

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>	
Aggressive 1-level; Sound 2-level.	
<b>Responses:</b> New suit = NF (1-level may be 4th).	
New suit JUMP = FG.	
Jump RAISE = PRE.	
2NT = Raise	
<b>4th Live:</b> CUE = NAT; 1NT = Other suits (54+).	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
2nd POS = 15'-18 HCP.	
ReOpen: 1NT = 11-14(15) HCP.	
<b>Responses:</b> same	
<b>4th Live</b> = Other suits (54+).	
Unusual NT = Two-suiter.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1-Suit:</b> WEAK.	
<b>2-Suit:</b> 2NT (over M) = ♣+♦ (55+)	
2NT (over m) = OM+m (55+)	
<b>Reopen:</b> 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.	
<b>DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)</b>	
1♣-2♣ = NAT with ♣	
1♦-2♦ or 1♣-2♦ = ♥+♠ (54+); then 2NT = ASK	
1M-2M = OM+m (45+); then 2NT = ASK minor.	
Jump CUE = FG (3NT interest).	
<b>VS. NT (VS. Strong (15+)</b>	
2♣ = both majors.	
2♦ = one major	
2♥ = ♥+ minor	
DBL = One minor.	
2♠ = ♠ + minor.	
<b>Reopen:</b> the same	
<b>VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)</b>	
LEB after (WK2x)-DBL-(P). asks major 4th	
DBL = Takeout thru 4 ♠; 3NT = to play.	
2NT after WK2x = NAT 16-19 HCP.	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
1♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦	
2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦	
2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit 1-level = F1 at least 4 good cards.	
New suit 2-level = NF (8-11).	
New suit single Jump: 2-level = PRE; 3-level = Support.	
2NT = Raise; 3 Support = PRE.	

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
3th/5th	3th/5th	
NT	2th/4th	3th/5th
Subseq.	Attitude (2th/4th)	
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK+(even)	AK
King	AK+(odd); KQ	AK count
Queen	KQx(+); QJ	KQx(+); QJ
Jack	QJx(+); J10	QJx(+); J10
10	H109x(+); 109x(+)	H109x(+); 109x(+)
9	109x(+); 9x	109x(+); 9x
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+;
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
<b>Suit</b>	1 Hi=ENCRG	Hi/Lo=E
	2 Hi=2 cards (S/P)	Hi/Lo=E
	3 (S/P)	
<b>NT</b>	1 Hi=ENCRG	Hi/Lo=E
	2 S/P	Laventhal
	3	
<b>Signals (including Trumps):</b> Trumps: Hi/Lo = Ruff interest (or suit preference).		
LAVINHAL vs NT, SMITH signal vs NT.		
DOUBLES		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Opening values; CUE-BID=F until a suit is bid twice.		
(1X) - DBL - (1Y) - DBL = Penalty.		
(1X) - DBL - (SUPP) - DBL = RESP DBL.		
Competitive DBL in support biddings ... (NOTE 5).		
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE</b>		
NEG DBL THRU 4 ♠.		
NEG DBL: unlimited w/o 5-card suit.		
RESP DBL THRU 4 ♠.		
COMP DBL		
1♣ - (1♦) - 1M = At least 4th good.		
1X - (1Y) - 1 ♠ = At least 4th good.		



CATEGORY: **NATURAL** **GREEN**

NCBO: **SPAIN** EVENT: **Any E.B.L.**

PLAYERS: Cafranga - Martorell

SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
1♣ = 2+		
1♦ = 4+ (5 cars tendency)		
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17		
2NT IDEM (19) 20-22		
<b>SPECIAL BIDS THAT MIGHT REQUIRE DEFENCE</b>		
2♣ = forcing game		
2♦ = intermediate strong		
Smolen		
Puppet stayman		
2 NT over major = game try with 3+		
1♥/♠ - 2♣* = clubs, natural 5 + cards suit or any balanced		
Check-back 1X-1M-1NT-2♣*		
Check-back 1X-1M-2NT-3♣*		
3NT Gambling (7/8) AKQ in one minor (no A/K outside)		
Modified Lebensonohl		
Takeout double		
Michael's cue-bid, Leaping Michael		
Support double		
<b>NOTES</b>		
We open all 12HCP, 11HCP with good shape		
Aggressive overcall when opponents find fit at 2/3 level		

