

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level; after that cue = Fit, Invitational or more
Jump raise=Pre; new suit: 1-level=F1R, 2-level=No F; Jump=F
Sound 2-level. After that cue= looking for second suit or NT; new suit=F1R, raise is invitational
Reopening: 2 level = sound +10HCP
4 th live: cue bid=Nat.; 1NT= other two suits; Dbl=T/O
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Pos= 15-18 HCP
Responses: Over 1m = we don't hear the opening. Over 1M= all voices are transfer and transfer to 1M opening is stayman
4th Pos= 11-14 HCP. No stopper guarantee after 1♣
Responses: stayman and transfers, depending on op. bid -Note 8-
JUMP OVERCALLS (Style; Responses; Unusual NT)
Classic: 2-level=6-10HCP, new suit forcing; 2NT asking
In 4 seat jump at 2 level = Strong, more than opening values
1M-2NT= minors ; 1m-2NT= ♥+ o.m. (5-5+)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue= Michaels, except 1♣-2♣=natural -Note
1M-3M= stopper asking
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs. strong NT (+14): Dbl= m + M. Other= same vs weak NT
Vs. weak NT: D=Strong; 2♣=M; 2NT=m ; 2♦=6♠or♥; 2♥/♠= M+m -Note 3-
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
After 2/3 Weak = Leaping Michaels - Note 18 -
Lebenshol after (2WK)-DBL-(P);
Take out dbl through 4♠ inclusive -
Over 2♦ weak: 3♦=Mayors
4♥-4NT=minors ; 4♠-4NT=any two suits
VS. ARTIFICIAL STRONG OPENINGS
1♣(strong)-Dbl = Clubs ; 1NT= weak 6+ clubs ; 2♣= any two suit
2♣ (FG)-Dbl = clubs ; 2♦(FG)-Dbl=diamonds -Note 13-
OVER OPPONENTS' TAKEOUT DOUBLE
New suit= F1R at 1 level and no forcing at 2 level -Note 10 -
Over M: Jump supp. is weak: Over minor is positive, more than a simple raise. 2/3NT is Truscott over M and pre over m

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5 th	3rd/5 th	
NT	2nd/4th	3rd/5 th	
Subseq	ATTITUD or 3rd/5 th	3rd/5 th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK, AKxx (even)	Ask for attitude	
King	AKx (odd number), Kx, KQ	Ask for Unblock or count	
Queen	KQx, QJ, Qx	QJ9x(+) may be KQx	
Jack	QJx, KJ10(+), J10,Jx	Jx, J10(+)	
10	J10x, Q109x(+), 109, 10x	AQ109x+, KJ10x+, 109x+	
9	109x, 9x	Q109x, A109x,	
Hi-x	2 / 4 / 6 cards	5 cards ; may be (Hxx)	
Lo-x	1 / 3 / 5 cards	4/6 ; may be (xxx)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's	Discarding
Suit	1 ATT:High=encorg	High = Even	High=even
	2 CT: High = Even		
	3 S/P dummy short		
NT	1 ATT:High=encorg	High = Even	High=even
	2 CT High = Even		
	3 S/P		
Signals (including Trumps): Hi-Lo in trumps looking for unusual defense			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
General style= standard shape or 18+HCP any shape			
Standard responses after T/O dbl. reopen may be light			
Cue bid = forcing until a suit is bid twice.			
1m-dbl-1M-2M=Natural; cue bid promise rebid			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Against 2♦Multi-Dbl = take out over ♠			
Ligtner dbl. ; 3 card support dbl and rdbl or STRG BAL			
T/O at 3 level after 1NT opening			
4 th seat Dbl of third suit = 4 th suit + tolerance			
1m-1♥-Dbl = denies 4♠ ; 1m-1♠-Dbl = suggests 4+♥			

CONVENTION CARD
 
Convention Card ♠ ♥ R.M. ♦ ♣
 
Category: <u>Natural - Green</u>
NCBO: <u>SPAIN</u> EVENT: <u>All</u>
PLAYERS: <u>Gomez de Pablos, Pablo</u> <u>Basabe Armijo, Enrique</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5+ ♠/♥ ; 3 ♦/♣
Limit jump raises in minors, weak in Majors
1NT no forcing
1NT opening= 15-17 ; 5M OK
With 5 card Major and 6 card minor we open 1M
Balanced minimum opening = 12HCP
2 over 1 Responses: 10 HCP up RDBL: 10 HCP+
Preempts: Classic
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = strong any suit except ♦ (if bal= 22-23), or 6♦ cards weak
2♦ = like Multi - Notes 15 and 16 -
2♥/♠ opening = 5 M cards + minor (7-10 HPC) - Note 17 -
3 NT = solid minor
Negative dbl. to 4♠ inclusive -
Lebenshol after 1NT-2x and after weak 2-Dbl -Note 2-
Michaels cue bid -Note
Other bidding sequences -Note 4-
SPECIAL FORCING PASS SEQUENCES
Standard, no special agreements
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Splinters (-Note 12-), 3 th and 4 th suit forcing (Note -7-)
Truscott (Note -4-)
XYZ, Walsh (Note -5-)
PSYCHICS:
rarely

