



**World Bridge Federation  
Convention Card**

**SYSTEM CATEGORY:** Natural - Red Sticker

**NCBO:** Venezuelan Bridge Federation

**EVENT:** Open

**PLAYERS:** GUSTAVO DE LEMOS C.- MANUEL ITURRIZA

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>
Style: At 1 level=4+ cards 5-16 HCP. At 2 level=5+ cards 11-16.
Resp.: At 1 level new suit non forcing.Cue bid is forcing one round.
Resp.: At 2 level non forcing.Jump shift is invitational 11-13 HCP & Cue bid is forcing 1 round.
Reopening: Natural. Jump= invitational. Cue bid= Michaels.
1NT=10-14 HCP.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT= 15-18 HCP in 2d. seat. System on.
4 <sup>th</sup> live=;1NT =10-14 when reopening over minors. Resp.=Nat.
Lebensohl slow.
4 <sup>th</sup> . Live; 15-18 HCP Responses system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 Suit= Weak. Response is Natural.
2 suits= Intermediate to Strong two suiters.
2NT= Twosuiter.
Reopen: 6 cards & good hand (16+ HCP).
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
Direct cuebids=twosuiter.
Jump cue bid ask for stopper to play NT.
Reopening=Cue bid= Michael's. Jump cuebid= Ask for stopper.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
General defense against 1NT=WOOLSEY in 2d.seat and Natural
And LANDY in 4 <sup>th</sup> . Seat. 2♣= 5-5(5-4) in Mayors. 2♦= 6+ cards in a Mayor. 2♥=5+♥ & 4+ cards in a minor. 2♠= 5+♠ & 4+ in a min.
2NT= minors 5-5 or 5-4. Double= 5 cards in a minor & 4 in a May.
3♣/3♦=6+ cards in ♣/♦. 3♥/3♠=7+ cards in ♥/♠.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Extended Lebensohl over 2x(weak)-Double.
Double= Take out. Cue bid =2 suits. Jump= Strong.
NT= Natural. 4NT over 4♥ or 4♠ is two suits.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Over strong opening of 1♣ or 2♣ : Double show Mayors & 2NT
Show minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Newsuit+ 1 round forcing. Jump raise= Preemptive.
Jump shift+ Splinter.
Redouble= 10+HCP without fit or 13+ with fit, F.G.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5 UDCA	3/5 or Top of sequence.	
NT	4 <sup>th</sup> . UDCA	4 <sup>th</sup> or top of sequence.	
Subseq	Same vs.suit; Att. Vs. NT.		
Other: Double of 3NT without intervention ask to lead in shorter Mayor.	Rusinoff & Journalist.		
<b>LEADS: A-Attitude; C=Count</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+),A(x)+,ask Attitude.	AKJ10(+),=10	
King	AKx(+),KQx(+),KQ, ask C.	KQx(+),KQJx(+), ask C.	
Queen	KQx(+), ask A.	KQx(+),KQ109(x)	
Jack	QJ109x(+),AQJx(+).	same	
10	J109x(+),AJ10x(+),KJ10xx	same	
9	9x, 1098x(+),109x(+).	same	
Hi-x	Sx,HxSx,HxxxSx	xSx	
Lo-x	HxS,HxxxS, xxxS, xxS	xxxS,HxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attit.=L/H=interes	Count=L/H=even	UDCA
Suit 2	Count=L/H=even	Count=L/H=even	UDCA
3			
1	Attit.=L/H=interes	Count=L/H=even.	UDCA
NT 2			UDCA
3			UDCA
Signals (including Trumps):			
UDCA=Upside down Count & Attitude.			
Upside down trump play alert partner for a ruff possibility.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O standart.(could be light if non vuln.).Respos Nat. but jump is is Invitational. Cue bid is forcing 1 round.			
Double & Redouble support.			
Reopening= maybe 1 king less.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES / REDBL</b>			
DOPI,ROPI, kickback over minors. Exclusion key cards.Responsi-ve double. Snap dragon double.			
<b>DOUBLE &amp; REDOUBLE SUPPORT</b>			
Obar double.			