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♠	(11) 12-21	1♦ - = 3+; 1NT = 6+-10 HCP; 2♣ = (4)5+6-9 3♣ = 10-11 HCP; New suit jump = strong; 2NT = BAL 10-11 HCP.		1♣/♦-Double/S-3♣/♦ = 5 + cards, 3-6 (when jump)
1♦		4	4♠	- (11) 12-21	1NT = 6+-10 HCP; 2♦ = 3+ 6-9 3♦ = 10-11 HCP; New suit jump = strong; 2NT = BAL 10-11 HCP.	Check-back; 3th suit forcing ART. 4th suit forcing ART. Splinter	
1♥/1♠		5	4♠	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Support F1; 1M - 3M = WK; 1M - 2M = 6-10 1M - 2♣ - natural or any balanced		1♥/♠-Pass/Double/S-3♥/♠ = 4 + cards, 3-6 (when jump)
1NT		bal	3♣/ 4♠	- NAT 15+-17 HCP 5M332, 5m422, 6m322	2♣ = Ask (like stayman, may be WK) 2♦/♥/♠/3♣ = TRF. 3♦ = 5 + /5 ♥+♠ game try; 3♥/♠ = 5 /4+ ♣+♦ shortness 4♣ = 5 + /5 ♥+♠; 4♦/♥ = TRF		Responders double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off. Lebensohl.
2♣	?	-	-	- Forcing game. Balanced 25+	2♦ = 0-7, any shape; rest NAT 5 + cards, 8+	2♣-2♦-2NT = BAL 25+... HCP (resp. like 2NT open.).	
2♦	?	-	-	- Intermediate strong - BAL 22+-24 HCP. - NAT Weak 6-11 HCP.	2♥ = relee 2NT = 10+ rest NAT 5 + cards, 10+	2♦-2♥-2NT = BAL 22+-24 HCP (resp. like 2NT).	
2♥/♠	?	(5)/6	-	PRE (5) 6-10	2NT = 10+ ask feature if not Min Other suit = NAT F1 3 ♥/♠= PRE	<b>HIGH LEVEL BIDDING</b>	
2NT		-	-	- NAT 20+-22- HCP.	3♣ = Puppet; 3♦/3♥=transfer; 4♣/♦/♥/♠ = TRF; 4/5NT = INV.	-RKCB 03/14+Q, Hoyt 0-1-2-3, -CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). -Splinter and MiniSplinter. - DOPI, ROPI.	
3X		(6)/7	-	- PRE, loose.	New Suit = NAT 5+ forcing (may be psychics).	-Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3; Lightner. -PASS then pull is Slam try.	
3NT	?	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.		
4NT				- Aces asking (Blackwood).			

## NOTES

### OVERCALL & REVEIL OVER STRONG 1NT (15+)

-DBL 2 Any suit (if 2 stronger than directly overcall).

Then over DBL, normally will bid 2, other bid show a good suit).

-2 2 2 and a major (44+). Over 2:

- 2/2 Nat. good suit.
- 2 2 Choose your major.
- 2# 2 Strong Relay. Then 3 = weak, other not weak.
- 3 2 Choose your major (good fit).

-2 2 2 and a major (44+). Over 2:

- 2 2 Choose your major).
- 3 /2 2 Nat. good suit.
- 2# 2 Strong Relay. Then 3 = weak, other not weak.
- 3 2 Choose your major (good fit).

-2 2 Majors (44+). Over 2:

- 2 2 To play.
- 2# 2 Strong Relay. Then 3 = weak, other not weak.

-2 2 2.

-2# 2 Minors (55+).