OPENING	TICK IF ART	MIN No. Of C.	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	11 to 20 HCP Natural	Respond 1♠/♥ may have longer♦, if weak hand Single raise weaker than 3 level	1♣ -p -1♦ -p -1NT= may be with 4 cards in any Major or both After system XYZ on -Note 5-	
1♦		3	4♠	11 to 20HCP Natural	Same		
1♥		5	4♠	11 to 20 HCP	Jump raise =pre; 2NT= Invitative 1NT = Natural 3NT = Splinter ♠ 3♠= any weak splinter; 4♣ / 4♦ = Splinter strong	1♥- 2x-2♥-2NT= FG	
1♠		5	4♥	11 to 20HCP	see 1♥, but 3NT= any weak splinter	Same as over 1♥. 1♠-2♥-3NT= weak splinter	
1 NT				15-17; 5 card M OK	Transfer, Stayman (promise 4 card M) -Note 6- 2♠= transfer ♣ or 8-9HCP balanced 3M= singleton or void in M and asks for minors 4♣= 5+♠-5+♥; 4♦= Texas for ♥; 4♥= Texas for ♠	Smolen	
2♣	X	0		Strong or weak with ♦ If balanced = 22-23 HCP or 26-27	-Note 15-		
2♦	X	0		Weak ♥ or ♠ Strong ♦ or ♣ and other If balaced = 24-25 or + 28	- Note 16 -		
2♥	X	5		6-10 HCP ; ♥ + minor	3♥= Barrage; 3♠=Pass or correct; 3♦= invitative in ♥; 2♠ = Not forcing ; 2NT = Forcing Game		
2♠	X	5		6-10 HCP ; ♠ + minor	3♠= Barrage; 3♣=Pass or correct; 3♦= invitative in ♠; 3♥ = Not forcing ; 2NT = Forcing Game		
2NT				20-21 ; 5 card M OK	Stayman and Transfers -Note 6-		
3bids		6		All 3x = PRE, natural	new suit=F1R 4 Major = Nat.		Anything ok in 3 rd . Sound in 4 th
3NT	X			Solid minor, little outside.	4♦= ask for singleton: 4NT= ask for lenth		
4♣	X	7		solid 7/8 card ♥ suit	one step = Forcing relay ->ask for control		
4♦	X	7		solid 7/8 card ♠ suit	see 4♣		
4♥		7		7 card ♥ suit	Weaker than 4♣	HIGH LEVEL BIDDING	
4♠		7		7 card ♠ suit	Weaker than 4♦	Blackwood 5 key cards = 30-41	When bid controls at 5 level, 5NT is blackwod 30-41 as well
4NT	X			5+♦ and 5+♣ Weak		Splinters and autosplinters -Note 12-	
						5NT: Josephine when jumping .6♣=0;6♦=1; etc..	
						Bid first and second controls equally	
						PODI; Pass and then pull is slam try	

Note 1: Michaels

1♣-2♣ = Natural. Only Michaels if 1♣ is 4+ cards

1♣-2♦ = Majors

1♣-2NT = ♦ + ♥

1♦-2♦ = Majors. Also when 1♦ is 3, 4 or 5 cards and precision ♦

1♥-2♥ = ♠+minor. After 2NT asks minor. 3♣/♦ is natural 6+ and no forcing. Dbl for penalty

1♠-2♠ = ♥+minor. After 2NT asks minor. 3♣/♦ is natural 6+ and no forcing. Dbl for penalty

Our Michaels are at least 5-5 and 6-11HCP or very strong hand. **If strong (+15) we reopen usually with Doble, any other minds greater distribution, not strong**

In other situations we use Michaels cue bids with unspecified strength and not always 5-5. Some examples:

1♣-pass-1NT-2♣ = Michaels 5-4, with any kind of ♣. Could be 4-4

After: 2♦=asking for better Major

Same over 1♦ pass-1NT-2♦

1♣/♦-1NT-2♣=Michaels 5-4+ in Majors

1♥-pass-1NT-2♥ = Michaels 5-4+ After 2NT asking for the minor and 3♦/♣ natural 6+

1♠-pass-1NT-2♠ the same

1NT-pass-2♦*-2♥: *transfer. 2♥= Michaels 5-4+ After 2NT asking for the minor and 3♦/♣ natural 6+

Similar with transfer to ♠

1♥-pass-2NT*-3♥. * Support in ♥. 3♥= Michaels 5-5+. After 3NT bid asking for the minor

Similar with 1♠ opening

1♥-pass-3♣/♦*-3♥. * Support in ♥. 3♥= Michaels 5-5+. After 3NT bid asking for the minor

- Double is lead directional

- Pass and after double is for take out

NOTES:

- Always Michaels bids Mm, 2NT asks for minor suit and bid a minor directly means 6+ cards and no forcing.
- Also when bid is at third level

Note 2: Lebenshol

A) 1NT-2x*-*? *2x=natural, natural+other, transfer

Double is for penalty

2 level new suit is to pass.

2NT forces to 3♣. Responder may pass, or make a minimum bid in any suit no forcing, or prepare for stayman in other Mayor.

3 level suit is FG. 3♥ and 3♠ has inverted meaning. ♥ is for ♠ and viceversa

Examples:

1NT-2♥-3♠ = asks for stopper in ♥. Denies 4♠

1NT-2♥-3♥ = Spades 5+ FG

First bid 2NT and after cue bid is stayman with no stopper

First bid 2NT and after 3NT is stayman with stopper

1NT-2♣-*?

2x = weak to pass

3♣ = asks for stopper

2NT = Stayman. After: - 3♣ = Asks for stopper

- 3♦ = Stopper with at least 1 majors

- 3♥/♠ = 5 cards with stopper

3♦ = No stopper

3♥/♠ = Stopper with ♠/♥ (smolen)

3NT = Stopper with both majors

3♥/♠ = 4 or 5 cards suit

3NT = No majors

1NT-2♦-*?

- Dbl = penalty

- 2♥/♠ = natural weak

- 2NT = Lebenshol. After 2NT and 3♣: - 3♦ = stayman No stopper

- 3♥ = ♠ with stopper

- 3♠ = ♥ with stopper

- 3NT = Both Majors with stopper

1NT - 2NT - Dbl = Stayman

- 3♥ = 5+ ♠

- 3♠ = 5+ ♥

B) 2♥-dbl-pass-?

