



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level; after that cue = Fit, Invitative 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: we don't hear the opening, 2♣ = stayman
4 th Pos= 11-14 HCP. No stopper guarantee after 1♣
Responses: stayman and transfers
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(13-15)
1M-2NT= minors ; 1m-2NT= ♥+ o.m. (5-5+); 1x-p-p-2ST=19-20
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue= Mikaeles, except 1♣-2♣=natural
1M-3M= stopper asking
1m-3m = barrage natural
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
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
After 2WK:2NT= 16-18, 4m = 5+m-5+OM, CUEBID= ask stopper
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
OVER OPPONENTS' TAKEOUT DOUBLE
New suit= F1R at 1 level and no forcing at 2 level
Over M: Jump supp. is weak: Over minor is positive, more than a simple raise. 2NT and 3ST is Truscott over M. 2ST is invitative over minor

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	Ask for attitude	
King	Kx, KQx (+)	Ask for Unblock or count	
Queen	QJx(+), Qx	QJ9x(+) may be KQx	
Jack	Jx, KJ10(+), J10x(+)	Jx, J10(+)	
10	10x, Q109x(+), 109x(+)	AK109x+, KJ10x+, 109x+	
9	9x	Q109x, A109x, K109x	
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):			
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.			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Against 2♦Multi-: 2♠♥ = Natural .DBL=take out over ♠. 2NT=16-18			
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+♥			

	
World Bridge Federation	Convention Card
♠ ♥ R.M. ♦ ♣	
Category: Natural - Green	
NCBO: SPAIN	EVENT: All
PLAYERS: De la Maza, Manuel	
	Basabe Armijo, Enrique
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: 11 HCP up RDBL: 10 HCP+	
Preempts: Classic	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = strong any suit (if bal= 24+), or 6♦ cards weak	
2♦ = Multi	
2♥/♠ opening = 5 M cards + minor (7-10 HPC)	
3 NT = solid minor	
Negative dbl. to 4♠ inclusive	
Lebenshol after 1NT-2x , after weak 2-DBL and others positions	
Mikaeles cue bid	
SPECIAL FORCING PASS SEQUENCES	
Standard, no special agreements	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Splinters , 3 th and 4 th suit forcing , Leaping Mikaeles	
Truscott, Walsh (FG), Mikaeles	
Roudi after 1x-1y-1NT and xyz after 1m-1♥-1♠. Also with overcall	
Check back, also after overcall if posible	
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	Respond 1♠/♥ may have longer♦, if weak hand	1♣ -p -1♦ -p -1NT= may be with 4 cards in any Major or both	
				Natural	Single raise weaker than 3 level. Jumps=FG	1♣ -p-1♥/♠ -p-1NT we play Roudi	
1♦		3	4♠	11 to 20 HCP	Same	1x-p-1y-p-1z (except 1NT) we play x-y-z	
				Natural			
1♥		5	4♠	11 to 20 HCP	Jump raise =pre; 2NT= Invitative.	1♥- p-2nt-p -3x= singleton, slam try	
					1NT = Natural ; 3NT= splinter ♠	1♥- p-2nt-p -3nt =18-19 balanced	
					3♠= any weak splinter; 4♣ / 4♦ = Splinter strong		
1♠		5	4♥	11 to 20 HCP	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)	Smolen	
					2♠= transfer ♣ or 8-9HCP balanced	After stayman, other Mayor =slam try with no singleton	
					3M= singleton or void in M and asks for minors	After transfer, 4NT=quantitative	
					4♠= 5+♠-5+♥; 4♦= Texas for ♥; 4♥= Texas for ♠		
2♣	X	0		Strong or weak with ♦			
				If balanced = 24+	Stayman and transfer.Same as over 2NT opening		
2♦	X	0		Weak ♥ or ♠ Strong ♣ or ♦ If balaced = 22-23	2nt=asking After 3♠/♦= weak with other color. 3♥/♠ good weak with the other major		
2♥	X	5		7-10 HCP ; ♥ + minor	3♥= Barrage; 3♠=Pass or correct; 3♦= invitative in ♥; 2♠ = Not forcing ; 2NT = Forcing Game		
2♠	X	5		7-10 HCP ; ♠ + minor	3♠= Barrage; 3♣=Pass or correct; 3♥= invitative in ♠; 3♥ = Not forcing ; 2NT = Forcing Game		
2NT				20-21 ; 5 card M OK	Stay. and Transfers.		
3bids		6		All 3x = PRE, natural	new suit=F1R 4 Major = Nat.	3x-p-3Y-p -3NT=no fit, any other=fit	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 -> asking for lateral H		
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♦		
4NT	X			5+♦ and 5+♣ Weak		Blackwood 5 key cards = 30-41	
						Splinters and autosplinters	
						5NT: Josephine when jumping .6♣=0;6♦=1; etc..	
						Bid first and second controls equally	
						PODI	

Note 1: Mikael

1♣-2♣ = Natural.