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
2/1 Forcing Game. 5+ cards mayors. 1NT semiforcing.
Opening with balanced hand 12+HCP. Most jump responses Artificial.Most jump shift artificials. Frequent use of non penalty
Doubles. 2♦=MULTI. 2♥=Flannery. 2♠=Weak Two suits (5+ ♠ And 4+ in a minor).
1NT openings: (14) 15-17HCP. Could have a no good 5 cards Mayor or a 6 cards minor.
2/1 responses F.G except 1♦-2♣-2any-3♠.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣= 17+HCP.No more than 4 looser tricks. Forcing Game.
2♦= MULTI. 5-10HCP with 6 cards in a Mayor or 22-23 or 26-27
2♥= Flannery. 11-15HCP. 5+ ♥ cards & 4 ♠ cards.
2♠= 5-10HCP. 5+ ♠ cards & 4+ in a minor.
2NT= 20-21 HCP. Balanced.
3♣/3♦/3♥/3♠= Preemptive 5-10 HCP.
Jump shift is preemptive also over opp. intervention.
Competitive cue bid=Limit or more. Jump cue bid=Splinter.
Ghestem two suiter over opp. opening bids.
Lebensohl and Extended Lebensohl.
3NT= Gambling. Solid minor with very few outside values.
1M-3♣/3♦, Bergen
1m-1M-1NT-2♠= Check back. Puppet to 2♦ ( see note 4).
1m-1M-1NT-2♦= Forcing Game with or without ♦(see Note 5).
RKCB=1430 except in ♣ where 0314
<b>SPECIAL FORCING PASS SEQUENCES</b>
After game is reached without opp. Intervention, if defended,
Pass ask partner to double or raise to next level,even so,
Partner could excepcionally pass.
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
WE DO NOT PASS PARTNER DOUBLE WHEN UNCLEAR.
1♣/1♦-2♥=three way. 1♠/1♦-2♠=two way. (see notes 1 & 2).
<b>PSYCHICS: VERY RARE.</b>