- 2♠ natural and weak

- 2NT = Lebenshol: weak in ♣ or ♦

- 3♣/♦ = positive but not forcing: 8-10 HCP and 4+ card suit

- 3♥ = asks for stopper

- 3♠ = natural 4+ limit

- 3NT = to play

Note 3: Defense after 1NT Opening

A) Over Strong NT : 15-17; 14-16; 16-18 etc. Valid in 2nd and 4^{rt} position

B) After Weak NT: 12-14; 10-13; etc, also 13-17 precision NT. Valid in 2nd and 4th position

- 2♣= Majors. After 2♦=asking for longer major
- 2NT= minors
- 2♦ = 6+ ♥ or ♠. After like Multi: 2♠ is to play or invitational to ♥
2NT= asking : 3♣=min ♥; 3♦=min♠; 3♥=Max ♠ 3♠=Max ♥
3♥/♠ = Pass or correct
- 2♥= ♥ + m. After, 2NT asks for the minor. 3♣/♦ natural
- 2♠= ♠ + m. After, 2NT asks for the minor. 3♣/♦ natural
- DBL = take out over weak NT +14HCP balanced
- DBL = minor + Major. Minor longest than Mayor over strong NT (14+)

Our overcalls over weak NT are positives with good hands.

1NT (weak) - dbl - pass or rdbl - ?? No matter the meaning of the pass or redouble

- Pass = for penalty, forcing to double or bid 2NT. After any new suit is forcing
- 2♣= weak with clubs or balanced with no suit ???
- 2♦/♥/♠ = weak and natural

1NT(strong) – pass - 2♣(stayman) - DBL = show long clubs, strength unspecified

1NT(weak) – pass - 2♣ (stayman) - DBL = show general strength 12+ , balanced hand

1NT(any) – pass – 2X (transfer) - ??:

- DBL = shows suit doubled
- Cue bid is Michaels
- Pass first and after doubled is for take out

Note 4: Special bidding sequence

1♣ - 1♥/♠

3♦ = Artificial, 18+HCP FG wit 6+♣, nothing about diamonds

Support ♣ after any relay is FG

1♣/♦ - 3♣/♦ = limit 9-11 HCP

1♣/♦ - 3♥/♠ = Pre-empt

1♣/♦ - 4♣ = Solid ♥. AKQ suit, no many points outside. Not with overcall. After, 4NT asks for length : 5♣=7 cards and 5♦=8 cards

1♣/♦ - 4♦ = Solid ♠. AKQ suit, no many points outside. Not with overcall. After, 4NT asks for length : 5♣=7 cards and 5♦=8 cards- 6

1♣/♦ - 1NT-2♣ = Mayors, at least 5-4. After, 2♦ asks for better suit

1♦ - 2♣

2♦ - 3♦ = FG

1♦ - 2♣

2NT = 12-14 balanced

1♦ - 2♣

3♣ - 3♦ = FG

1♦ - 2♣

2♦ - 2NT = 10-12HCP

1♥ - 2♣

2♦ - 2NT = 10-12HCP

1♠ - 2♣

2♦ - 2NT = 10-12HCP

1♠ - 2♣

2♥ - 2NT = 10-12HCP

1♥-p-2♣-p

2♥-p-2NT-p

3♣ = 4♣ <15HCP

3♦ = 6♥ (After, 3♥ is slam try)

3♥ = 6♥/4♣

3♠ = 5♥/4♠

3NT = 5-3-3-2

1♥-p-2♦-p

2♥-p-2NT-p

3♣ = 5♥/4♠

3♦ = 5♥/4♦

3♥ = 6♥

3♠ = 5♥/4♠

3NT = 5-3-3-2

1♠-p-2♥-p

2♠-p-2NT-p

- 3♣ = 4+♣ <15HCP

- 3♦ = 4+♦ <15HCP

- 3♥ = 2♥ cards with A,K or Q

- 3♠ = 6+♠ 12-14HCP

- 3NT = 5-2-3-3 12-14HCP

1♠-p-2♣-p

2♠-p-2NT-p

3♣ = 4♣ <15HCP

3♦ = 5-3-3-2 con 3♣

3♥ = 6♠ (After, 3♠ is slam try)

3♠ = 6♠/4♣ <15HCP

3NT = 5-3-3-2 con 2♣

1♠-p-2♦-p

2♠-p-2NT-p

3♣ = 5♠/4♣ <15HCP

3♦ = 5♠/4♦ <15HCP

3♥ = 6♠ (After, 3♠ is slam try)

3♠ = 6♠/4♦ <15HCP

3NT = 5-3-3-2

1♥/♠ - 2♣/♦

3♣/♦ = extra strength 15+ HCP

1♥/♠ - 2♣/♦

2NT = 18-19 balanced., with 15-17 we open 1NT and 20-21 2NT

1♥ - 2♣/♦

2♥-3♥ = Slam try. Next voice is singleton. If no singleton: 3NT with interest (14+) and 4♥ with no slam interest

1♠-p-2♥-p

- 2♠ = No clear hand

- 2NT = 18-19 balanced Or 15-17 (5-4-2-2). With 5-4-3-1 we use splinter. After, 3♣ is mandatory: - 3♥ = 3 cards and 18-19 balanced

- 3♣ = 15+ 5-4 at least

- 3NT = No heart support and 18-19 balanced

- 3♦ = 15+ 5-4 at least

- 4♥ = 5-4-2-2 and 15-17

- 3♥ = 3 cards 12-13 HCP

- If 18+ you can say 4♣/♦

- 3♠ = 6+ good cards 16+HCP

- 3NT = Weak splinter 12-14HCP. After 4♣ asks:

4♦ Singleton

4♥ Singleton in ♣

- 4♣/♦ = 15+ splinter

- 4♥ = 3-4 card support 14-15 HCP and no shortness. With better hand we bid first 2NT

1♠ - 1NT

2♣/♦ - 3♠ = 2 cards in ♠ and good ♣/♦ support. 9-11HCP

1♥ - 1NT

2♣/♦ - 3♥ = 2 cards in ♥ and good ♣/♦ support. 9-11HCP

1♥ - 1NT

2♣/♦ - 2♠ = very good ♣/♦ support. 9-11HCP and 0/1 heart

1♥/♠ - 2 NT = 9-11 HCP with ♥/♠ support. 3 or 4 cards

1♥/♠ - 3♥/♠ = weak 4-6HCP with 4 cards support. Also with overcall if possible.

With invitational hand or better we use "Truscott 2/3NT" after Double or Cuebid after suit overcall

1♥/♠ - 3♣/♦ = club/diamond suit + 4card fit. 9-11 HCP. Also with double or suit overcall, when jump is possible

1♥-1♠-2 NT = natural

1♥-1♠-2♠ = invitational or more

1♥/♠-Dbl-2NT = support limit. 3NT is also support but with 12+ HCP

1♥ - 3♠ - Dbl = asks for stopper to play 3NT. 4♣/♦ are slam try

3NT-p-4♣ = Pass or correct

-4♦ = Asks for shortness

-4♥/♠ = Singleton or void

-4NT = shortness in minor

-5♣/♦ = 7,2,2,2

3NT – 4NT = asks for length

-5♣ = 7 cards

-5♦ = 8 cards

Asking for Q Triumph

- 5NT = No Q in any case in which we can not deny with suit fitted at 5 level

5♠/♥ if possible Deny Q when the fit is ♠/♥

- Any other voice is the Q + K of suit named

- 6 level fit = I have the Q and deny K of skipped suit at below level. You could have any K of superior level

Note 5: Walsh , XYZ Sistem and Check-back

Walsh

1♣ - 1♦

1NT = Could be with 4 cards in any major or in both. After XYZ system on.

After 1NT: - 2♠/♥ = Forcing Game, Natural 5-4 at least with a singleton. You show singleton in your next bid (if possible).

- If we say 2♦ and after , 2/3♠/♥ , it is 5-4-2-2. Forcing game, but no singleton.

With weak hands (until 11HCP), over 1♣ we respond any major with 4 cards before than 1♦ longer.(also with 4M-6♦)

1♣ - 1♦

1♥/♠ = Unbalanced hand . 5-4 or 4-4-4-1 at least

XYZ a nivel de 1 (System continue working with doubles and interventions when is possible the third voice at 1 level)

1X - 1Y

1Z - 2♣ = relay for 2♦. After you have 4 possibilities:

- pass to 2♦

- Invite in any suit. All bids are invitative (except the following two):

- Any splinter = support in partner opening suit

- Say 3NT only with 5M-4m-2-2 and 17-18HCP

- 2♦ = FG, nothing about ♦

- 2♥/2♠ = weak, to pass

- 2NT = Natural invitative with not 4 cards in partner opening suit. With 4 cards we bid first 2♣.

- 3♣ = to pass no matter the opening suit

- 3 level = Natural 5-5 at least and slam try

- Splinters: - Over NT are all autosplinters

- Over 2 suits, always with fit in the second suit.

1♣ - 1♥

1NT - 3♥ = slam try no singletons and not closed suit

- 3♠,4♣/♦ = autosplinter

XYZ sobre 2NT

1♣/♦/♥ - 1♥/♠

2NT - 3♣ = relay for 3♦. After, you could pass to 3♦ or repeat your suit. If you repeat your suit, partner could pass.

- 3♦ = Forcing Game. Nothing about ♦. After 3♦:

- You give preference to your 4 card Major. It does not deny 3 cards in Major named by partner.

- If partner says his 4 card Major and you have no 4 cards you say 3NT. If partner has 3 cards support he corrects to 4♥/♠ (your suit)

- 3♥/♠ = 3 cards in the suit named by partner. It denies 4 cards in the other Major

- 3NT = No 3 cards support and no 4 cards in the other Major

- 4♥/♠ = 4 cards support with balanced hand (18-19)

- 4♣/♦ = cue bid with 4 cards support and maximum.

Secuence 1♣ - 1♦

2ST - ?

- 3♣ = Slam try with 4+ ♣ or asking for ♦ support. **After:**

- Support with 3 ♦ cards is mandatory.

- 3♥/♠ = Control and 4+ ♣ cards

- 3NT = Only 3 ♣ cards,

- 3♦ = slam try, 6+ ♦ and no singleton

- 3♥/♠ = Natural 12+HPC and 5-4 at least

- 4♣/♥/♠ = autosplinter

Note 6: Responses to NT opening

A) Stayman (with at least one major)

1NT - 2♣

2♥ - 2♠ = Slam interest in ♥ with no singleton

To bid the other major at next step level is always slam interest with no singletons.

1NT - 2♣

2♠ - 3♥ = slam interest in ♠ with no singleton

1NT - 2♣

2♦ - 3♥/♠ = Smolen, 4-5 in majors

1NT - 2♣

2♦ - 3♣ = asks for minors:

3♦ = 4-4 in minors. After, 3♥ asks for distribution. 3♠ = 3♠ cards + 2♥ and 3NT = 2♠ + 3♥

3♥ = 5 cards in ♣

3♠ = 5 cards in ♦

3NT = 4-3-3-3

1NT - 2♣

2♥/♠ - 3♣/♦ = natural and forcing

1NT - 2♣

2x - 4NT = Quantitative

2NT - 3♣ = Stayman (at least 1M). No Stayman with 4M333.

