



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 Convention Card 
OVERCALLS (Style; Responses; ½Level; Reopening)		OPENING LEADS STYLE			
8+ at the one level, 11+ at the 2 level			Lead	In Partner's Suit	Country
		Suit	3rd y 5th	Natural	Event
		NT	4th	Natural	Players
		Other:			Venezuela
INT OVERCALL (2ND/4TH LIVE; responses; reopening)					Event
2 nd Seat: (15)16-18 (System on)					Senior Team - Pairs
4 th Seat: 11-14 (System on)					Players
					Zoraida Diebold – Eduardo Rosen
					SYSTEM SUMMARY
					GENERAL APPROACH AND STYLE
		Lead	Vs. Suit	Vs. NT	Natural, forcing NT, 2/1 FG, 5 ^o Majors, best minor, distributional openings, consistent pre-emptive, aggressive third seat opening bid, 2♦ Multi, Weak Jump Overcalls,
		Ace	AK(x)x, Ax, Asks for Attitude	AKxxxx, AQJTxxx, Asks for Unblock or Attitude.	
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	AK(x)x, KQ(x)x, Asks for Count	AKxx, AKJx, KQ9(x)x, Asks for Count	
1-Suit: Pre-emptive.		Queen	QJ(x)x, KQ(x)x, asks for Attitude	AQJx, KQ109, QJ9x, Asks for Unblock	
		Jack	KJ10(x), J10(x)	J10(x)x	
		10	K109, Q109, 109(x)	AJ10(x), KJ10(x), 109(x)	
		9	98x	K109(x), Q109(x), 98(x)	
Reopen: Intermediate.		Hi-x	Doubleton	Doubleton	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Lo-x			
Dir CB= Michaels					
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
			Partners Lead	Declarer's Lead	Discarding
		Suit: 1 st	Ac/Co	Co	Ac
VS. NT (vs. Strong/Weak; Reopening; PH)		2 nd			
Vs STRONG=		3 rd			
2 Pos.= Hamilton (Capeletti)		NT: 1 st	Ac/Co		
4 Pos.= Landy and Natural		2 nd			
		3 rd			
Vs. 12-14 = NATURAL		Signals: UDCA			2♦: Multi (Weak in a Major (6 cards) or NT 22-23 Bal.)
					2♥: Weak 8-10, 5 cards in ♥, 4-5-6 cards in a minor
					2♠: Weak 8-10, 5 cards in ♠, 4-5-6 cards in a minor
					Drury – Bergen-Cohen – Support X and XX- 1 under
					Gambling 3NT
					Hamilton & Landy against adversary's 1NT.
					1♥ -3♠/1♠-3♥ = Splinter
					Specific two suits showing bids in competition.
VS WEAK NT= Natural					
VS. PREEMPTS (Doubles; Cue-bid; Jumps; NT bids)		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
		Style: A.L. 3 card support in rest of the suits or 1-suited			
		2 nd Seat: Could be weak if perfect shape.			
VS. ARTIFICIAL STRONG OPENINGS		4 th Seat: 10+.			
		Answers: same level 0-8, Jump 9-12; Cue-Bid 13+			SPECIAL FORCING PASS SEQUENCES
		After redouble Pass is for penalties			
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
OVER OPPONENT'S TAKE OUT DOUBLE		Negative Double			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
One Under (The bid under raise is 7-9, while a raise is 0-6); 2NT= 10-12 WITH FIT		Support Double and redouble			
					Psychics: Rarely

