



**World Bridge Federation
Convention Card**

SYSTEM CATEGORY: Natural - GREEN

NCBO: Venezuelan Bridge Federation

EVENT: National Teams, Open Pairs

PLAYERS: Lutz DOHNERT – Carlos GOLDSTEIN

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive at 1 level, 6-18HCP, min free bid at 2 level
New Suit=F1R, CUE= limit(+) Raise or F with own suit ,
JUMP-SUPP=PRE, JUMP SHIFt=weak
Reopening at 2level: Opening hand, good suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, system on
Reopen 1 NT= 10-14 HCP;
Double, then 1NT: 15-17 HP, system on
Double, then 2NT: 18-20 HP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit = PRE
2 NT= 2 lowest unbid, 11+ HP
Reopen: Opening hand
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Michaels; 1m-2♦ is for M, JUMP CUE asks stopper
2NT asks for m, Michaels with 11+ HP
NO Michaels with ♠ + ♦ over m
Cue bid at 3 level asks for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Woolsey: in direct and reopening position gast. strong
DBL= 5m – 4M ;or 1suited m or 18+HP balanced
2 ♣ = Majors; 2 ♦ = 6 ♥ or ♠; 2 ♥ / ♠ = 5 cards + 4+m
2 NT= minors
Modified Mohan over weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
TO through 4 ♥
Natural
VS. ARTIFICIAL STRONG OPENINGS
CRASH; Natural at 2 level
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F at 1 level only; JUMP raise = PRE
1M DBL 2NT = Limit raise; 1m DBL 2NT = PRE
JUMP SHIFt= NF; DBL JUMP in new suit = SPL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd =even, low=odd	same	
NT	4 th , 2 nd from weakness	same	
Subseq	Same vs. suits, ATT vs. NT		
Other:			
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)109x	109,109x(+),H109x(+)	
9	9x, H 98(x)	9x, H98x(+)	
Hi-x			
Lo-x			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Hi= ENCRG	CT: Hi/Lo=O	ATT
Suit 2	CT: Hi/Lo=O	S/P	RCT
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): We always give reverse count			
Odd-even first idle discard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape; Responses: Kaplan			
1 NT reopening: 10 – 14 HCP, stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE			
NEG DBL through 3 ♣,			
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 ♥ / ♠
2 ♦ : Multi [1]
2 ♥ / ♠ : 5 ♥ / ♠ and 4+ m, 8 – 10 HCP
Balanced minimum opening = 12 HCP
1 NT opening = 15 – 17 HCP
2 / 1 response = FG EXCEPT 2 ♣ over 1 ♦ ,
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3 NT without outside stopper
2 ♦ : Multi [1]
COMP CUE=limit+ Raise, JUMP RAISE=PRE,Jump Cue = SPL
1M RESP over 1m MAY BYPASS ♦
2 ♥ / ♠ : 5 ♥ / ♠ and 4+ m, 8 – 10 HCP
After interference of opening by partner we play Negative Free
Bids(NFB) which are non-forcing, and mixed and limit raises.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣		2	3♠	12+ if balanced	Natural, may bypass ♦ ; 1NT= 6-10 2♣ = 5+cds, 6-10HP; 2♦ = limit raise; 2♥ = 3 Way [1]; 2♠ = 2 way [2]; 2NT= 11-12 bal.	Natural, over 2♥ and 2♠ next step is asking.	
1♦		4	3♠	12+ if balanced	Natural; 1 NT = 6 – 10; 2♣ = forcing to 2 NT 2♦ = 5-10, 4+cds; 2♥=3 way[1]; 2♠=2way[2] 3♣ = limit raise in ♦	Natural, over 2♥ and 2♠ next step is asking	
1♥		5	3♠	11+ with 5+ cds; may be light, rule of 20	Natural; 1NT=F1R; 2/1 FG; Bergen raises[3] 2NT=Jacoby[4]; 3NT= 3crd SPT 13-15 HP; 3 OM= 4crd SPT, splinter any suit, 9-12 HP	Natural	
1♠		5	3♥	11+ with 5+ cds; may be light, rule of 20	Natural; 1NT=F1R; 2/1 FG; Bergen raises[3] 2NT=Jacoby[4]; 3NT= 3crd SPT 13-15 HP; 3 OM= 4crd SPT, splinter any suit, 9-12 HP	Natural	
1NT				15 – 17 HP	4 suit transfers; Stayman; Smolen; Texas; 3♣ = 5/5 m,P or correct; 3 D 5/5m, Game or Slam; 3♥ = 3-1-(5,4) Game; 3♠ = 1-3-(5,4) game	Natural; over special bids relay is asking	
2♣				FG, any distribution, 24-25 or 28+ if balanc.	2♦ = waiting; any suit = 5+cds with 2+H	Natural; over 2♦ - 3♥/♠ is 4♥/♠ + 5♦	
2♦				Multi: a) Weak in ♥ or ♠; b) 22-23 or 26-27 balanced; c) 17 – 21 3 suited hand, no 5 crd Major	2♥ = Relay; 2♠ = Inv. in ♥; 2NT = asking; 3♥ = P or C, PRE; 4♥ = P or C, PRE; 4♣ = give M suit in transfer		
2♥		5		5♥ + 4+ m, 8 – 10 HP	2♠ = NF; 2 NT asks; 3♣ = P or C; 3 D= Inv in ♥; 3♥ = PRE; 3 NT to play; 4♣ = P or C; 4♦ = Slam in ♥; 4♥ = PRE 5♣ = P or C	Natural	
2♠		5		5♠ + 4+ m, 8 – 10 HP	Similar to above	Natural	
2NT				21 – 21 HP	Transfer; Puppet Stayman[5]; 3♠ forces 3 NT; 3 NT shows m; 4♣ = Texas	Natural	
3x		6+		PRE, 6-7 in m; 7 crds in M	Any new suit F1R	Natural; don't go past NT	
3NT				Gambling, AKQxxxx, NO outside stopper	4♣ = P or C; 4♦ asks Nmb of crds; 4♥ or up shows 3 aces, no loser in suit	Answers or natural	
4x		8+					
4NT				Asks for aces	0 or 4, 1, 2, 3	Defines contract	