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. 3♥=invitational and 3♠=barrage

1♠-2♠ = ♥+minor. After 2NT asks minor. 3♣/♦ is natural 6+ and no forcing. Here, you can not invite

Our Mikael bids are at least 5-5 and (6-11 HCP not vulnerable , 11-14 vulnerable) or very strong hand. If strong (+15) we reopen with Double, any other hands greater distribution, not strong

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

1♣-pass-1NT-2♣ = Mikael 5-4,. Could be 4-4

After: 2♦=asking for better Major

Same over 1♦ pass-1NT-2♦

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

1♠-pass-1NT-2♠ the same

1NT-pass-2♦* (transfer) : Double is ♦ and 2♥ = Mikael 5-5+

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

Similar with 1♠ opening

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

- Double is lead directional

- Pass and after double is for take out

NOTES:

- Always Mikael 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.

Cue bid = Stayman with no stopper

2NT forces to 3♣. Responder may pass, or make a minimum bid in any suit no forcing. Cue bid = stayman with stopper.

3 level suit is FG.

1NT - 2NT - Db1 = For penalty in any of the suits. 3♣ stayman.

1NT - 2♥ - 2ST - Pas

3♣ - Pas - 3♠ = Invitational with 5+♠. 3♠ directly is FG

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

C) 1♥ - Pas - 2♥ - Db1

Pas- ¿?

2NT= Lebenshol

D) 1♥ - Db1 - 2♥ - ¿?

- 2NT= Lebenshol

Note 3: Defense after 1NT Opening

- A) Over Strong NT : 15-17; 14-16; 16-18 etc. Valid in 2nd and 4th position
- B) Over 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 = 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 – pass - 2♣(stayman) - DBL = show long clubs, strength unspecified

1NT (any) – pass – 2X (transfer) - ??:

- DBL = shows suit doubled
- Cue bid is Mikael's

Note 4: Special bidding sequence

1♣ - 1♥/♠

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

1♦ - 2NT

3♣ = FG

1♣ - 1♠

2♣ - 2♠ = 9-10PH, constructive hand

1♦ - 2♣

2♦ - 3♦ = FG

1♦ - 2♣

3♣ - 3♦ = FG

1♦ - 2♣

2ST = 12-14 balanced

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♥ = Invitative

1♠ - 2♣

2♦ - 2♠ = invitative

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 (Not Forcing) - 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♥ = the same

1♥ - 1NT

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

1♥/♠ - 3♣/♦/♥ = 6 cards and 10-11HP- Also with double and overcall, if possible. Jumps to 3 level are always 10-11HP, 6 cards suit and no support

So, 1♥ - 2♠

2♥- 3♠ = FG

1♠ - 3♦ = also 6 cards and 10-11 HP

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

1♣-1♠-2♥-p

2NT = Regular hand, No stopper guarantee. After, if you need stopper you ask for it with 3♠

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

When opener rebids his suit after 2 over 1, 2NT is always FG looking for something more.

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

When opener bids a second suit, 2NT is FG as well, asking for description:

1♦ - 2♣

2♦ - 2NT = FG

1♥ - 2♣

2♦ - 2NT = FG

1♠ - 2♣

2♦ - 2NT = FG

1♠ - 2♣

2♥ - 2NT = FG

- -With 5-5 we rebid our second suit
- - 3 new suit = 3 cards
- - 3NT = 5-4-2-2

Asking for Q Triumph

Immediate step = No Q

- 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,

1♣ - 1♦

1NT = Could be with 4 cards in any major or in both.

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♣ = asks for Majors, which 5-4-2-2. Forcing game, but no singleton.

- 2NT = Invitative.

With weak hands (until 12HCP), 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

Here, does not apply XYZ. All is natural, and 1♠ after 1♣-1♦-1♥ is 4th suit forcing

Note 6 : XYZ, if Z is not 1NT. If 1NT, we play Roudi

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

1♣/♦ - 1♥

1♠ - 2♣ = relay for 2♦. After you have 3 possibilities:

- pass to 2♦
- Invite in any suit. All bids are invitative (except the following:
- Any splinter = support in partner opening suit

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

Note 7: Responses to NT opening

A) Stayman

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

We overcall 1NT:

1X - 1NT - P - ?? We don't hear the opening bid and use Stayman and transfers

1X - 1NT - 2Y - ?? . We don't hear the opening bid and use Levenshol.