3♦ = No Majors

- After 3♦ we use smolen with 5-4 in majors:
 1. 3♥ - con 5♠ and 4♥
 2. 3♠ - con 5♥ and 4♣
 3. 4♣/♦ - natural, 5⁺♣/♦ with slam interest (also with 4 card Major, but opener has denied it)
- After 3♦, with 5⁺- 5⁺ in majors:
 1. 4♥ - with 5♥-5♠. Poor hand, no slam interest. Opener pass or correct to 4♠
 2. 4♠ - with 5♥-5♠ Medium hand. Opener could play game or try slam
 3. 6♥ - con 5♥-5♠ Strong hand. Opener pass or correct to 6♠

3♥ = 4 or 5 cards

3♠ = 4 or 5 cards

3NT = 4♥ and 4♠

2NT - 3♣
3♥/♠ - 4NT = Quantitative

2NT - 3♣
3NT (both majors) - 4♦ = Transfer for ♥. After 4NT is blackwood
-4♥ = Transfer for ♠. After 4NT is blackwood

2 NT - 3♣
3♦ - 4♣ (slam try)
4NT = To play. Any other accept slam and answer Ases
4♦ = accept slam in ♣, and 0/3 Key cards
4♥ = accept slam and 1/4 Key cards
4♠ = accept slam and 2/5 Key cards
5♣ = accept slam and 2 Key card + Q

2 NT - 3♣
3♦ - 4♦ (slam try)
4NT = To play
4♥ = accept slam in ♦ and 0/3 Key cards
4♠ = accept slam and 1/4 Key cards
5♣ = accept slam and 2/5 Key cards
5♦ = accept slam and 2 Key card + Q

2 NT - 3♣
3♥ - 3♠ = slam try in ♥
4♣/♦ = Natural, slam try with 5♣/♦ and 4♠.

2 NT - 3♣
3♠ - 4♥ = slam try in ♠ (The other Major always shows fit and slam interest). After, 4NT is blackwood because you have fit
4♣/♦ = Natural, slam try with 5♣/♦ and 4♥

After 4♣/♦: 4NT is negative, to play. Any other accept slam in minor and answer Ases : 0/3 - 1/4 -2/5

2NT - 4NT = Quantitative
5♣/♦ = 4 cards
5♥/♠ = 4♣ + 4♦ and 3 cards in the suit named
6♣/♦ = 5 cards

B) Transfers

1NT - 2♠ = 8-9HCP balanced or trs for 3♣. After 2NT = minimum ; 3♣ = Max, accept to play 3NT
- 2NT = trs for ♦. After, 3♣ = 2 high honors in ♦. Not necessary maximum hand

After transfers for minors, we show shortness:

1NT - 2♠

2NT/3♣ - ??

- 3♣ = to play

- 3♦/♥/♠ = shortness

- 3NT = to play

- 4NT = Slam invitation with 6-7♣ and no singleton

1NT - 2NT

3♣/♦ - ??

- 3♦ = To play

- 3♥/♠ = shortness

- 3NT = shortness in ♣ if answer was 3♦. To play if was 3♣.

- 4NT = Slam invitation with 6-7♦ and no singleton

1NT - 2♦

2♥ - 4NT = Quantitative with 5♥

2NT - 3♦ = 5+ ♥. After, 3NT = No fit, only 2 cards. Any other = fit. So, after 3NT, any suit is natural, and after fit, any suit is singleton and 3ST slam try with no singleton.

3♥ = 5+ ♠. After, 3NT = No fit, only 2 cards. Any other = fit. So, after 3NT, any suit is natural, and after fit, any suit is singleton and 3ST slam try with no singleton.

3♠ = ♦ + ♣. At least 5-4. Opener says 3NT with no interest to play in a minor. 4♦/♣ with at least 4 cards.

4♣/♦/♥/♠ = Great Transfer for next suit. At least 6 card. After 4NT is blackwood

4NT = Invitative

After any transfer and 3NT that deny fit, any suit is natural and slam try. 4NT is negative and any other accept slam and answer key cards

C) Jumps over NT :

1NT - 3♣/♦ = six cards with 2 high honors : AK, AQ or KQ

- 3♥/♠ = singleton (void) in the Major, no 4 cards in the other Major and interest for the minors (at least 5-4)

1NT - 4♣ = Majors (5-5 at least)

- 4♦ = Texas for ♥. Transfer with 2♦ for ♥ and after 4♥ is slam try

- 4♥ = Texas for ♠. Transfer with 2♥ for ♠ and after 4♠ is slam try - 4♠ = Minors

Note 7: 3th suit forcing

1♦ - 1♥

2♦ - 2♠

??

-2NT = Natural min.

- 3♣ = Difficult bidding hand, usually asks for stopper in ♣

- 3♦ = min 6+ cards

- 3♥ = 3 cards in ♥

- 3♠ = singleton spade and 3♥ support

- 3NT = Max

1♣ - 1♥

2♣ - 2♦

??

- 2♥ 3 cards in ♥

- 2♠ Difficult bidding hand, usually asks for stopper in ♠

- 2NT = Natural min.

- 3♣ = min 6+ cards

- 3♦ = 4♦ cards in ♦

- 3♥ = 3 cards in ♥ max

- 3♠ = singleton ♠ and 3♥ support

- 3NT = Max

1♦ - 1♠

2♦ - 2♥

??

- 2♠ = 3 cards in ♠

- 2NT = Natural min

- 3♣ = Difficult bidding hand, usually asks for stopper in ♣

- 3♦ = min

- 3♥ = 4 cards in ♥

- 3♠ = 3♠ cards max

- 3NT = Max

1♣ - 1♠

2♣ - 2♦

??

