DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2level; Reopening)								
1/1 F1 2/1= NF Jump Raise=PRE								
Resp:1/1F1; Jump raise = Pre; Cue = F1; 1NT = 8-10;2/1 NF;								
Reopening :1NT= 11-14 bal; 2NT = 19-20 bal								
Responses:Stayman,transfers								
1NT OVERCALL 15-18 pts Reopening:11-14								
;								
JUMP OVERCALLS (Style; Responses; Unusual NT)								
$2 \neq 2 \neq = $ natural- weak								
$1M - 2NT: \blacklozenge$ and \clubsuit $1m - 2 \diamondsuit : \checkmark$ and \bigstar								
2NT reopen: 19-20. JUMP (reopen) INTERM:								
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)								
$1 \checkmark / = -2 \checkmark / =: $ Other M and M								
1♣/2♣ :Natural;								
$1 \neq 1 \neq -2 \neq = both M$								
VS. NT (vs. Strong / Weak; Reopening; PH)								
$2 = \mathbf{V} \cdot \mathbf{A}$, at least 5-4 (2 \diamond asks longer suit)								
2NT: 5-5+ ♣/♦ Double: penalty.								
$2 \blacklozenge = \text{monocolor } 6 + \text{ cards}$								
2hearts=hearts &minor 2spades=spades&minor								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)								
2 M -(3 M) : asks stopper; $(4) = $ other M; $(4) = $ + other M; -								
(4 M) : ♣ + ♦								
2♦ - (3♦): asks stopper; (4♣): ♣ + M 4♦=?; (4♦): ♥/♠								
$3 / 4 - (4 / 4) = / 4 \qquad 3 / 4 - 4 / 4 = Major+other minor$								
VERSUS ARTIFICIAL STRONG OPENINGS								
OVER OPPONENTS' TAKEOUT DOUBLE								
1♣/♦ DBL NATURAL								
1♥/♠- (DBL) - TRFs - 3♥/♠ - 4c SUPP 7-9; 2NT =4c SUPP 12+								
1♥/♠-(Dbl)-2♥/♠= 5-7HCP								

LEADS AND SIGNALS								
OPENING LEADS STYLE								
	Lead		In Partner's Suit					
Suit	4th		=					
NT	4th		=					
Subseq	S with interest		=					
Other : Vs NT, A asks CT/UB, K asks ATT								
Vs 5 level K asks CT, A aks ATT								
LEADS								
Lead	Vs. Suit		Vs. NT					
Ace	AKx(+); Axx+		AKJ10(+)					
King	AK KQx(+)		AKx(+);					
Queen	QJX(+)		QJx, AQ	Jx+; KQ109				
Jack	J10(x)(+); KJ10x		AJ10x; K	J10x; J10x				
10	109(x)(+); H109x	K(+)	same					
9	9x; ; 98(x)(+)		9x; ; 98(x					
Hi-x	Sx; xxS(x)			xSxx; Sxx;				
Lo-x	HxS; HxxxS		xxxS(x)(+	-)				
SIGNAL	S IN ORDER OF P							
	Partner's Lead		r´s Lead	Discarding				
1	Lo=Encourage	Lo/Hi=		Lo=Encourage				
Suit 2	Lo/Hi= Even	Suit Pre	f	Lo/Hi=Even				
3	Suit Pref			Suit Pref				
1	=	=		=				
NT 2	=	=		=				
3	=			=				
	rumps: usually inte							
Upsidedo	own Count, ATT and	d Remain	der					
	Γ	OUBLE	s					
TAKEOU	UT DOUBLES (Sty	le. Respoi	nses: Reone	ning)				
	h classic shape; Red							
	f M enphasizes M.	-points in	a, oo siigiit	ing anonapea				
	L; ARTIFICIAL &	COMPET	TTIVE (RE	-)DOUBLES				
	$-D = 4 \lor e 4 \land 1 \checkmark / \diamond$							
	BL/RDBL ; INV DE			/=				
			1 Hx)					
1x - 1y-D-RD- H in partner's suit (usu Hx) 1/2NT- P - 3NT- D= asks A lead. A								
DBL of 3NT with 2 suits bid by us asks leader to lead his own suit.								
with one bid suit, asks lead in that suit								
$(4 \) - (DBL) = OPT, (4 \) - 4NT: T/O$								



