


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level Natural responses Cue=12+ with fit or any FG Jump cue=fit, 4+cards support, Splinter New suit= NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on 10-14 on reopening if 1m opening. System on 10-16 on reopening if 1M opening. System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue in response after overcall=fit, Splinter Direct cue over opp opening bid = two suit hand <b>Reopen:</b> constructive hands
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠=♥/♠+minor; 2NT=minors or Major+minor strong; Dbl=5+m+4M Landy on reopening » 2♣=Majors; others=natural; Dbl=5+m+4M <b>Over weak NT:</b> Dbl=14+ bal or any strong and; 2♣=majors Others=transfer; <b>Reopening</b> vs weak NT: Dbl and 2♣ remains the same; Others=natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors; 2♣=♣/♠ or ♦/♥; 2♦=♣=♣/♥ or ♦/♠ <b>Over 2♣</b> » the same one level up
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-DBL-1♠ = constructive, 2+ level support; 1M-DBL-3♣=4c Support, 8-10; 1x-DBL-2NT= fit, 11+ New suit=F1

LEADS AND SIGNALS			
	<b>LEAD</b>	<b>IN PARTNER SUIT</b>	
<b>NT</b>	1,3,5	1,3,5	
<b>SUIT</b>	1,2,4	1,3,5. If agreed suit » attitude	
<b>Subseq</b>	Normally attitude		
LEADS			
	<b>LEAD</b>	<b>NT</b>	<b>SUIT</b>
<b>A</b>	Asks for count		Asks for attitude
<b>K</b>	Asks for attitude		Asks for count or Q unblock
<b>Q</b>	Asks for attitude		Asks for attitude
<b>J</b>	Asks for attitude		Asks for attitude
<b>10</b>	1 <sup>st</sup> or 3 <sup>rd</sup> card		Promising
<b>9</b>	1 <sup>st</sup> or 3 <sup>rd</sup> card		1 <sup>st</sup> or 2 <sup>nd</sup> card
<b>HI-LO</b>			
<b>LO-HI</b>			
SIGNALS			
	<b>PARTNER</b>	<b>OPP</b>	<b>DISCARD</b>
<b>ST</b>	UDCA	Reverse count	O/E
<b>TRUNFO</b>	UDCA	Reverse count	O/E
OTHER SIGNALS			
<b>ST</b>	Count on Ace lead by partner		
<b>TRUNFO</b>	K=count or unblock		
DOUBLES			
<b>TAKEOUTS</b>			
Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2♣) Reopening TO = 8+HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and competitive doubles until 4♦ Support doubles and redoubles INT (if strong) – DBL = 5+ in a minor and 4 in a major			

	
<b>PLAYERS</b>	<b>FPB</b>
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Luis Oliveira	907
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1	
2♣ - Strong » 22-23 if bal; 17+ with long and solid suit (5losers)	
2♦ - FG, any distribution; 24+bal or 4'losers	
2♥/♠ - Weak, 6/7 cards, limited to 11HCP.	
1NT » 15-17; 2NT » 20-21	
3NT » Gambling	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Inverted minors	
Strong and limited Splinters	
Invitational and FG Checkback	
Modified Bergen supports	
Guestem	
Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit	
Walsh over 1♣	
Mixed raises in competition	
SPECIAL FORCING PASS SEQUENCES	
After suit overcall by opps	
Pass in competition when opps interfere on FG actions	
<b>NOTES</b>	
<b>PSYCHICS</b>	rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Natural, 3	Inverted minors; Walsh;	2way checkback over 1NT ( <b>note 1</b> ). Checkback over 2NT ( <b>note 2</b> )	
1♦		3		Natural (3 cards only with 4-4-3-2)	Inverted minors.( <b>note 3</b> )	2way checkback over 1NT. Checkback over 2NT; relay after 2 level M fit ( <b>note 4</b> )	
1♥		5		10-21; with 6-5 major may have 9-11	1♠=0-4♠, F1; 1NT=5+♠, F1; limited and strong Splinters ( <b>note 5</b> ). Short and long trials ( <b>note 6</b> ) Modified Bergen Support; 2NT=15+, 2+ cards ♥ ( <b>note8</b> )	Gazzilli ( <b>note 7</b> ).	Drury
1♠		5		10-21; with 6-5 major may have 9-11	1NT= F1; same as previous	Gazzilli ( <b>note 7</b> ).	Drury
1NT				15-17. May have 5 card M if 15H	( <b>note 9</b> ). Stayman, transfers 2♠= Stayman for minors; 4♣=5-5 major, w/o slam interest; 4♦♥=transfers w/o slam interest; 4♠=Blackwood		
2♣				22-23 bal or any 17+ with 4/5 losers	2♦ = max 1CI; 2♥ = 2CI; o/suits= natural, 3+ CI; 2NT=3+ CI, bal.	After 2NT » system on	
2♦				Any FG	2♥ = max 1CI; 2♠ = 2CI; o/suits= natural, 3+ CI; 2NT=3+ CI, bal.		
2♥		6		6 cards, may have another suit, limited to 10HCP	2NT=Relay; 3♣=ask for shortness; new suit jump=Control Asking Bid	Over 2NT=Ogust; After CAB» 1 <sup>st</sup> step=no control; 2 <sup>nd</sup> step=2 <sup>nd</sup> control; 3 <sup>rd</sup> step=1 <sup>st</sup> control	
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2NT				20-21 bal	Stayman; Trf; 3♣=stayman for minors; 4♣/♦ =Black; 4♥/♠=slam interest in ♣/♦ with poor suit	After 4♥/♠ opener bids 5♣/♦ sign off or with interest show aces in two steps (odd/even)	
3♣		6		Pre (if 6 cards probably 6-4)	New suit=F1; new suit jump=CAB	After CAB» 1 <sup>st</sup> step=no control; 2 <sup>nd</sup> step=2 <sup>nd</sup> control; 3 <sup>rd</sup> step=1 <sup>st</sup> control	
3♦		6		Pre (if 6 cards probably 6-4)	New suit=F1; new suit jump=CAB	Same as previous	
3♥		6		Pre (if 6 cards probably 6-4)	After 3♥»4♠=CAB	Same as previous	
3♠		6		Pre (if 6 cards probably 6-4)			
3NT		7		Solid 7 cards minor	4♣ = P/C; 4♦ asks for singleton		
4♣		7		Pre (if 7 cards probably 7-4)			
4♦		7		Pre (if 7 cards probably 7-4)			
4♥		7		Pre (if 7 cards probably 7-4)			
4♠		7		Pre (if 7 cards probably 7-4)			
4NT				Pre (minor two suit)	5♣ = P/C		
						<b>HIGH LEVEL BIDDING</b>	
						Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for gran slam; anti-controls when p denies a previous control=control on suit deny by p, no control on suit named.	