- 2♥ = Natural with 4 cards

- 2♠ = 3 cards in ♠

- 2NT = Natural min

- 3♣ = min 6+ cards

- 3♦ = 4♦ cards in ♦

- 3♥ = singleton in ♥ and 3♠ support

- 3♠ = 3♠ cards max

- 3NT = Max

Note 8: A) We overcall 1NT

1♣/♦ - 1NT – pass - ?? We use standard stayman and transfers. We don't hear the opening.

1♥/♠ - 1NT – pass - ?? All voices are transfer, except transfer to opening suit that is stayman

1♣/♦/♥/♠ - 1ST - Doblo - ¿?

We don't hear the double. Over ♣/♦ stayman and transfers and over ♥/♠ all bids are transfer

2x* - 2NT – pass - ?? *(Precision , multi, any 2 weak) We answer as over 2NT opening against 2♣/♦

Over 2♥/♠ all voices in transfer, except transfer to opening suit that is stayman

1x – pass-pass-1NT = 11-14HCP. After this NT we use stayman and transfers as well, depending on opening bid (minor or Mayor)

1x – pass-pass-2NT = 18-20 HCP. After, exactly the same as over 1NT

1x – pass-pass-1NT

DBL- ?? ---→ the same, we don't hear double

We **NEVER** hear double over NT

B) Opponent overcall 1NT

DBL is always por penalty. Any other bid is weak

1♣/♦ - 1NT - 2♣ = Majors.

-2♦ = 1 Major

-2♥ = hearts + minor

-2♠ = Spades + minor

At 3 level, all natural

1♠/♥ - 1NT - ¿? --→ all bids are transfer

B) We Reopen for 1NT

1♣/♦ - pass - pass - 1y

1NT- pass - ?? -----→ Stayman and transfers

1♣/♦ - pass – pass – Dbl

1NT- pass - ?? -----→ Stayman and transfers

1♣/♦ - 1y – pass – pass

1NT - pass - ?? -----→ Stayman and transfers

1♥/♠ - pass - pass - 1y

1NT- pass - ?? -----→ all bids are transfers

1♥/♠ - pass – pass - Dbl

1NT - pass - ?? -----→ all bids are transfer

1♥/♠ - 1y - pass - pass

1NT - pass - ?? -----→ all bids are transfer

Note 9: Special slam agreement:

When ♥ or ♠ are agreed at 3 level, 3NT is slam try without singleton. Any other is singleton

Examples:

1♣ - 1♠

3♠ - 3NT = slam try with no singleton. Asks for singletons, 4♠ = 15-17 with 5-4-2-2.

1♠ - 2♣

2♦ - 3♠

??

3NT = 5-4-2-2 with slam interest

4♣/♥ = singleton ♣/♥

4♠ = 5-4-2-2 with no slam interest

1♣/♦ - 2♥/♠

3♥/♠ - 3NT = asks for singleton

- Any other = singleton

1♥ - 2NT

??

- 3♣/♦/♥ = Singleton. Slam try

- 3♥ = Minimum

- 3NT = No singletons. Slam try and asks for singletons

- 4♣/♦ = Two colors 5+-5+

- 4♥ = to play

Note 10: Competitive biddings:

A) After our 1 level opening

Vs overcall:

- Dbl is negative through 4♠
- New suit is forcing by unpassed hand (except 1m-2♥-2♠). This is the only one no forcing
- 2NT is natural (invitacional), also with jump.
- Cuebids over ♥/♠ opening are raise with invitacional values
- Cuebids over ♣/♦ opening are FG. Asks for hand description. 2NT= balanced hand no stopper guarantee. After, second cue bid asks for stopper.
- Direct jump raises are pre-empt over Majors and invitacional over minors
- 4NT is blakwood
- Jump in a new suit is slam try

Vs Double:

- Redouble = looking for penalty
- 1 level suit = forcing 1 round
- 2 level suit = No forcing (jump or not)
- Support at next level are standard weak raises
- Truscott: 2NT= 9-11HCP invitacional with 3-4 cards fit and 3 NT= 12-14HCP the same.
- Over ♣/♦ -> 3 level support are invitacional and 2NT pre-

B) Other competitive situations (some examples):

1♥ - 2♣ - 2♥ - 3♣

??

-Pass = Nothing to say

- 3♦ = Game invitation, any kind of hand

- 3♥= competitive, to play

-Dbl = For penalty. Is game try only when there is no space between us; for example(1♥-2♦-2♥-3♦-X = game try)

1♣ -Dbl - 1♠ - ??

- Dbl = penalty

- 2/3/4♠ = Natural

- 2♣ = Cue bid

1♣ -Pass - 1♠ - ??

- Dbl = Natural take out. Asks for other suits

- 1NT = 2 Unbid suits. 5-5+ at least. Strenght not specified

- 2♠ = Natural, 6+♠

- 2♣ = Natural, 6+♣

1♥ - Pass- 2♥ - 2NT = minors 4-4+

1♥ - Pass- 4♥ - 4NT = minors 5-5+

1♠ - Pass- 2♠ - 2NT = any two suiter

1♠ - Pass- 4♠ - 4NT = any two suiter

Note 11: Michaels defense:

1♣ - 2♣ (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 2♦ = positive, but no forcing
- 2♥/♠ = showing stopper to play 3NT
- 2NT = Natural, invitative
- 3♣ = Limit bid
- 3♦ = Natural and forcing