Op	Artf	Min	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	Natural, at least 3 cards, 11-21 HCP	1nt=8-10, 2♦= limit raise or forcing game in ♦, 2♥=three way (1), 2♠= two way (2), 3♣= barrage, Splinters.	See Supplementary Sheet	
1♦		4	4♥	Natural, at least 3 cards, 11-21 HCP	2♣=11 o +, 2♥=three way, 2♠= two way, 3♣= limit en ♦, Splinters.	See Supplementary Sheet	
1♥		5	4♥	Natural, at least 5 cards (may be 4th in 3rd or 4th pos.), 11-21 HCP.	1nt=forcing, 2♥= 6-10 3♥, 2nt= 13 o + 4♥, 3♣= 8-10 4♥, 3♦= 11-12 4♥, 3♥= barrage, 3♠=Splinter any suit 9-12, 3nt= 13-15 3♥, 4♣= 16-17, 3♥, 4♦= 12-14 3♥		2♣=10-11 with 3♥, 2♦=7-9 with 3♥
1♠		5	4♥	Natural, at least 5 cards (may be 4th in 3rd or 4th pos.), 11-21 HCP.	1nt=forcing, 2♠= 6-10 3♠, 2nt= 13 o + 4♠, 3♣= 8-10 4♠, 3♦= 11-12 4♠, 3♥= Splinter any suit 9-12, 3♠= barrage, 3nt= 13-15 3♠, 4♣= 16-17 3♠, 4♦= 12-14 3♠		2♣=10-11 with 3♥, 2♦=7-9 with 3♥
1NT				15-17 HCP balanced hand. May have 5 card major, 6 card minor or 14+.	2♣= Stayman, 2♦= ♥ transfer, 2♥= ♠ transfer, 2♠= S/O in ♣, 6♣ 2H or Slam in m's, 2nt= S/O in ♦, 6♦ 2H or 6♣/♦ with sing in o/m, 3♣=5-5 o 5-6 weak in minors, 3♦= Sing in a Major (4441) 10+ (G/Slam), 3♥= Sing ♥ 9+ cards in minors (G), 3♠= Sing ♠ 9+ cards in minors (G), 4♣= 5-5 in Majors, 4♦= ♥ transfer, 4♥= ♠ transfer, 4♠= Blackwood, 4st= Quantitative 15-16		
2♣	X			Balanced hand 24-25 o 28-29, 18+ w/ 4 losers in Maj. or 3 losers in min, FG.	2♦= Relay, 2♥= 5+♥ with 2H, 2♠= 5+♠ with 2H, 3♣= 6+♣ with 2H, 3♦= 6+♦ with 2H.	See Supplementary Sheet (3)	
2♦	X			6♥/♠ weak hand(6-10) or 22-23 o 26-27 Balanced hand.	2♥= Pass o correct, 2♠= inv to 4♥ (short ♠), 2nt= asks 15+, 3♣/♦= Nat one or two suited hand, 3♥= Pass or correct, 3♠= limit in ♠ 15-17 6+♠, 3nt= To play, 4♣= say your suit in transfer, 4♦= say your suit 4♥= Pass o correct, 4♠= To play.	See Supplementary Sheet (4)	
2♥	X			Hand with 5♥ and 4-5-6 cards in a minor 8 to 10 HCP	2nt (15+)= Asks description of the hand, 3♣/♦= Pass or correct; 3♥= Disturb.; 4♥= To play	After 2nt: 3♣= 4 cards, 3♦= 4 cards, 3♥=5 cards in ♣, 3♠ 5 cards in ♦.3st=5-5 any min. max,* 4♣= 6 cards; 4♦= 6 cards	* = next step ask for minor suit, = low-med
2♠	X			Hand with 5♠ and 4-5-6 cards in a minor 8 to 10 HCP	2nt= Asks description of the hand, 3♣/♦= Pass or correct; 3♠= Disturb.; 4♠= To play	After 2nt: 3♣= 4 cards, 3♦= 4 cards, 3♥=5 cards in ♣, 3♠ 5 cards in ♦.3st=5-5 any min. max,* 4♣= 6 cards; 4♦= 6 cards	* = next step ask for minor suit, = low-med
2NT				20-21 HCP balanced hand. May have 5-card Major, 6-card minor.	3♣=Puppet Stayman, 3♦= ♥ transfer, 3♥= ♠ transfer, 3♠= transfer to 3nt (*), 3nt= Baron looks for 4-4 fit, 4♣= 5-5 in Majors, 4♦= ♥ transfer 6+, 4♥= ♠ transfer 6+, 4♠= Blackwood, 4nt= Quantitative 11-12	(*) Pass, to play. 4♣=5♣ and 4♦; 4♦= 5♦ and 4♣ 4♥= 5♣ and 5♦ (**)	(**) 4♠= KCB in ♣ 4NT = KCB in ♦
3♣				6 or 7♣ 6-10 pts.			
3♦				6 or 7♦ 6-10 pts.			
3♥				7♥ 6-10 pts.			
3♠				7♠ 6-10 pts.			
3NT	X			7-card minor			
4♣				Nat. Pre-emptive			
4♦				Nat. Pre-emptive			
4♥				Nat. Pre-emptive			
4♠				Nat. Pre-emptive			
4NT	X			Asks for specific Aces			

HIGH LEVEL BIDDING

Answer to RKCB = 14-30. Dopi and Ropi over intervention to KC.

