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 withou	t fi
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd Seat: (15) 16-18 (System on)	
4th Seat: 11-14 (System on)	
+til Seat. 11-14 (System on)	
HIMD OVERCALLS (Chales Beautiful Linears Linea	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Preempt 2-Suit Unusual	
L-Guit Offusual	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Direct CB = Michael	
Direct CB = Michael	
	_
VS. NT (vs. Strong/Weak; Reopening; PH)	_
MultyLandy in 2 <sup>nd</sup> and 4 <sup>th</sup> Seat	
violityEarluy III 2 Ariu 4 Seat	_
	_
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X=Takeout	
CB= Michaels	
VS. ARTIFICIAL STRONG OPENINGS	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX= 10+	_
XX= 10+	
XX= 10+	
XX= 10+	

OPENI	NG LEADS STYLE				
	Lead				Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>			Natural	
NT	2 <sup>nd</sup> /4 <sup>th</sup>			Natural	
Other					
LEADS	1				
Lead	Vs. Suit				Vs. NT
Ace	AK(x)x, AK, Ax, A		AKQJT(+), AKQT(+), AKJ9(+), AQJT(+)		AKQT(+), AKJ9(+),
King	KQxxx(+), KQ(+),Kx	κ, K			KQx , Kx
Queen	QJx(+), QJ, Qx, Q		Q	10(+), QJ	9(+), QJ(+), QT9(+)
Jack	KJT(+), J10x(+), Jx,	J	JT	9x(+), JT8	3(+), JTx
10	KT9(+), QT9(+), T9(		_		IT(+), T98(+) 109x
9	98(+)		AT9(+), KT9(+), QT9(+), 98xx		(+), QT9(+), 98xx
Hi-x	Doubleton		Do	ubleton	
Lo-x	Hxx - Hxxxx		H	(XX	
SIGNA	LS IN ORDER OF F	PRIORIT	Υ		
	Partner's Lead	Declar	rer's	s Lead	Discarding
Suit 1	Lo=Encouraging				Lavinthal
2	UDCA				
3					
NT 1	Lo=Encouraging				Lavinthal
2					
3					
Signals	):				
Lavinth	al				
		DOUBL	ES	;	
TAKEC	OUT DOUBLES (St	yle; Res	spo	nses; F	Reopening)
	A.L. 3 card support i				
	t: Could be weak if				
4 <sup>th</sup> Sea	t: 9+				
Answe	rs: same level 0-8,	Jump 9-	11;	Cue-Bio	I 12+
	double Pass is for p				
SPECI	AL, ARTIFICIAL &	COMPET	ΓΙΤΙ	VE DBL	S & REDBLS



# World Bridge Federation Convention Card



SYSTEM CATEGORY: Green - Natural

NCBO: Chile

PLAYERS: Nicolás Adarmes, Fátimah Leiva

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-Card Majors, Best minor, Distributional openings,
Aggressive openings in third seat.
Drury and
Michaels and unusual NT; , Weak Jump Overcalls;
Two way checkback
1NT Openings: 15-17
AND THE THE THE PERSON
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT Opening: Gambling
Sivi Opering. Cambing
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

PENING	TICK IF ARTIF.	MIN. CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1.		3		Natural, (11)12 -20 HCP.	1NT=6-10, 2♣=6-10pts 5+♣, 2NT=11-12 , 3♣ = 11-12pts 5+♣.	2-way Check-back(2), 4 <sup>th</sup> suit forcing.	Same
1 •		3	4 •	Natural, (11)12 -20 HCP.	1NT=6-10, 2 • =6-10pts 5+ • , 2NT=11- 12 , 3 • =11-12pts 5+ •	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1♥		5	4•	Natural, (11)12 -20 HCP.	1NT=6-10, 2*/• = 11+pts 5+*/•, 2▼=6-10 support, 2NT=11-12 pts, 3▼= limit, 3NT= 13-15, 4▼= barrage o 13- 15pts and 3▼.	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1 🛦		5	4•	Natural, (11)12 -20 HCP.	1NT=6-10, 2*/• = 11+pts 5+*/•, 2*=6-10 support, 2NT= 11-12, 3*= limit, 3NT=13-15pts, 4*= barrage o 13-15pts and 3*.	2-way Check-back, 4 <sup>th</sup> suit forcing.	
1NT				15-17 HCP balanced hand	2.*=Stayman, 2.*=trfr to ♥, 2.♥=trfr to ♣, 2.*=trfr to ♣; 2NT=trft to 4.*=5-5 in Majors, 4.*=trfr to ♥, 4.♥=trfr to ♠, 4.*=Blackwood, 4NT=Quantitative		
2*	Х			Balanced hand 22-23 or 24+	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•		6		6 • 6-10 pts			
2♥		6		6♥ 6-10 pts			
2.		6		6 <b>♠</b> 6-10 pts			
2NT				20 - 21 HCP balanced hand. May have 5-card Major.	3♣=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♦		7		7 ◆ 6-10 pts.			
3♥		7		7 <b>▼</b> 6-10 pts.			
3♠		7		7 <b>.</b> 6-10 pts.			
3NT	х			Solid 7-card minor.	4/5/6/7♣ = Pass or correct; 4♦= Asks for sing/void		
4.				8 <b>.</b> 6-10 pts.			
4 •				8 • 6-10 pts.			
4/♥/♠				8 <b>♥/</b> ♠ 6-10 pts.	4NT= RKCB		
4NT	х			8 <b>▼</b> 6-10 pts.	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, 2<sup>nd</sup>/ 4<sup>th</sup> position:

X = 15+

2 = Majors (5-5)

2♦= 6 cards in a Major.

2**v**= 5**v**+ 4+m

2♠= 5♠ + 4+m

2NT= minors

**3**♣ = 6+ ♣

3 ♦ = 6+ ♦

3**∨**= 7+**∨** 

3♠= 7+♠

#### 2. Two way Checkback

1x	1y
1nt	<b>;</b> ?

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

1x	1y
1nt	2. (Forces to 2.)
2 •	<ul> <li>a) PASS: Diamonds sign off</li> <li>b) 2oM: Inviting (11-12); 5 cards M y 4oM</li> <li>c) 2M: Inviting (11-12); 5 cards M</li> <li>d) 3M: Inviting (11-12); 6 cards M</li> <li>e) 2NT: 10-12</li> </ul>

### 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	

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

1x	1y
1nt	2NT (Forces 3.4)
3*	<ul> <li>a) PASS: Clubs sign off</li> <li>b) 3 → , 3 ▼ , 3 ♠: Shows Second strong suit*.</li> </ul>
	*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♠