### OVERCALL & REVEIL OVER WEAK 1NT (Less than 15 HP)

-DBL 2 Nat. Take-Out.

-2 2 Majors (54+), then over 2

- 2 2 Weak Relay, then partner bid is best major suit.
- 2/2 2 To play.
- 2# 2 Strong Relay, then partner bid is best major suit or other bid with stronger.
- Other 2 Nat.

-2/2 2 "Transfer" to 2/2 respectively.

-2 2 2 and a minor (55+); Over 2: 2# = Relay, game try; 3 = choose minor; 3 = likes 2 and prefer to play 2 than 2.

-2# 2 Minors (55+).

When opps DBL partner art. overcall (2, 2, 2), now Pass show likes this suit & RDBL show not likesthis suit & not fit.

## **OVERCALL OVER TWO WEAKS OPPENINGS**

-2# 2 Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

-Cue-bid 2 Nat FG.

-DBL 2 Take-Out. Over DBL:

- o 2# 2 0-7 PHD any, normally partner will bid 3 2.
- o 3x 2 8-11 PHD nat. (no forcing).
- o Cue-bid 2 FG.

-4 2/4 2 The minor bid & the other major

## **REVEIL OVERS TWO WEAKS OPPENING**

-DBL 2 TO; Over DBL similar then direct overcall.

-2NT 2 TO, but no other major.

## **OVERCALL OVER 2 2 MULTI OPPENING**

-DBL 2 12-15 PH balanced or any strong hand (18...). Over DBL:

- o If opener partner bid, DBL for penalty & Cue-bid strong short in this suit.
- o If opener not bid: PASS weak or very strong, any other bid not forcing, normal

-2# 2 Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

-Other 2 Nat..

-Paso 2 Is possible good hand to DBL subsequently.

## **OVER 2 2 MULTI, partner PASS and other opp. 2 2 or 2 2**

-DBL 2 Short in opp. Bid suit.

-2# 2 Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

## BIDDING WHEN PARTNER OPEN 1NT & OPPS OVERCALL.

### OVER DIRECT DBL OVERCALL

- PASS 2 Normally force RDBL. Then over RDBL:
  - PASS 2 To play.
  - 2 2 2/major (44+), or 4333 shape (then if opps Dbl 2 2, 2 2 = 4 cards & Rdbl = 4 cards in a major).
  - 2 2 2/2 (44+).
  - 2 2 2/2 (44+).
  - 2 2 4/6.
  - 2# 2 Unbalanced FG.
  - 3x 2 Nat FG.
- RDBL 2 Normally force 2 2; to play in a suit SOS. Over 2 2 partnet bid his suit to play,
- 2 2 2/2 (44+).
- 2 2 2/2 (44+).
- 2 2 2/2 (44+), I can play 3 level..
- 2 2 2 Nat NF.
- 2# 2 Any suites.
- 3x 2 NAT PRE,,
- 4/4/2 2 To play 2/2 respectively.

### OVER OPPS REVEIL DBL

- RDBL 2 2 cars in spades (excepcionaly 1 honor singleton).
- 2 2/2 2 Nat 5 cards,
- Paso 2 Nat them partner bid:
  - Pass & 2 2 To play.
  - RDBL 2 1 Suit, force 2 2.
  - 2 2 2/other (44+).
  - 2 2 2/major (44+).
  - 2 2 2/2 (44+).

### OVER DIRECT SUIT OVERCALL

- DBL 2 9 Take/Out.
- 2 or 3 any suit 2 Nat NF.
- 3 jump suit 2 NV = PRE, VUL = Invitative (6 cards).
- 2# 2 Forcing game normally not balance.  
Over 2#, then opener normally bid 3 2
  - Over 3 2 2 NAT but w/o opps suit stop.
- Cue-bid 2 Stop & FG & major interest.
- 4/4/2 (jump) 2 To play 2/2 respectively.
- 3#/4/4/2 2 To play.
- 4# 2 Quant.



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NCBO: SPAIN  EVENT: Any E.B.L.