SUPPLEMENTARY NOTES

[1]

1♣ / 1♦ - 2♥ = "3 WAY"

1♣ / 1♦

2♥: FG A) Support IN MINOR NO MAYOR / B) BALANCED / C) 6>♥

2♠? (** See below)

A

3♣: 5> CS MINOR + SINGLETON OR VOID

3♦? SINGLETON OR VOID

3♥ = ♥ / 3♠ = ♠ / 3ST = Om

CUE BID / 3ST / 5 MINOR / KCB

3♦: 5> CS MENOR NO SINGLETON

3♥? STRENGTH

3♠ = 13 - 14 HP

3ST = 15 - 16 HP

4♣ = 17 - 18 HP

4♦ = 19 - 20 HP

3ST

4ST: KCB

B

2ST: BAL

3♣? STRENGTH

3♦: 13 - 14 HP

3♥: 15 - 16 HP

3♠: 17 - 18 HP

3ST: 19> HP

C

3♥: 6>♥/ 13 - 14 PT

3♠: 6>♥/ 15 - 16 PT

3ST: 6>♥/ 17 - 18 PT

4♣: 6>♥/ 19 - 20 PT

4♦: 6>♥/ 21> PT

** NOTE: WITH 12 - 14 HP BAL BID 2NT INSTEAD OF 2♠

[2]

1 ♣ / 1 ♦ - 2 ♠ = "2 WAY"

Responder is showing a FG hand with ♠ or a ♣ / ♦ 2 suiter

1 ♣ - 2 ♠

2 NT ASKS:

3 ♣ = 5 ♣ + 4 ♦

3 ♦ = 6 ♣ + 4 ♦

3 ♥ = 5 ♣ + 5 ♦ with S or V in ♥

3 ♠ = 5 ♣ + 5 ♦ with S or V in ♠

3 NT = 6 ♠ and 13 – 14 HP

4 ♣ = 6 ♠ and 15 – 16 HP

4 ♦ = 6 ♠ and 17 – 18 HP

4 ♥ = 6 ♠ with 18 + HP

4 ♠ = 7 ♠ 13 – 14 HP

1 ♦ - 2 ♠

2 NT ASKS:

3 ♣ = 5 ♦ + 4 ♣

3 ♦ = 6 ♦ + 4 ♣

All others same as above

[3] Bergen raises:

1 ♥ or 1 ♠ :

2 of M = 3 cds and 8 – 10 HP

3 ♣ = 4 cds and 8 – 10 HP

3 ♦ = 4 cds and 11 – 12 HP

3 M = PRE with 4 cds

3 OM = S or V , 4 cds SPT , 9 – 12 HP

3 NT = 3 cds, 13 – 15 HP, does want to play there

4 ♣ = 5 cds and 1 outside ace

4 ♦ = 5 cds and more than 1 outside ace

4 M = PRE, 5 cds and NO outside ace

[4] Jacoby:

1 ♥ or 1 ♠: 2NT = 4 cds and 13+ HP

3 ♣ / ♦ / OM = S or V

3 M = NO S or V, good opening

4 ♣ / ♦ = 5 cds with 2+ H

4 M = minimum opening

[5] Puppet Stayman:

After opening 2NT or equivalent strong 2 NT in other sequences, 3 ♣ is PUPPET STAYMAN:

2 NT 3 ♣

3 ♦ = NO 4+ ♥ nor 5 ♠; If responder bids 3 ♥ he asks for the number of ♠: 3 ♠ = 3, 3 NT = 2, any other 4

3 ♥ = 4 or 5 ♥; 3 ♠ asks and 3 NT shows 4 ♥, any other bid shows 5 ♥

3 ♠ = 5 S

3 NT = 4 ♥ and 4 ♠; responder uses transfer

[6] 2 ♥ / 2 ♠ opening: Shows 5 ♥ or ♠ and 4+ of m, 8 – 10 HCP, < 3 cards in OM

2 NT asks: 3 ♣ = 4 ♣; 3 ♦ = 4 ♦; 3 ♥ = 5 ♣; 3 ♠ = 5 ♦; 4 ♣ = 6 ♣; 4 ♦ = 6 ♦

3 ♣ = P or C

3 ♦ = INV in M

3 M = MINIPRE

3 NT = to play

4 ♣ = PRE, P or C

4 ♦ = slam in M: 4 ♥ = minimum; 4 ♠ = Maximum

4 M = PRE

4 OM = to play

4 NT = KCBW in M

5 ♣ = PRE, P or C

[7] **2 Way NMF:** Over 1 m – 1 M – 1 NT we play:

2 ♣ forces 2 ♦: Responder P or describes INV hand, 11-12 HCP

2 ♦ = FG; opener describes hand further

2 M = to P; 2 OM: P if ♥ or INV if ♠ (4 ♥ and 4 ♠)

2 NT = forces 3 ♣: Responder P or shows (5,5) FG

3 new suit = (5,5) INV

[8] Over 1m – 1M – 2M – 2NT is FG and asks:

3♣ = 3 crd SUP + S

3♦ = 4 crd SUP + S

3♥ = 3 crd SUP NO S

3♠ = 4 crd SUP NO S

3 NT = 4 crd SUP 4 3 3 3

[9] If a minor suit is agreed upon, 4 of the suit is “Minorwood” (except in competitive situations).

The answers are:

Over 4♣: 4♦ = 1 KC ; 4♥ asks for ♣Q; 4NT asks for K
 4♥ = 0 KC; 4♠ asks for ♣Q; 4NT asks for K
 4♠ = 2 without ♣ Q; 4NT asks for K
 4 NT = 2 KC with ♣Q; 5♦ asks for K
 5♣ = 2 KC with V 5♦ asks for K
 5♦, 5♥, 5♠ = 3 KC with V in suit

Over 4♦: 4♥ = 1 KC 4♠ asks for ♦Q; 4 NT asks for K
 4♠ = 0 KC; 4 NT asks for ♦Q; 5♣ asks for K
 4 NT = 2 KC and NO Q; 5♣ asks for K
 5♣ = 2 KC + Q; 5♥ asks for K
 5♦ = 2 KC + V 5♥ asks for K
 5♥, 5♠, 5NT (for♣) = 3KC + V in suit