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP. BIDDING
1♣	No	3	4♥	11-21 HCP.	We skip 1♦ when non F.G. 1♥, 1♠ are Nat. 1NT=8-10. 2♣=6-10 Nat. 2♦=Inv. ♣=10-12 or strong♦. 2♥=three way (see note 1). 2♠=two way (see note 2). 2NT= 11-12 Nat. 3♣=Preempt. 3♦/3♥/3♠=Splinter, 9-12. 3NT=16-17 with 3 cards support. 4♣=Preempt. 4♦=kickback. 4♥/4♠= are Nat. 4NT=RKCB. 5♣=Natural.	Nat. except 2♥ three ways & 2♠ two ways (see notes 1&2). After 1♣-any-1NT-2♣/2♦, see note 4. After 1♣-1M-2M-2NT, (see note 6). 1♣-1NT-3NT=18 HCP with 6♣.	
1♦	No	3	4♥	11-21 HCP.	1♥/1♠= are Nat. 1NT=6-10 HCP. 2♣= Nat. 11+HCP. 2♦=Nat. 6-10. 2♥=three way. 2♠= two way. 2NT= Nat. 11-12 HCP. 3♣= Invitational in♦. 3♦=Preempt. 3♥/3♠/4♣=Splinter 9-12 HCP. 3NT= 16-17 with 3 cards support. 4♦=Preempt. 4♥/4♠=Nat. 4NT=RKCB.	Natural, except 2♥ three ways & 2♠ two ways. (See notes 1 & 2). After 1♦-any-1NT-2♣/2♦, see note 4. After 1♦-1M-2M-2NT, see note 6. 1♦-1NT-3NT=17+ with 6♦.	
1♥	No	5	4♥	11-21 HCP. Could have 4 cards in 3 <sup>rd</sup> & 4 <sup>th</sup> seat.	1NT= semi forcing. 2♣/2♦= Nat. & F.G. 2♥= 6-10 HCP 3+ ♥. 2♠= Nat. Strong. 2NT=Modified Jacoby (see note 3). 3♣/3♦= Bergen-Cohen. 3♥=Preempt. 3♠= Splinter in any suit, 9-12 HCP. 3NT=13-15 with 3♥, balanced. 4♣= 16-17 with 3♥, balanced. 4♦= Game in ♥ with lateral values & no cue bid. 4♥=Preempt. 4♠=Nat. 4NT=RKCB.	Natural's % cue bids. Splinters support. After 1♥-1♠-1NT, see note 7. After 1♥-1♠-2♠-2NT, see note 6. After 1♥-1NT-2NT-(see note 8). 1♥-1NT-3NT=18+ HCP 7 6♥ headed by 1 top honor.	1NT= Natural. 2♣=Drury 2♦=Minidrury. One under. 2NT=11-12 2♥= 4-6 HCP.
1♠	No	5	4♥	11-21 HCP. Could have 4 cards in 3 <sup>rd</sup> & 4 <sup>th</sup> . Seat.	1NT= semi forcing. 2♣/2♦/2♥=Nat. F.G. 2♠= 6-10 HCP & 3+ ♠. 2NT= Modified Jacoby (see note 3). 3♣/3♦= Bergen-Cohen. 3♥= Splinter in any suit 9-12 HCP. 3♠= Preempt. 3NT=13-15, bal. with 3♠. 4♣= 16-17 balanced with 3♠ 4♦= Game in ♠ with lateral values but not cue bid. 4♥= Nat. 4♠= Preempt. 4NT= RKCB.	Naturals & cue bids. Splinter support. After 1♠-1NT-2NT, see note 8. 1♠-1NT-3NT= 18+ HCP & 6♠ headed by 1 top Honor.	1NT=Natural. 2♣=Drury 2♦=Minidrury One under ov. opp. Double
1NT	No	2	4♥	(14) 15-17 HCP. Balanced. Could have 5 cards in a Mayor or 6 cards in a minor.	2♣= Stayman. 2♦/2♥/2♠/2NT=transfers. 3♣=P/C in minors. 3♦= (1-4)-4-4, singleton in a Mayor; 10+ HCP. 3H/3S= singleton in bid suit & no 4+ cards in other Mayor. 10+ HCP. 3NT= Nat. 4♣= 5-5 in Mayors 10+ HCP. 4♦/4♥= Texas transfer. 4♠= Blackwood. 4NT= Quantitative.	Over 2♣, first Mayor. Over 2♦, 2♥ show no 4♥ cards, 2♠ show max. 4♥ & doubleton♠, 2NT=Max. 3433, 3♣= Max. 4♥ cards & doub. ♣, 3♦= Max. 4♥ & doub. ♦. Over 2♥, 2♠ shows no 4♠ cards. 2NT= Max.4333. 3♣=Max. 4♠ 7 doub. ♣. 4D=Max. 4♠ & doub. ♦. 3♥=Max. 4♠ & doub. ♥	As for unpassed hand
2♣	Yes	-	7♥	Strong hand 16+ HCP. 9+ winner tricks.	2♦=waiting. 2♥/2♠= 5+ cards headed by 2 Honors. 2NT= 4+ controls. 3♣/3♦= 6+ cards headed by 2 Honors. 3♥/3♠/4♣/4♦= weak with 7+ cards.	Over 2♦, 2♥/2♠/3♣/3♦=Natural. 2NT=24-25 HCP. 3♥/3♠= ♥/♠ with 5♦. 3NT=28-29 HCP. Over 2♥/2♠/2NT=Natural. Over 3♣/3♦= Natural & kickback.	As for UPH
2♦	Yes	-		MULTI. Weak (5-10 HCP) with 6 cards in a Mayor or Balanced 22-23 or 26-27 HCP.	2♥= P/C. 2♠= Invitational in♥. 2NT= Interrogative. 3♣/3♦= Forcing 1 round. 3♥= P/C weak. 3S=6+ cards 15-17 HCP. 3NT=Nat. 4♣=Ask to bid suit in transfer. 4♦= Ask to bid suit. 4♥= P/C.	Over 2♥:2♠=to play; 2NT=22-23 HCP balanced; 3NT=26-27 HCP balanced. Over 2♠: 3♥=S/O. Over 2NT:3♣=good ♥ weak; 3♦=good ♠ weak 3♥/3♠= bad weak in ♥/♠; 3NT=22-23 HCP; 4NT=26-27 HCP.	As for UPH
2♥	Yes	5		Flannery. 5+♥ & 4♠. 11-15 HCP.	Pass/2♠= Nat. to play. 2NT=Interrogative. 3♣/3♦= Nat. 6+ cards. Forcing. 3♥=Slam going in♥. 3♠=Slam going in♠. 3NT= Natural, stopper in both minors 4♣=RKCB in♥. 4♦= RKCB in♠. 4NT= Quantitative, ask for maximum (14-15 HCP) to play 6NT. 5♣/5♦= Natural. To play.	Over 2NT=3♣=3♠ cards 3♦=3♣ cards. 3♥= minimum (11-13 HCP) 4522. 3♠=Maximum (14-15) 4522, 3NT=6♥ y 4♠(11-15) 4♣=4504 with Maximum 4♦=4540 with Maximum	As for UPH
2♠	Yes	5		5♠ & 4+ in a minor. 5-10 HCP. In 4 <sup>th</sup> . Seat = semi forcing in♠.	2NT= Forcing. Ask for minor, 13+ HCP. 3♣= P/C. 3♦= 3-4 ♠ cards, Invitational. 3♥=6+ ♥ cards, 15-17 HCP. 3♠= Preempt. 3NT= Nat. 4♣= Preempt. In minor. 4♦=♣ support. Slam try. 4♥/4♠= Nat. 4NT= RKCB in♠. 5♠= P/C.	Over 2NT, 3♣ show 4♣ cards, 3♦ show 4♦ cards, 3♥ show 5♣ and 3♠ show 5♦. Over 4♦= 4♥ shows minimum & 4♠ shows Maximum. Everything else Natural.	As for UPH
2NT	No	2	4♥	Balanced hand 20-21 HCP.	3♣= Puppet Stayman. 3♦, 3♥= transfer. 3♠=transfer to 3NT. 3NT=Baron. 4♣=5-5 in mayors. 4♦, 4♥=Texas transfer. 4♠=Blackwood. 4NT=Quantitative. 5NT=Baron slam going.	Over 3♣: 3♦ deny 4♥ or 5♠; 3♥ show 4 or 5♥; 3♠ show 5♠ cards. 3NT show both Mayors 4 <sup>th</sup> .	As for UPH
3♣	No	6+		Preemptive.2/3 top honors. 5-10 HCP.	3♦= Ask for 3 cards in a Mayor. 3♥/3♠= 5+ cards in bid suit & forcing. 3NT= Nat. to play. 4♣=Barrage. 4♦= Asking in♦. 4♥=Asking in♥. 4♠= Asking in♠. 4NT=RKCB. 5♣= Nat. to play. 5NT=Gran slam try, asking for 2 top honors in♠.	1 <sup>st</sup> step= No 2 <sup>nd</sup> . Round control. 2 <sup>nd</sup> . Step=Second round control. 3 <sup>rd</sup> .step= Void 4 <sup>th</sup> . Step= Ace.	As for UPH.