**NOTE 1 – TWO WAY CHECKBACK**

**1m 1M**  
**1NT 2♣** = asks for 2♦. May be sign off in diamonds or any invitational hand

**1m 1M**  
**1NT 2♦** = FG, asks attitude for majors. Other minor=3-4 in majors

**1m 1M**  
**1NT 2NT**= asks for 3♣. Sign off in clubs or FG with a shortness

**NOTE 2 – CHECKBACK OVER 2NT**

**1m 1M**  
**2NT 3♣** = 3♦ = 3-4 in majors

**NOTE 3 – INVERTED MINORS**

**1m 2m** = not GF, invitational or more  
**1m o/m jump** = 8-10  
**1m 3m** = pre, limited to 7HCP

**NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT**

**1m 1♥**  
**2♥ 2♠** = asks for distribution and strength  
**2NT**= minimum bal; **3NT**=maximum bal; others=maximum control; **3♥**=minimum

**1m 1♠**  
**2♠ 2NT** = asks for distribution and strength  
**3♠**= minimum bal or maximum ♣ control; **3NT**=maximum bal; others=maximum control; **3♠**=minimum

**NOTE 5 – LIMITED AND STRONG SPLINTERS**

**1♥ 3♠**=strong any shortness - **3NT**= asks  
**1♥ 3NT/4♣/4♦** = ♠/♣4♦ shortness, limited

**1♠ 3NT**= strong any shortness - **4♣**= asks (gradino)  
**1♠ 3♥/4m**=limited shortness

**NOTE 6 – SHORT AND LONG TRIALS**

**1♥ 2♥**  
**2♠**= any shortness – **2NT** asks

**1♠ 2♠**  
**2NT**= any shortness - **3♣** asks – gradino

Other new suit over support = long trial

**NOTE 7 – GAZZILLI**

Any strong hand (16+) by opener, after 1NT forcing or 1♠ forcing over **1♥**, bids **2♣**. Maybe a natural bid, any balanced hand or any strong hand.  
 After **2♣**, **2♦** by responder=9+HCP,

**NOTE 8 – 1M -2NT**

15+HCP balanced. May have 2 to 4 cards in opener suit.  
 Opener may bid shortness with 6+ cards.

**NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT STAYMAN**

After **2♦** » **3♣** asks for minors and **3M**=smolen  
 After **2♦** » **3♦** shows a major shortness  
 After **2M** » **3♣** asks for minors and **3♦** shows major fit and asks for controls

**TRANSFER FOR MAJORS**

**1NT 2♦**  
**2♥ 2♠**= 5-5 major, slam try

**1NT 2♥**  
**2♠ 3♥**= 5-5 major, invitational

**1NT 4♣**= 5-5 major no slam interest  
**1NT 4♦/♥**=transfer to ♥/♠, no slam interest  
**1NT 4♠**=Blackwood

**TRANSFER FOR MINORS**

**1NT 2♠**=asks for 4 card minor

**1NT 2NT**=asks for 3♣, maybe sign off in ♣ or FG with one minor suit any shortness

**1NT 3♠**=sign off in ♦ or slam try in ♦

**1NT 3♦**=slam try in hearts  
**3♥**=slam try in spades  
**3♠**=slam try in clubs

**SPECIAL AUCTIONS ON COMPETITION**

After partner overcall in suit, jump level in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+m4M  
 Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » **2NT**=zone 2+ opening bid, Direct suit just for competition.

Rubensohl after overcall over 1NT

**2NT** scrambling in competition.