




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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5th	3th/5th	
NT	2th/4th	3th/5th	
Subseq	Attitude (2th/4th)		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+	KQ+	
Quenn	QJ+	QJ+	
Jack	J10+	J10+	
10	109+	109+	
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+	
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's	Discarding
Suit	1 Lo=ENCRG	Hi/Lo=E	Lo=ENCRG
	Hi=2 cards	(S/P)	Hi/Lo=E
NT	3 (S/P)		
	1 Lo=ENCRG	Hi/Lo=E	
	2	S/P	
3			
Signals (including Trumps): Trumps: Hi/Lo = Ruff interest			
suit preference).			
Smith with low card			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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.			
SPECIAL, ARTIFICIAL AND COMPETITIVE			
NEG DBL THRU 4♠.			
NEG DBL: unlimited w/o 5-card suit.			
RESP DBL THRU 4♠.			
COMP DBL			
1NT-(Overcall)-DBL = RESP DBL.			
1♣ - (1♦) - 1M = At least 4th good.			
1X - (1Y) - 1♠ = At least 4th good.			

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CATEGORY: NATURAL		
NCBO: SPAIN 		
EVENT: Any		
PLAYERS: Pedro Gonzalves -José Ignacio Torres		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
NATURAL, Five Cards Major.		
Best Minor		
1NT Opening: NAT 15-17 HCP.		
2 OVER 1 Response: FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♣ = Strong sny, not FG.		
2♦ = Strong any, FG.		
2♥ /2♠ = Weak ♠ (5+).		
Gambling 3NT. Normaly no Ace, King or void outside.		
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Responses:		
1NT over 1 major = F1.		
2NT over 1 major = Jacoby Support.		
Competitive:		
TO Double		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
In 3th: Opening may be weak (8+ HCP).		
PSYCHICS: Rare.		

OPENING	TICK IF ARTIFICIAL	MIN. Nº OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♠	- NAT 11-22 HCP.	Inverted Minors 2X = Strong.	Roudi 4 bids. 1m-1M-2NT-3♣ = ask majors 1m-2m-2X = Stop	2NT = BAL 11-12 HCP. 2♣ = NF.
1♥/1♠		5	4♠	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Jacoby Support (maybe limit raise) Jump Raise = Weak Splinters	1M-2NT: 3X = Singleton, 4X = Good suit. 1M-2M: 2NT F Ask; Other suit = trial-bid.	1NT = 6-10 HCP. 2NT = support limit raise..
1NT		-	3♠	- NAT 15-17 HCP	2♣ = Stayman 2♦/2♥ = Transfer. 2♠ = Transfer clubs or invitacional. 2NT = Transfer ♦. 3♣/3♦ = ♣+♦ Nat FG w/o singleton 3♥/3♠ = ♣+♦ bid the singleton. 4♣ = both majors to play only game	Smolen. 1NT-2♣-2♥-2♠ = Slam try in ♥ 1NT-2♣-2♥-2NT = 4♠ invitacional NF.	
2♣	✓	-	-	- Strong any, not FG.	2♦ = relay Others = Nat positive.	2♣-2♦-2NT = BAL 22-23 HCP (resp. like 2NT open..)	
2♦	✓	-	-	- Strong any FG.	2♥ = relay Others = Nat positive.	2♦-2♥-2NT = BAL 24-25 HCP (resp. like 2NT open).	
2♥/2♠	✓	5	-	- NAT Weak 6-11 HCP. (In 3th. may be weaker)	2NT = ask feature Other suit = F1	Over 2NT: 3X = values & max. 3 open suit = min. 4X = singleton & max with good suit.	
2NT		-	-	- NAT 20-21 HCP.	3♣ = 3 bids stayman. 3♦/3♥ = Transfer. 3♠ = Clubs or both minors. 4♣/4♦/4♠ = Transfer , slam try.	2NT-3♣/3♦/3♥ = 5♥/4♠. 2NT-3♣/3♦/3♠ = 5♠/4♥. 2NT-3♣/3♦/4m = 5m/4♥M, slam try. Over transfer, immediate bid = not support.	
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	✓	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	HIGH LEVEL BIDDING	
4X		6	-	- PRE.		-CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format).	
4NT	✓	-	-	- Aces asking (Blackwood).		-Splinter and MiniSplinter. -Blackwood 5 Aces; DOPI, ROPI.	
						-Josephine, Lightner.	
						-PASS then pull is Slam try.	