3♦	No	6+		Preemptive. 2/3 Top honors. 5-10 HCP.	3♥/3♠=Nat. 5+ cards in suit & forcing. 3NT= Nat. to play. 4♣= Asking in ♣ forcing game. 4♥= Asking in ♥. 4♠= Asking in ♠. 4NT= RKCB. 5♣= Nat. to play. 5♦= Nat. to play. 5NT=Gran slam try, asking for 2 top honors in ♦.	Same as 3♣.	As for UPH.
3♥	No	6+		Disciplined in 1 <sup>st</sup> & 2 <sup>nd</sup> seat. 5-10 HCP.	3♠= Nat. 5+ ♠, forcing. 3NT=Nat. to play. 4♣=Asking in ♣. 4♦= Asking in ♦. 4♥=Nat. to play. 4♠=Asking in ♠, forcing. 4NT= RKCB. 5♣/5♦= Barrage or game force, to play. 5NT= Gran slam try, asking for 2 top honors in ♥.	Same as 3♣.	As for UPH
3♠	No	6+		Disciplined in 1 <sup>st</sup> . &2 <sup>nd</sup> . Seat. 5-10 HCP.	3NT= Nat. to play. 4♣=Asking in ♣. 4♦= Asking in ♦. 4♥=Nat. to play. 4♠=Nat. 4NT=RKCB in ♠. 5♣/5♦=to play, Barrage or game force.5♥=Asking in ♥. 5NT= Gran slam try.	Same as 3♣.	As for UPH.
3NT	Yes			Solid minor with little outside.	4♣=P/C. 4♥/4♠/5♣/5♦=Nat. to play. 5NT=Gran slam try.		As for UPH
4♣/4♦	No	8+		Preemptive.	Natural		As for UPH
4♥/4♠	No	7+		Preemptive	Natural		As for UPH