Over 1♣ - 2♦ or 1♦-2♦ is similar 1♣-2♣

1♥ - 2♥ (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 2♠ = Limit raise or more
- 2NT = Natural, invitative
- 3♣/♦ = Positive but not forcing. Forcing is Dbl and after the suit
- 3♥ = Competitive
- 3♠ = splinter
- 4♣/♦ = splinter

Over 1♠ - 2♠ - is similar as over 1♥-2♥

1♣ - 2NT (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = limit bid
- 3♦/♥ = Shows stopper to play 3NT
- 3♠ = Natural FG

1♦ - 2NT (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 3♦ = limit bid
- 3♣/♥ = Shows stopper to play 3NT
- 3♠ = Natural FG

1♥ - 2NT (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = Limit support or more
- 3♦ = 5+♠, Forcing
- 3♥ = Competitive
- 3♠ = Natural 6+ ♠, not forcing

1♠ - 2NT (Michaels) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = FG 5+ ♥
- 3♦ = Limit support or more
- 3♥ = Natural 6+♥, not forcing
- 3♠ = Limit bid

Note 12: Splinters:

1♥ - 3NT = Splinter ♠ 12+. Is natural when overcall

1♠ - 3NT = any weak splinter 9-11HCP. After 4♣ asks for the singleton. Not to apply when overcall

1♥ - 3♠ = any weak splinter 9-11HCP. After 3NT asks for the singleton. Also with overcall when jump is possible.

1♥ - 4♣/♦ = splinter 12+ , also with overcall when jump is possible

1♠ - 4♣/♦/♥ = splinter 12+ , also with overcall when jump is possible

1♠ - 2♥

3NT = any weak splinter 12-14HCP. After 4♣ asks for the singleton. Not to apply when overcall

Note 13 Artificial opening defense:

Against 1♣ Precision:

- Dbl = show clubs and good hand
- Any suit = Natural overcall
- 1NT = 6+♣ pre-empt
- 2♣ = any two suiter
- 2 any = pre and natural

Against 1♦ Precision

We overcall the same as over standard 1♦ opening

Against 2♦ Multi:

- Dbl = Take out over ♠. When we have t/o over ♥, first pass and after dbl.
- 2♥/♠ = Natural 5+
- 2NT = 16-18. After stayman and transfer

- 3♣/♦ = Natural 5+
- 3♥/♠ = Natural but 16+

2♦ - pass - 2♥ - ??

- Dbl = T/O over ♥
- Pass and after 2♠ double = T/O over ♠
- 2NT = 16-18
- Pass and after 2♠, bid 2NT = any 2 suiter (competitive)

Against 2♣ Precision:

- DBL = T/O
- 2♦/♥/♠ = natural 5+
- 2 NT = 16-18
- 3♣ = Majors
- 3♦/♥/♠ = Pre-
- 4♣ = Majors with great distribution or strength

Against 1♣ Polish Club:

Same defense as over 1♣ = 3+

Against Multi-2 opening systems:

- Dbl = T/O over weak suit, if only one. If 2 weak suits, over the highest. Lebenshol on
- Bid weak suit if only one = Michaels cuebid
- Any suit = natural and 12+
- 2NT = 16 -18
- Jump suit = Natural +16

Against 2♣ which shows either strong hand or 2♦ weak:

- Dbl = 12-15 balanced
- 2♦ = T/O over ♦
- Any suit = natural and 12+
- 2NT = 16 -18
- Jump suit = Natural +16

After 2♣ - pass - 2♦ - ?? -> As over 2♦ weak

2♣ - pass - 2♦ - pass
pass - dbl = Penalty

2♣ - dbl - p - ??

- Pass = Could be with ♣ or weak balanced hand
- 2♥/♠ natural weak
- 2NT = Invitational
- 3 any = Natural invitational

- 2♦ = cue bid.

Against 2♥ which is weak in both Majors:

- Dbl = T/O for the minors
- 2♠/3♥ = Shows stopper to play 3NT
- 2NT = 16-18
- 3♣/♦ = Natural 12+

2♥ - pass - 2♠ - 3♥/♠ = Strong minor, shows stopper to play 3NT

2♥ - pass - 2NT - Dbl = good hand

2♥ - pass - 3X - dbl = T/O
- Others = Natural

2♥ - Db1 - Pass - ??
- 2♠ = stopper in ♠
- 2NT = Natural, invitative
- 3m = to play
- 3♥ = stopper in ♥

Against 3♠ gambling at any closed suit:

- Db1 = t/o 16+
- 3NT = Majors
- 4NT = minors
- Suit = Natural
- Pass and later double = m + M

Against transfer-replay :

1♣ - pass - 1♦(4+♥) - ?? Similar when is 1♥ transfer to ♠ and 1♠ transfer to 1NT
- Db1 = ♦
- 1♥ = Cue bid as if the bid is 1♣-pass-1♥-dbl
- 1♠ = standad overcall
- 1NT = 5-5 ♦ + ♠
- any other = natural and weak

Note 14 Reverses:

A) Game Forcing Reverse

- Any jump or 3 level reverse by opener is FG
- Any reverse by responder is FG unless he has passed originally. In that case 1 round forcing

1♥ - 1NT
2♠ = FG (could be with 6 bad ♥)

1♠ - 1NT
2NT = 18-19 balanced
- 3♣/♦ = inverted ♠/♣ 6+ cards
- 3♥ = minors
- 3♠ = ♥ 5+
- 4♣ = 5♣ /5♥ +
- 4♦ = 5♦ /5♥ +

1♥ - 1NT
2NT = 18-19 balanced
- 3♣/♦ = inverted ♠/♣ 6+ cards
- 3♥ = 2♥ cards
- 3♠ = minors

To say the Other Major = always minors (5-5 at least)