Supplementary Sheet.

1.- 1♣/♦ - 2♥ Three way: 3 kinds of hands=

Answers to a 2♥:

2♠ Relay asking pd hand -----

2NT 12-14 Balanced

3♣/♦ Natural invit

3♥/♠ 15+ HCP

a) Balanced 13 - 21 HCP

b) 5+ in opp. Suit WITH or WITHOUT singl.

c) 6+ ♥ GOOD 13 - 21 HCP

= - 2NT Balanced 13+. The Relay 3♣ ask points and answering in ZOOM: ♦ 13-15, ♥ 16-17, ♠ 18-19, ST 20-21

-3♣ shows 5+ in opp. suit WITH singleton. The Relay 3♦ ask wich singleton: 3♥ o/m, 3♠ is ♥, 3NT is ♠. **The Relay ask points, answering in ZOOM.** (First step 13-15, Sec. step 16-17, third step 18-19, fourth step 20-21.

-3♦ shows 5+ in opp. suit WITHOUT singleton. The Relay 3♥ ask points, answering in ZOOM: 3♠ 13-15, 3NT 16-17, 4♣ 18-19, 4♦ 20-21

-3♥ shows 6+ ♥ 13-15.

-3♠ shows 6+ ♥ 16-17

-3NT shows 6+ ♥ 18-19

-4♣ shows 6+ ♥ 20-21.

2.- 1♣/♦ - 2♠ Two way: 2 kinds of hands=

2NT Relay asking pd hand

a) 5+ in opp. Suit and 4 or 5 other minor 13 a 21 HCP

b) 6+ ♠ GOOD 13 - 21 HCP

= 3♣, 5 cards in opp. Suit and 4 other minor. The Relay 3♦ ask points, answering in ZOOM: 13-15, 16-17, 18-19, 20-21.

3♦, 6+ cards in opp. Suit and 4 other minor. The Relay 3♥ ask points, answering in ZOOM: 3♠ 13-15, 3NT 16-17, 4♣ 18-19, 4♦ 20-21

3♥, is 6-5 o 5-5 in minors. The Relay. 3♠ ask points, answering in ZOOM. 3ST 13-15, 4♣ 16-17, 4♦ 18-19, 4♥ 20-21.

3♠ shows 6+ ♠ 13-15.

3ST shows 6+ ♠ 16-17

4♣ shows 6+ ♠ 18-19

4♦ shows 6+ ♠ 20-21

3.- 2♣ - 2♦. Relay, asking pd hand = 2♥ / ♠ Nat.; 2NT= 24-25 Bal.; 3♣, 5+♣ (The Relay 3♦ ask for Majors); 3♦ = 5+♦, NO Majors; 3♥/♠ = 5+♦ with 4♥/♠; 3NT= 28-29

2♣ - 2♦

2NT - 3♣ (Puppet Stayman)

2♣ - 2♦

3NT - 4♣ (Puppet Stayman)

2♣ - 2♦

3♣ - 3♦ Ask = 3♥ (5+♣ and 4♥)

3♠ (5+♣ and 4♠)

3NT (NO majors)

4♣ (6+♣)

4♦ (5+♣ y 4♦)

4♥ (6♣ y 5♥)

4♠ (6♣ y 5♠)

4.- 2♦ - 2♥ Opp.: 2ST=22-23; 3ST= 26-27

2♦ - 2♠ Opp: 2ST=22-23; 3ST= 26-27

2♦ - 2NT Opp: 3♣= good weak with ♥; 3♦ = good weak with ♠; 3♥ = bad weak with ♥; 3♠ = bad weak with ♠; 3NT= 22-23; 4NT= 26-27