

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
1 Level 8-16HCP 5+ 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)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Preempt
2-Suit Unusual
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Direct CB = Michael
Except: 1♣ 2♣ Natural
1♣ 2♦ Michaels
VS. NT (vs. Strong/Weak; Reopening; PH)
MultyLandy in 2 nd and 4 th Seat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Takeout
CB= Michaels
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Natural	
NT	2 nd /4 th	Natural	
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)x, AK, Ax, A	AKQJT(+), AKQT(+), AKJ9(+), AQJT(+)	
King	KQxxx(+), KQ(+), Kx, K	KQJx, KQT, KQx, Kx,	
Queen	QJx(+), QJ, Qx, Q	QJ10(+), QJ9(+), QJ(+), QT9(+)	
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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Lo=Encouraging		Lavinthal
2	UDCA		
3			
NT 1	Lo=Encouraging		Lavinthal
2			
3			
Signals:			
Lavinthal			
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+			
Answers: same level 0-8, Jump 9-11; Cue-Bid 12+			
After redouble Pass is for penalties/glad in any suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS & REDBLs			
Negative Double			
Support Double			



World Bridge Federation Convention Card



SYSTEM CATEGORY: Green - Natural

NCBO: Chile

PLAYERS: Claudio González, Esteban Vásquez.

[illegible]

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♣=13+ FG, with clubs, 2♦= limit 11-12 w/clubs, 3♣=5♣ and 0-6, 2NT=11-12	2-way Check-back(2), 4 th suit forcing.	Same
1♦		3	4♦	Natural, 11-20 HCP.	1NT=6-10, 2♦=13+FG, w/♦, 3♣=11-12 w/♦, 3♦=5♦ and 0-6, 2NT=11-12	2-way Check-back, 4 th suit forcing.	
1♥		5	4♦	Natural, 11-20 HCP.	1NT=6-12 (forcing), 2♣/♦ = 3+♣/♦ F.G, 2♥=6-9 support, 2NT=4♥ and 13+pts bal, 3♣= 4♥ and 6-9, 3♦=4♥ and 10-11, 3♥=4♥ and barrage, 3♠ = any splinter, 3NT= bal 3♥ and 13-15, 4♣ = balanced with 3♥ and 16-17, 4♦ = barrage with defensive points (A or KQ) 4♥=barrage.	2-way Check-back, 4 th suit forcing.	
1♠		5	4♦	Natural, 11-20 HCP.	1NT=6-12 (forcing), 2♣/♦ = F.G, 2♠=6-10 support, 2NT=4♠ and 13+pts bal, 3♣= 4♠ and 6-9, 3♦=4♠ and 10-12, 3♠=4♠ and barrage, 3♥ = any splinter, 3NT=bal with 3♠ and 13-15, 4♣ = balanced with 3♠ and 16-17, 4♦ = barrage with defensive points (A or KQ) 4♠=barrage.	2-way Check-back, 4 th suit forcing.	
1NT				15-17 HCP balanced hand. May have 5 cards major.	2♣=Stayman, 2♦=trfr to ♥, 2♥=trfr to ♠, 2♠=trfr to ♣; 2NT=trfr to ♦, 3♣=puppet stayman, 3♦ = 5-5 in minors, 3♥=Sing ♥ 9+ cards in minors (G), 3♠=Sing ♠ 9+ cards in minors (G), 4♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative		
2♣	X			Balanced hand 24-25 or 28+, 18+ w/ 4 losers in Maj. or 3 losers in min, GF.	2♦=Relay, 2♥=5+♥ with 2H, 2♠=5+♠ with 2H, 3♣=6+♣ with 2H, 3♦=6+♦ with 2H, 2ST=3 controls with 8-11		
2♦	x	6		6♥ or 6♠ 6-7 pts or balanced (22-23 or 26-27pts).	2♥=Relay, 2♠ invites in hearts, 2nt 15+pts, 3♥ invites in both mayors, 4♣ asks por mayor in transfer, 4♦ asks for mayor, 4♥game in both mayors		
2♥	x	6		6♥ 8-10 pts	2nt=asks description of the hand;	After 2NT bids 3♣=8 pts 3♦=9 pts 3♥=10 pts	
2♠	x	6		6♠ 8-10 pts	2nt=asks description of the hand;	After 2NT bids 3♣=8 pts 3♦=9 pts 3♥=10 pts	
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♣=5-5 in Majors, 4♦=trfr to ♥, 4♥=trfr to ♠, 4♠=Blackwood, 4NT=Quantitative 10-11		
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	x			Solid 7-card minor.	4/5/6/7♣ = Pass or correct; 4♦= Asks for sing/void		
4♣				8♣ 6-10 pts.			
4♦				8♦ 6-10 pts.			
4♥/♠				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 = 03-14. 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, 2nd/ 4th 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. Two way Checkback

1x	1y
1NT	¿?

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

1x	1y
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?

1x	1y
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	
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3) 2NT: Club Sign Off or two-suited (5-5 +) strong (forcing game). Forcing to 3Clubs.

1x	1y
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.

3. Smolen

After: 1NT-2♣-2♦:

3♥=5♠ and (at least) 4♥

3♠=5♥ and 4♠

4. Puppet Stayman:

2NT-3♣

3♦: 1 or 2 4th Major

3♥: 5♥

3♠: 5♠

3ST: Denies 4th Major

The same applies in 1NT-3♣.

5. Splinter:

1♥-3♠

Or

1♠-3♥

Low, Mid, High