

## 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<sup>th</sup> 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 <sup>th</sup>	3rd/5 <sup>th</sup>
NT	2nd/4th	3rd/5 <sup>th</sup>
Subseq	ATTITUD or 3rd/5 <sup>th</sup>	3rd/5 <sup>th</sup>

### 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<sup>th</sup> seat Dbl of third suit = 4<sup>th</sup> suit + tolerance

1m-1♥-Dbl = denies 4♦ ; 1m-1♦-Dbl = suggests 4+♥

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Over 2♦ weak: 3♦=Mayors

4♥-4NT=minors ; 4♦-4NT=any two suits

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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



### Convention Card

♠ ♥ R.M. ♦ ♣



Category: Natural - Green  
NCBO: SPAIN EVENT: All  
PLAYERS: Gomez de Pablos, Pablo  
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: 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<sup>th</sup> and 4<sup>th</sup> 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	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	After system XYZ on -Note 5-	
1♦		3	4♦	11 to 20HCP	Same		
				Natural			
1♥		5	4♦	11 to 20 HCP	Jump raise =pre; 2NT= Invitative	1♥ - 2x-2♦-2NT= FG	
					1NT = Natural 3NT = Splinter ♦		
					3 ♦= any weak splinter; 4 ♦ / 4 ♦ = Splinter strong		
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-	Smolen	
					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 ♦		
2♣	X	0		Strong or weak with ♦	-Note 15-		
				If balanced = 22-23 HCP or 26-27			
2♦	X	0		Weak ♥ or ♦ Strong ♦ or ♦ and other If balanced = 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 <sup>rd</sup> . Sound in 4 <sup>th</sup>
3NT	X			Solid minor, little outside.	4♦= ask for singleton: 4NT= ask for length		
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♣	<b>HIGH LEVEL BIDDING</b>	
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 = Levenshol. 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 ♦. Or prepare for Stayman : 3♥ after 3♣ is stayman with no stopper and 3NT after 3♣ is stayman with stopper.

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

- 2♣= Majors. After 2♦=asking for longer major

- 2NT= minors

- 2♦ = 6+ ♥ or ♠. After like Multi: 2♠ is to play or invitation 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 Major over strong NT (14+)

After: - 2♣ = Pass or correct

- 2♦ = 4♥ cards, pass or correct to your minor

- 2♥ = Pass or correct

- 2♠ = 4♦ cards, pass or correct to your minor

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 with 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♣  
3♣ - 3♦ = FG

1♦ - 2♣  
2NT = 12-14 balanced

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♣ = 15+ 5-4 at least
- 3♦ = 15+ 5-4 at least
- 3♥ = 3 cards 12-13 HCP
- 3♣ = 6+ good cards 15+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
- 3♥ = 3 cards and 18-19 balanced
- 3NT = No heart support and 18-19 balanced
- 4♥ = 5-4-2-2 and 15-17
- If 18+ you can say 4♣/♦

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 openig 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 yor suit, partner could pass.

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

- You give preference to your 4 card Mayor. It does not denie 3 cards in Major named by partner.
- If partner says his 4 card Mayor 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 othe 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 – 2 NT

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♣ = Mayors (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 ♠

- 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♥ = 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

- 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

## **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 Major)

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 poor penalty. Any other bid is weak

1♣/♦ - 1NT - 2♣ = Majors.

- 2♦/2♥/2♠/2ST → transfer (2ST is transfer for 3♦)

At 3 level, all natural

1♣/♥ - 1NT - ? → all bids are transfer

## **C) We Reopen for 1NT**

1x - pass - pass - 1y

1NT - pass - ?? → all bids are transfers, including support to opening suit

1x - 1y - pass - pass

1NT - pass - ?? → all bids are transfers, including support to opening suit

1x - pass - pass - 1ST

Dbl - pass - ?? → all bids are transfers, including support to opening suit

## **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 = no 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 invitational 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 invitational 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 invitational with 3-4 cards fit and 3 NT= 12-14HCP the same.
- 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. Strength 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 suiter, over the highest. Lebenschol 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 = Invitative  
- 3 any = Natural invitativa

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

#### Against 3♠ gambling at any closed suit:

- Dbl = 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  
- Dbl = ♦  
- 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

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 = 18-19 balanced with 6 cards

### B) Not Forcing Reverse

1♦ - 1♠

2♥ - ??

- 2♠ = 5+ F1R, 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

1♥ - 1NT

2♠ = Similar

## 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 4cards 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 invitave 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♦ = Invitative in ♥

- 3♥ = barrage

- 3♠ = Natural forcing

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

- 3♣ = Pass or correct

- 3♦ = Invitative 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