## SUPPLEMENTARY NOTES

Note 1-

1♣/1♦

2♠ (interrogative)

2♥=Three ways. F.G.

2NT= 13+ HCP, balanced.

3♣=5+ in opening suit 13+ HCP with a Singleton.

3♦=5+ in opening suit without singleton.

3♥= 6+♥, 13-15 HCP.

3♠= 6+♥, 16-17 HCP.

3NT= 6+♥, 18-19 HCP

4♣= 6+♥, 20-21HCP.

To see other sequences see annex 1

Note 2-

1♣/1♦

2NT (interrogative).

2♠=two ways

3♣= 5 cards in minor opening & 4 cards in other minor. 13+ HCP

3♦= 6 cards in minor opening & 4 cards in other minor.13+ HCP.

3♥= 5-5 or 6-5 in minors. 13+ HCP.

3♠= 6 semi solid♠. 13-15 HCP.

3NT= 6 semi solid♠, 16-17 HCP.

4♣= 6 semi solid♠, 18-19 HCP. ZOOM.

To see other sequences see annex 1

## SUPPLEMENTARY NOTES

### Note 3-

1M

3♣= no singleton, 13+ HCP.

2NT (modified Jacoby), interrogative

3♦= No singleton. 13+ HCP.

3H= a sing. Or void. 13-14 HCP

3♠= a sing. Or void. 15-16 HCP.

3NT= a sing. Or void. 17+ HCP.

3♦= a sing. Or void. 11-12 HCP.

3♥= a sing. Or void. 13-14 HCP

3♠= a sing. Or void. 15-16 HCP.

3NT= a sing. Or void 17+ HCP.

To see other sequences see annex 1

### Note 4-

1♣/1♦

1NT

2♦ (relay)

1♥

2♣= Check back, invitational, puppet to 2♦

Pass=6-8 HCP 4♥ & 5+♦.

2♥=5♥, 11-12HCP.

2♠=5♥ & 4♠, 11-12 HCP. No stopper in both minors.

2NT=4♥, balanced with stoppers.

3♣=4♥ & 5♣, 11-12 HCP.

3♦= 4♥ & 5♦, 11-12 HCP.

3♥= 6♥ without 2 honors. 11-12 HCP.

3♠=6♥ & 5♠, 9-11 HCP.

To see more sequences see annex 1.

### Note 5-

1m

1NT

1M

2♦= Check back, Forcing Game.

### Note 6-

1m

2M

3♣= 3 cards & a singleton

3♦=4 cards & a singleton

3♥= 3 cards, no singleton

3♠= 4 cards, no singleton.

3NT/1♣= 4(M)-3-3-3

3NT/1♦= 4(M)-3-4-2

1M

2NT ask how is your support

### Note 7-

1♥

1NT

1♠

2♣= Check back. Puppet to 2♦.

2♦= F.G.

To see other sequences see annex 1

### Note 8

1♥

2NT Puppet to 3♣

3♦= 5♥ & 4 cards in a minor. 18-20 HCP.

3♥=6♥ 18-20 HCP.

3♠=5♥ & 4♠ 18+ HCP.

3NT= 5-3-3-2 18-20 HCP.

1NT

3♣ relay