We overcall 2NT (16-18) over any 2 weak:

We don't hear the opening bid and use Stayman and transfers

B) Transfers

After transfers for minors, we show shortness:

1NT - 2♠

3♣ - 3♦/♥/♠ = shortness

1NT - 2 NT

3♦ - 3♥/♠ = shortness

- 3NT = shortness in ♣

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

1NT - 2♦

2♥ - 4NT = Quantitative with 5♥

C) Jumps over 1NT

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 8: 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♥ - 2NT
??
- 3♣/♦/♥ = Singleton. Slam try
- 3♥ = Minimum
- 3NT = No singletons. Slam try and asks for singletons
- 4♣/♦ = Two colors 5+-5+ and slam try
- 4♥ = to play

Note 9: 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 invitational values
- Cuebids over ♣/♦ opening are FG. Asks for hand description.
- Direct jump raises are pre-empt over Majors and invitational over minors
- 4NT is blakwood

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= invitational + with 3-4 cards fit. **And 3NT= 12+HP with 4 cards. With 3 cards we redouble first.**
- Over ♣/♦ -> 3 level support are invitational 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 10: Mikael's defense

1♣ - 2♣ (Mikael's) - ??

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

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

1♥ - 2♥ (Mikael's) - ??

- Dbl = For penalty at least at 1suit
- 2♠ = Limit raise or more
- 2NT = Natural, invitational
- 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 (Mikael's) - ??

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

1♦ - 2NT (Mikael's) - ??

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

1♥ - 2NT (Mikael's) - ??

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

1♠ - 2NT (Mikael's) - ??

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

Note 11: Splinters

1♥ - 3♠ = Any weak splinter. After: 3ST asks:

- 4♣ = singleton ♣
- 4♦ = singleton ♦
- 4♥ = singleton ♥.

1♠ - 3ST = Any weak splinter. After 4♣ asks:

- 4♦ = singleton ♦
- 4♥ = singleton ♥
- 4♠ = singleton ♠

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

1♥ - 3ST = splinter ♥

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 12 Reverses

1♠ - 1NT

3NT = 6+♠ 18-19. After:

- 4♣/♦ = 2 cards support and Control. If you have ♣/♦ suit you pass
- 4♥ = to play without 2 cards support
- 4♠ = to play with 2 cards support

1♠ - 1NT

3♠ = 6♠ + 15-17

B) Not Forcing Reverse

1♦ - 1♠

2♥ - ??

- 2♠ = 5+ F1R, strength is not specified

- 2NT = Not forcing

- 3♣ = FG

- 3♦ = Not forcing

- 3♥ = FG. slam try.

Note 13 - 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

Note 14 – 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♠ - 2♥ = 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

Acuerdos

- Para petición de Ases, con 2 palos fitados contestamos sobre 6 Ases.
- Las manos 6-4 sobre 1ST las desarrollamos a través de stayman. Sobre la respuesta de 2♦ hacemos smolen y si nos responden 3ST, decimos 4♣/♦, transfer al palo 6°.
- La voces que cierran manga sobre intervención del contrario son débiles. Con manos fuertes con fit se hace cue bid, o se invita si se puede, a la altura de 3.

EJ: 1♠ - 3♥
- 3♠ = invitativa
- 4♠ = débil, para jugar
- 4♥ = mano fuerte 12+
- Doblo = FM sin fit. Pide corte para jugar 3ST. 4♣/♦ sería palo 5°+

Sobre 1♥ - 3P - 4♥ = no fuerte, aunque es más ambiguo que el anterior ejemplo.
- Dbl = pide corte a pic para jugar ST. Si luego corregimos a 4♥ sobre 3ST u otra voz, es la mano de 12+ con apoyo.

- Los saltos a nivel de 3 en menores en las secuencias 1m – 1M
1ST – 3m de apertura son invitativas

En cambio: 1♥ - 1♠
1ST - 3♥ = intento slam

Sobre Roudi, el apoyo al menor a nivel de 3 es forcing.

- Secuencia 1♣ - 1♥
2♣ - 2♦ (tercer palo)
¿?
2ST y 3♣ son voces mínimas y pasables. Usamos el 4° palo para indicar manos no mínimas, si no tenemos voz natural que dar.

- Las voces a la altura de 5 en un palo fitado piden control en un palo del contrario o en otro palo. No pide calidad de palo, para eso está la voz de 4ST y luego se pregunta por Q.

Ejemplo: 1♥ Paso 2♣ Pas
2♥ Paso 3♦ Pas
4♥ Paso 5♥ ¿?

Si quiero calidad de triunfo digo 4ST. Aquí claramente pide control de ♠ para jugar 6.

La situación es más clara cuando el contrario ha intervenido. En esos casos pide control al palo del contrario.

- Secuencias tipo: 1♥ - 2♣ - 3♣ - 3♦
¿?
Paso = lo más mínimo
3♥ = No acabo de aceptar, pero tengo dudas, decide tu
Dbl = penal
Pasar siempre es lo más débil

Secuencias tipo :

3♣/♦ - 3♥/♠

¿?

- Apoyar con 3 cartas mandatorio
- 3ST = cualquier mano sin apoyo
- Cualquier otra voz = Control y fit