



**World Bridge Federation
Convention Card**

SYSTEM CATEGORY: Natural - GREEN

NCBO: Venezuelan Bridge Federation

EVENT:

PLAYERS: E. Rabicew - A. Dichi

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
Aggressive at 1 level, 6-18HCP, opening at 2 level
New Suit=F1R, CUE= limit(+) Raise or F with own suit , or California
JUMP-SUPPORT=PRE, JUMP SHIFT=weak
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, system on
Reopen 1 NT= 10-14 HCP; Resp: Natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
2 NT= minors(generally) or 2 lowest unbid over opp.minor opening
Reopening position: Opening hand
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Michaels; 1m-2♦ is for M, JUMP CUE : Splinter raise in part's suit
VS. NT (vs. Strong/Weak; Reopening; PH)
Capelletti
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
TO through 4♥
Natural
VS. ARTIFICIAL STRONG OPENINGS
1♣ strong opening : CRASH : X s 2 suits same color, 1♦ =
Suits either minors or majors, 1♥/♠ natural, 1NT shows ♣ + ♥ or ♦ + ♠
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F at 1 level only; JUMP raise = PRE
1M DBL 2NT = Limit raise (Jordan)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from H	3 rd or 5 th	
NT	4 th , 2 nd from weakness	3 rd or 5 th	
Subseq			
Other:	2 nd from 4 small		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKJ10(+) asks UB or CT	
King	AK, KQx(+)	KQx(+),KQJ(+) asks CT	
Queen	QJ, QJx(+)	QJx(+),KQ109 asks J	
Jack	J10x(+),	J10x(+)	
10	10x, A(K)J10x	109,109x(+),H109x(+)	
9	9x, H 109(x)	9x, H109x(+)	
Hi-x	Encouraging	same	
Lo-x	Discouraging	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Hi= ENCRG	CT: Hi/Lo=E	ATT
Suit 2	CT: Hi/Lo=E	S/P	CT
3	S/P (dum/sht)		S/P
1	As above	As above	As above
NT 2	S/P	Hi/Lo = E	
3		S/P	
Signals (including Trumps):			
Echo in trumps wants ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = F1R ; New suit = F1R			
1 NT reopening: 10 – 14 HCP, stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE			
NEG DBL through 4♥,			
SUPP DBL and RDBL up to 2♥,			
Maximal DBL up to 3♥			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card M in 1 st , 2 nd
Forcing 1NT over 1♥/♠ (Bergen Cohen raises)
2♦ : Multi o 22-23 balanced or strong 3-suiter 17-20
2♥/♠ : 5♥/♠ and 4+ m, 8 – 10 HCP
Balanced minimum opening = 12 HCP
1 NT opening = 15 – 17 HCP
2 / 1 response = FG EXCEPT when repeat ♣ over 1♦ opening ,
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3 NT without outside stopper
2♦ : Weak Major or 22-23 balanced or strong 3 suiter
COMP CUE=limit+ Raise, JUMP RAISE=PRE,Jump Cue = SPL
1M RESP MAY BYPASS ♦
2♥/♠ : 5♥/♠ and 4+ m, 8 – 10 HCP (Muidenberg)
3 NT = gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
4♣ or 4♦ in a strong sequence is asking for Key cards in that suit
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		2	4♥	11+ HP	Natural, may bypass♦ with less than opening; 1NT = 6 – 10; 2♦ = Limit raise in ♣; 2♥ = 3 way;	4th suit F1R; 2♠ over 2♥ asks for type of hand	
1♦		4	4♥	11+ HP	Similar to above. 3♣ = limit raise in ♦	Same as above	
1♥		5	4♦	11+ HP	1NT=F; Bergen raises; 2NT = FG raise with 4 card support	Over 2NT, opener shows S or V	
1♠		5	4♥	11+ HP	Same as above	Same as above	
1NT				15 – 17 HP, balanced	Stayman, 4 suit transfers; Smolen; 3♥/♠ = S and (5,4) in m; 3♣ = 5,5 in m, P or correct 3♦ = 5,5 in m FG	Over 2♣ : 2NT = both M and minimum, 3♣ = both M and Maximum	
2♣	x			FG, 24+ HP if balanced	2♦ = waiting. Suit: 5+ cards with 2+Honors	Natural	
2♦	x			Weak in ♥ or ♠ or 22-23 HP balanced or 3 Suited strong	2 / 3 / 4♥ = P or Correct; 2♠ = Inv. in ♥, 2NT asking, 3♠ Inv.	Puppet Stayman if strong hand Jump in singleton if 3suited Over 2NT: Jump below singleton	
2♥				5♥ and 4+ in m, 8-10 HP	2NT= asks; 3 / 4♥ PRE;	3♣ = 4♣; 3♦ = 4♦; 3♥ = 5♣; 3♠ = 5♦; 4♣ = 6♣ and 4♦ = 6♦	
2♠				5♠ and 4+ in m, 8 10 HP	Same as above	Same as above	
2NT				20 – 21 HP, balanced	Transfer, Puppet Stayman		
3x				Preempt, 6+ cards			
3NT				Gambling: AKQxxxx in any suit, no outside stoppers.	4♣: P or correct 4♦ ' ? # of cards		
4x				PRE			
4NT				RKCB (Note 2)			

4.-SUPPLEMENTARY NOTES

- 1.- Capelletti:
Over the opponents 1NT: Dbl = Penalty, 2♣ = 1 Suiter, 2♦ = both M, 2♥ / ♠ = 5♥ / ♠ and 4+ m; 2 NT = m
- 2.- KCBW: 14, 30 except over ♣ (30, 41) ; 5 NT = 2 KC and V; 6 in suit: 3 KC and void in suit
- 3.- Michaels Cue Bids: 2 Diamonds over m opening = both majors; 1M-2M shows other major + 4+ minor
- 4.- Checkback: After a NT rebid by opener, 2 clubs is checkback NF, relay to 2 diamonds; 2 diamonds checkback is FG
- 5.- Lebensohl: 2NT over opponent's overcall in suit after partner opens 1NT = relay to 3 clubs, responder passes or bids 3 diamonds to pass. If responder now bids a suit or NT, it shows a stopper in opponents suit, direct cue bid is Stayman without stopper, 3NT shows no stopper.
- 6.- Non forcing sequences: 1Diamond – 2 Clubs, 2? – 3 Clubs; 1M – 1 other M, 2? – 3 M = limit raise
- 7.- TO Doubles: 1 Club – 1 Diamond – X shows H and S. 1C – 1H – X = shows 4 S or balanced 9+ hand.
1 C – 1 H – 1S = 5 spades; 1 m – X – 1NT: 8-10 with stopper
- 8.- Responses to 1NT: 2 C Stayman, Four suit transfers, Smolen, 3 C = 5/5 m weak, 3D = 5/5 strong, 3H/S = 5/4 in minors with singleton in the major
- 9.- Responses to 2C Stayman: 2D no majors, 2H/S = 4 card suit, 2NT = both majors minimum, 3C = both majors maximum, 3H/3S = 5 card major maximum.
10. Kickback blackwood over minors