1♠ - 1NT
3NT = 6 bad ♠ + 16-18

B) Not Forcing Reverse

1♦ - 1♠
2♥ - ??
- 2♠ = 5+ FIR, strength is not specified
- 2NT = Not Forcing, to play.
- 3♣ = FG. 4° suit. No club stopper or slam try in ♦ if you push No ♣ stopper
- 3♦ = Limit bid, not forcing- 3♥ = slam try
- 4♥ = to play

Note 15 - 2♣ Opening

- 2♣
- 2♦ = pass if weak
 - 2♥/♠ = natural and forcing. After, 2NT max. with no support, 3♦ min. no support. Support mandatory with 3 cards (strength unknown). Any other max otherwise
 - 2 NT = Asking assuming a weak 2♦. After: - 3♣ = very weak 2♦
 - 3♦ = good 2♦ weak, accept to play 3NT
 - 3♣ = Natural and forcing
- 2♣ - 2♦
- 2♥ = strong with ♥. OR ♥ + other, OR tricolor 20+ HPC. Forcing for 2♠.
 - After 2♠:
 - 2NT = Tricolor. 3♣ asks and any suit is singleton
 - 3♣/♦/♠ = Bicolor ♥ + 4 cards in named suit. Only 4
 - 3♥ = Natural not forcing
 - 4♣/4♦/4♠ = Bicolor ♥ + 5+ cards in named suit
 - 2♠ = strong with ♠, OR ♠ + other. Forcing for 2NT
 - After 2NT:
 - 3♣/♦/♥ = Bicolor ♠ + 4 and only 4 cards in named suit
 - 3♠ = Natural, not forcing
 - 4♣/♦/♥ = Bicolor ♥ + 5+ cards in named suit
 - 2NT = 22-23 balanced
 - 3♣ = Strong with ♣.
 - 3♦/♥/♠ = Bicolor ♣ + named suit (max 4 cards in the second suit)
 - 3NT = 26-27 balanced
 - 4♦/♥/♠ = Natural at least 6-5

Note 16 – 2♦ Opening

2♦ = 2M weak; OR strong ♦ ; or Bicolor ♦ + any other; or 24-25 or 28+ balanced

- 2♦ - 2/3/4♥ = Pass or correct
- 2/3♠ = Pass or correct
- 4♠ = To play
- 2NT = asking
- 3♣/♦ = Natural and forcing

When you have a strong hand with the supposed other major. You first bid your major hoping for correction and then rebid your major .

Example: you have good hand with 6 good ♥, over 2♦ you bid 2♥ and when you see the expected 2♠ you repeat your hearts at the level you consider. With spades, the opposite: you bid first 2♠, and when you see over the table 3♥ you repeat your spades.

2♦ - 2NT

- 3♣ = minimum with ♥
- 3♦ = minimum with ♠
- 3♥ = Maximum with ♠
- 3♠ = Maximum with ♥
- 3NT = Balanced 24-25
- 4♦ = Strong with ♦
- 4♣/♥/♠ = Bicolor ♦ + named suit

2♦ - 2♥/♠

- 2NT = 24-25 balanced
- 3♦ = Strong with ♦
- 3♣/♥/♠ = Bicolor ♦ + named suit (max 4 cards in the second suit)
- 3NT = + 28
- 4♣/♥/♠ = Natural at least 6-5 except with ♣ that could be 5-5

Note 17 – 2♥/♠ Opening

2♥/♠ = 5M + 5m (7-10HPC). Normally with honours concentration.

Over weak 2 → 2NT = FG.

→ 3♦ = always invitational in the Major.

→ Other Major = to play NOT FORCING

2♥ - 2♠ = Natural NOT forcing

- 2ST = FG. After, 3♣/♦ = Natural minimum. 3♥ = Max with ♣. 3♠ = Max with ♦

- 3♣ = Pass or correct

- 3♦ = Invitational in ♥

- 3♥ = barrage

- 3♠ = Natural forcing

2♠ - 2ST = FG. After, 3♣/♦ = Natural minimum. 3♥ = Max with ♣. 3♠ = Max with ♦

- 3♣ = Pass or correct

- 3♦ = Invitational in ♠

- 3♥ = Natural NOT forcing. If forcing, you MUST bid 2NT

- 3♠ = barrage

Note 18 Leaping Michaels

After any 2/3 weak, any voice at 4 level in a minor is Forcing Game with 2 colors

After 2/3 in a Major 4♣ is ♣+other Major and 4♦ is ♦+OM

After 2/3 in a minor, cue bid is both Majors and 4 at other minor are the minor you named + one Major. After if 4♦ is possible, asks for the Major

2♦ ---- 3♦ ⇒ 5♥5♠ invitational

2/3♦ ---- 4♣ ⇒ 5♣5M ⇒ 4♦ ask

4♦ ⇒ 5♥5♠

2♥ ---- 3♥ ⇒ One color, asks for stopper to play 3NT

2/3♥ ---- 4♣ ⇒ 5♣5♠

4♦ ⇒ 5♦5♠

4♥ ⇒ 5♣5♦. Slam try. Stronger than 4NT

4ST ⇒ 5♣5♦ weaker

2♠ ---- 3♠ ⇒ One color, asks for stopper to play 3NT

2/3♠ ---- 4♣ ⇒ 5♣5♥

4♦ ⇒ 5♦5♥

4♠ ⇒ 5♣5♦. Slam try. Stronger than 4NT

4ST ⇒ 5♣5♦ weaker than 4♠.

3♣ ---- 4♣ ⇒ 5♥5♠

---- 4♦ ⇒ 5♦5M

We play leaping Michaels also over 2♦ Multi and over 1NT overcall.

Over 2♦ Multi we first pass and overcall over the known suit

Over 1NT we play it, if the overcall is a known suit. (transfer or not, but known suit)