INTERNATIONAL CONVENTION CARD

CATEGORY: NATURAL BRAZIL

Aurea - Angelica Maio/2017

SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
1♥ / ♠ - 5 card Major 2♦/♥/♠ - Natural – Weak					
1NT Opening: 15-17 pts					
2 OVER 1 Response: FG except if repeated at 3 level					
SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
INVERTED $1 \neq 1$ TRESP TO $1 \forall$; $(1 \lor -1$ NT = 5 \Leftrightarrow , 5pts up) $1 \lor -1 \Leftrightarrow = 5 - 11$ pts, $0 - 4 \Leftrightarrow 1 \Leftrightarrow -1$ NT $- 5 - 11$ pts DRURY: $2 \Rightarrow /2 \diamond$, GAMBLING 3NT 2NT: T/O in many situations FIT-SHOWING JUMPS PH (also in COMP) $- 4$ c support TRANSFER After 1M - (DBL);					
SPECIAL FORCING PASS SEQUENCES					
Usually shows shortness in opponents suit					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
2/1 F1 in competition Game Try: long					
Two way ; Lebensohl after (2M) – Dbl- Pass PSYCHICS: rare					

OPEN	IF ART.	NO.	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	ION PASSED HAND BIDDING	
1 *		3	4♥	11-21 HCP NATURAL	1NT=6-10 ; 2NT=INV ; 3NT=13-15HCP; 3♣ =6-9 w/	1m-1M- 2m-2 next suit not bid = RELAY FG		
					2♣=10+ support ;	2 way checkback ;		
						4th suit=FG (except over REV);		
						1NT rebid over 1♦: bal, can have M.		
1 🔶		3	4♥	11-21 HCP NATURAL	=, 2♦: 10+ support; 2NT 11-12 HCP no major		=	
							=	
1 🗸		5	4♦	11-21 HCP NATURAL	1▲=RLY (5-11HCP; 0-4♠, no SUPP; 1NT=5♠; 2NT=		Same as above	
					2▲= 10-11 c/6c; 3♣= 12+, 4 card supp, single or void	1♥-1▲-1NT: with 4≜ min; 2▲: 16+	2 ♣ /2♦: 10-11 3/ 4c SUPP	
					3♥=7-9 pts 4c SUPP. 4♣/♦ spl 9-11 ; 3♦=10-11, 4			
					3NT= singleton 🛦			
1 🛦		5	4♦	=	1ST= F1; 2♥= 10-11 c/6c; 3NT= singl ♥; same as		Same as 1♥	
1NT				BAL 15-17 HCP	2♣ stayman; 2♦/♥/♠/NT transfer	1NT (DOUBLE) -RD = transfer to 2 , to sign ooffoffor		
					4NT - QUANT	Off, or to bid 4 card suit; Pass= to play		
				Possible 5M or 6m		1NT (DOUBLE) 2♣ /2♦/♥/ transfer		
2 🐥	X			ART, FG or BAL 22+HCP	2♦:6+ 2¥:0-5 no Ace.	After 2♦, 2♥, 4♣ = 4414;4♦=4441; 4♥ = 1414;4♣=4144		
					2♠/2NT = 5c+ suit ♠/♥. 3♣/♦ 6c suit			
2♦/♥/♠		6		5-11 HCP (Possible 5c NV 3rd)	2NT=relay; 2 other suit = F1;	3♣/ ♦/∀/ ≜ side value. 4level: 6-5; suit		
				May have side suit: 4+c		3NT = good suit;		
2NT				20-21 BAL	3♣ modif STAYMAN: 3D= 1 major; 3M = 5 cards;			
					4♣/♦/♥/♠ - transfer to ♦/♥/♠/♣			
					3♦/♥ TRANSFER; 3▲ minors 5+-4+	HIGH LEVEL BIDDING RKC 0314 5ST asks for something more	e	
3 ♣/♦		7		NAT PRE possible 6c NV	3 = NAT F1; 4Minor=usu cue; 4 Major: nat			
3 ♥/♠		=		=	=	DIPO at 5-level;DEPO at 6-level or above trump suit		
3 NT	Х	7		Solid minor. No outside A or K	4/5♣/6♣ = P/C; 4♥/♠ =to play ; 4NT = ? 8 cards	AUTOSPLINTER		
4 ♣ /♦		7		NAT PRE		EXCLUSION		
4♥/♠		7		= NAT PRE				
5♣/ ♦	Х	7		NAT PRE				