OPERIALS(Style; Responses; 2/1level; Reopening) OPENING LEADS STYLE Lead In Partner's Suit		
Sult Sth Sth Sth Sth Sth Category i.e. Green / Blue / Red / HUM / Brown Sticker:	A A MP	
Sult Sth Sth Sth Sth Sth Sth Category Le. Green / Blue / Red / HUM / Brown Stickers		
Core Bid = Forcing raise NT 4th 3th 5th Country: COLOMBIA New Sult = Forcing - jump shift = fit Subseq		
New Sult = Forcing - jump shift = fit Subseq Other: 2nd from 4small Events: (Open/Women/Senior/Transnational) In Balancing Position: Same Other: 2nd from 4small Players: FRANCISCO BERNAL - FERNANDO VILLALBA Take out double: can be light (shape) Responses; neopraing LEAD SYSTEM SUMMARY SYSTEM SUMMARY 2nd Position: 16 - 18 Lead Vs. Sult Vs. NT GENERAL APPROACH AND STYLE Responses: Bid as 1NT opening Ace AKX Ax x x(+) AKX AX x + Notural S card majors Natural King KQ AKX KQ 109 (x) KQ AKX 10(x) KQ 10 9 (x) longer minor + if 3 3 4th Position: 10 - 14 Queen QU2 (x) (x) QU QU (x) (x) QU QU (x) (x) Immit jump raises over major 4th Position: 2 (x) kir (x)		
Description: Same	/Senior/Transnational)	
Take out double : can be light (shape) Responses : natural, cue bid f INT OVERCALL (2nd/4th Live; Responses) LEADS		
INT OVERCALL (2nd/4th Live; Responses; Reopening) LEADS Vs. NT GENERAL APPROACH AND STYLE 2nd Position = 16 - 18 Lead Vs. Suit Vs. NT GENERAL APPROACH AND STYLE Responses: Bid as 1NT opening Ace AKx Ax x x (+) AK AK x (+) Natural 5 card majors Natural King KQ AK KQ 109 (x) KQ AKD 10(x) KQ 10 9 (x) longer minor ♦ if 3 3 4th Position = 10 - 14 Queen QU 20 (x) (x) QJ 30 (x (+) AQJ x (+) limit jump raises over major 8esponses: Natural Jack J10 310 x (+) XJ 10 x (+) 10 310 x (+) AQJ x (+) limit jump raises over major 1-Suit : Natural Jack J10 310 x (+) XJ 10 x (+) 10 x 10 9 INT response NF 3-Suit : Natural; 9 9 x 9 8 x 9 8 x (+) 1 NT Openings: 15 - 17 Responses - New suit = forcing Mi-x S x x x S S x S x x S x x 2 OVER 1 Responses: GF 2-suit: 14 - 24 = 5 x/5 • Lo-x H x S H x S x (+) x S x x (+) H x S H x S x 2 Yet and nature That May Require DeFense Reopen: Cue = arry good two suit: 2NT = 19-21 SIGNAL S IN TOPENITY Zet and nature That May Require That May		
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10		
1-Suit : Natural; Responses - New suit = forcing Hi-x S x x x S S x x x S x 2 OVER 1 Responses: GF 2-suit; - 1 ← - 2 ← 5 ♥ 5 ← Lo-x H x S H x S x (+) x S x x(+) H x S H x S SPECIAL BIDS THAT MAY REQUIRE DEFENSE Reopen: Cue = any good two suit. 2NT = 19-21 DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) Partner's Lead Declarer's Lead Discarding Direct Cue Bid = Michaels (Note 1) Suit: 1st Lo Hi encouragement same same 2 € 2 € weak 6th random in 1st 3st; sound 2th 2nd Lo Hi even 3NT opening gambling 3nd S P 2NT overcall two lower unbid suits NT: 1st Lo Hi E same Michaels VS. NT(vs. Strong/Weak; Reopening; PH) 2nd Lo E Lebensohl after 2M overcall over 1ST		
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2-suit;- 1 \(\int \cdot - 2 \(\int \) 5 \(\int \) 6 \(\int \) 5 \(\int \) 6 \(\int \) 5 \(\int \) 6 \(
Reopen: Cue = any good two suit. 2NT = 19-21 DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) Partner's Lead Declarer's Lead Discarding 2		
