(54) GF, 3NT= SO, 4♣= 6+♥ SI, 4♦= 6+♠ SI, 4♥= 6+♣ SI, 4♠= 6+♦ SI, 4NT= Quantitative	Smolen After 3♣; 3♦= Denies 4♥, could have 4♠, 3♥= 4-5h, 3♠= 5♠, 3NT= 4-4 MMs	1NT-(X) Pass= SO, XX= 5+X (forces to 2♣), 2♣= NF 4+♣, 4+X, 2♦= NF 4+♦, 4+M, 2♥= 44+MMs
2♣	✓			Strong	Kokish	Kokish	Forcing pass, X weak
2♦	✓	6		18-19 Bal, could have 5M or 6m	2♥= xfer to ♠, 2♠= Forces to 2NT, 2NT= Forces 3♣, 3♣= Romex, 3♦= 5-5MMs GF+, 3♥= 31(54) GF, 3♠= 13(54) GF, 3NT= 5-5mms GF, 4♣= 6+♥ SI, 4♦= 6+♠ SI, 4♥= 6+♣ SI, 4♠= 6+♦ SI	After 2♦-2NT-3♣, Pass= S.O ♣, 3♦= S.O ♥, 3♥= S.I 6+♣ with void, 3♠= 6+♦ with void, 3NT= 5-5mms	
2♥	✓	5		6♥	2NT= Interest	After 2NT, rebid the suit discourages, anything else natural and positive, 3NT= Semi-solid suit, no extras	
2♠	✓	5		6♠	2NT= Interest	After 2NT, rebid the suit discourages, anything else natural and positive, 3NT= Semi-solid suit, no extras	
2NT				20-21 HCP Bal. Could have 5M or 6m	3♣=Romex, 3♦= GF xfer to ♥, 3♥= GF xfer to ♠, 3♠= Forces 3NT, 3NT= 5-5 mms S.I, 4♣= 6+♥ SI, 4♦= 6+♠ SI, 4♥= 6+♣ SI, 4♠= 6+♦ SI, 4NT= Cuantitative	After 3♣: 3♦= Denies 4♥, could have 4♠, 3♥= 4-5h, 3♠= 5♠, 3NT= 4-4 MMs After 3♠-3NT: Pass= S.O, 4♣= 5♦ 4♣ S.I, 4♦= 5♣ 4♦ S.I 4♥= 6+♣ with void, 4♠= 6+♦ with void	
3♣		6		6 or 7♣ 6-10 pts.			
3♦		6		6 or 7♦ 6-10 pts.			
3♥		7(6)		7♥ 6-10 pts.			
3♠		7(6)		7♠ 6-10 pts.			
3NT	✓			Solid 7-card minor.	4/5/6/7♣= P/C		
4♣/♦/♥/♠				Nat, preemptive.	4NT= RKCB		
4NT	✓			Pick a minor	5/6/7♣/♦= Best minor, SO		

HIGH LEVEL BIDDING: Answer to RKCB = 1430, Spiral, DOPI, ROPI, DEPO. Cue-Bids. Over 4NT response the following step which is not the trump suit asks for the Queen; The trump denies it.

Glossary:

SI: Slam Interest

SO: Sign OFF

GF: Game Forcing

NF: No Forcing

SF: Semi-Forcing

PH: Passed Hand

UP: Unfavourable position

FP: Favourable position