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VS. NT(vs. Strong/Weak; Reopening;PH) 2nd Lo E Lebensohl after 2M overcall over 1ST	2NT overcall two lower unbid suits	
	Michaels	
Multi Landy (Note 3) 3rd S P Negative double thru 7♥		
Signals (including Trumps):		
Eco in trump suit shows ability to ruff or SP		
DOUBLES		
TAKEOUT DOUBLES(Style; Responses; Reopening)		
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		
Take out doubles thru 7♥ Maybe light with classic shape		
Cue F until the suit is bid twice SPECIAL FORCING PASS SEQUENCES	SPECIAL FORCING PASS SEQUENCES	
New suit F1 Reopen as above		
VS. ARTIFICIAL STRONG OPENINGS SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
Responsive double : after T O double thru 4● After overcall thru 4 ●		
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over minor michaels : major is stopper Double jump in new suit splinter if minor over major		
Over major michaels: cue bid in opponent major is limit + Jump cue bid by opener splinter raises		
OVER OPPONENTS' TAKE OUT DOUBLE		
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New suit forcing at 1-level Psychics: rare		
Jump Shift non-forcing Double Jump = Splinter / 2NT = limit raise or better		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1.	Parti.	3		'11 - 21	double raise weaker than single raise	4th suit forcing GF	Jump cue bid overcall Splinter
						Reverses by opener F	
						by responder GF 3th suit F1	
1+		3		11 - 21	double raise weaker than single raise	4th suit forcing GF	Jump cue bid overcall Splinter
						Reverses by opener F	
						by responder GF 3th suit F1	
1∀/ +		5		'11 - 21	1 NT semiforcing	Inverted Bergen raises	Cue bid over comp Raise
					2NT GF with 4+ trump support	Weak jump raises	
1 NT				15 - 17			
2 ♦	×			GF	2♥ neg		
2+	x			11 - 21 5+ ♥ 4+	2NT ask		
	_						
2♥		6		Pre emptive	2NT ask		
				Random 1th 3th Sound 2th	new suit F		
2 •		6		Pre emptive	2NT ask		
				Random 1th 3th Sound 2th	new suit F		
2 NT				20 - 21	Muppet		
3 ♦		6		Pre emptive	new suit F		
3 ♦		6		Pre emptive	new suit F		
3♥		7		Pre emptive	new suit F		
3 ♦		7		Pre emptive	new suit F	High Level Bidding	
3 NT	x			Gambling			
4 .				Pre emptive			
4+				Pre emptive			
4♥				Pre emptive			
40				Pre emptive			
4NT							
5⊕							
5+							
5♥							
5 •							
5NT							
ONT							

Note

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Note 1: Michaels Cue Bids:
(1+ − 2+
(1 + - 2 +
Both majors 5(+) / 5(+)
(1♥ - 2♥ = 5♠ + 5 minor
(1 - 2 = 5 + 5 minor
All jumps in known suits are PRE (but may be tactically strong
Note 2: Lebensohl:
2NT forces 3. Responder may now pass or make a minimum bid in a suit, NF
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing
1NT (2x) 2NT (p)
3♠ (p) 3x = GF No Stopper
Note 3: Multi Landy: (vs No Trump
Penalty Double
24 shows at least four cards in each major suit = Landy
2 5+ in a major
2 ♥ 2 ♦ bicolor
Note 4: Opener's Splinter Raise
Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.
Note 5: Responses after NT rebid
10 - 10 10 - 10
1NT - 2 = relay to 2 •
1NT - 3♥ = invitational
Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)
Responses: 5\Phi = 4 \text{ or } 1
50 = 3 or 0
5 = 2
5 = 2 + Queen of Trumps
5NT = 3 + a void
6x = 2 + a \text{ void}
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