

COMPETITIVE BIDDING

Overcalls

- Natural; 5+ c. (rarely 4 c M) = 8/16 HCP

Responses

- Cue bid = Forcing(w/ or w/ out fit)
- New Suit = Maj over Min is forcing
- Raise = Pre-emptive

Take out Double

- Opening values / Nat responses
- Reopening = 8+ HCP

1 NT Overcall

- 2th position ⇒ 15+/18 HCP
- General rule = System on

- 4th position ⇒ 10/14 HPT (Syst on)

Jump overcall ⇒ Weak 6 cards M

Unusual NT ⇒ 2 suiter

2 suiter bids ⇒ Ghestem (2^a and 4^a)

Overcall over 1NT → *Multilandy* (2^a and 4^a)

- 2♣ = ♥+♠ 8+ cards (4+-4)
- 2♦ = 1 maj (6/7 cards)
- 2♥-♠ = ♥-♠ / minor (5/3+ cards)
- 2 NT = ♣ / ♦ (5/5+)

In 4rd position → *Multilandy*

Double - 5m+4M

Over Opponents Take-out Double of 1♥/♠

- 3♥/♠ = PRE. 2♥/♠ = 0/7 2♣ = 8/10 w 3 cards
- 2♦ = 8/10 w 4 cards 2NT = Limit /MORE with FIT
- RDBL = 10 or + HPC, no fit
- New Suit = NF

LEADS AND SIGNALS

OPENING LEADS

- Vs Suit → 1,3,5 th
- Vs NT → 1,3,5 th

OTHER

- 10 or 9 = Top of two higher *QUEEN*
- (NT) = K asks for unblock; Ace asks Attitude

LEADS

Leads	Vs Suit	Vs NT
Ace	Ax. AKx. AKJ10x	Ax. AKx. AKJx
King	AK. KO (+). KOJ (+)	AKJT (+). KOJ(+)
Queen	OJ (+). AOJ x	OJ (+). AOJ (+)
Jack	J x. J10 (+)	J x. J10 (+)
10	10 x. H J 10 (+). 10 9	10 x. H J 10 (+). 10 9 (+)
9	9 x. 9 8 x H 10 9	J9x. 9x. H 10 9

SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

	Partner's 1st	Partner's lead	Discarding
NT	Lo/hi	Lo/hi	Odd /even
* Counting: hi/low = odd nr of cards			
Suit	Lo/hi	Lo/hi	Odd/even
* Counting: hi/low = odd nr of cards			

COMPETITIVE DOUBLES

- Negative Double thru 4♦
- Competitive Double And responsible Double
- Support Double and Redouble = 3 car part suit (M)

SPECIAL FORCING PASS SEQUENCES

- 1x / Ennemie Overcall / Pass = Maybe penalty

Convention Card

Category



Federação Portuguesa de Bridge

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(594- 1^o♥) (303 -1^o♥)

NATURAL

- Natural
- 2/1^o GF
- 1NT FI
- ♣ = 3⁺ c.
- ♦ = 3⁺ c.
- ♥, ♠ = 5⁺ c.
- 1 NT = 14-17 HCP (may have 5 card M or 6 card m)

SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE

- 1♣ = natural 3+
- 2♣ = GF (Asking Aces)
- 1♦ = natural 3+
- 2♦ = ♥-♠ weak, 22-23 bal or unicolor ♣/♦ 19+HCP or 4/5 losers
- 2♥-♠ = 5⁺ cards 20-22 HCP or 4 to 5 LT's
- 2 NT = 20-21 bal
- 3♣/♦/♥/♠ = PRE in ♣/♦/♥/♠
- 3NT = Solid minor suit (7^o / 8^o) No stop out
- 4♣-♦ = PRE in ♣-♦
- 4♥-♠ = Natural, PRE

OTHER BIDS THAT MAY REQUIRE DEFENSE

- Over 2♦ *Multi*, 2♥/♠ = short in ♥/♠
- 2 NT = 16-18 HCP bal

PSYCHICS

- Rare

Legend : • 1. = Opening bids • 2. = Tick (☑) if *Artificial* • 3. = minimum no of cards • 4. = Negative doubles thru...

<u>1.</u>	<u>2.</u>	<u>3.</u>	<u>4.</u>	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with passed hands
1♣		3	4♥	11+HCP	1♦=Walsh; INV=GF; 2♦=limit with♣; 3♣= PRE 2♥/♠ = weak.(0 a 6/7); 3♦/♥/♠= Splinter	After inv 2 NT=12/14;3 NT=18/19;3♣=min	
1♦		3	4♥	11+HCP	2♦=GF;3♣ limit with♦;3♦=PRE 2♥/♠ = weak.(0 a 6/7); 3♥/♠= Splinter	After inv 2 NT=12/14;3 NT=18/19;3♦=min	
1♥		5*	4♦	10+HCP	1NT=F1;2/1GF;Jacoby 2 NT= GF; Bergen raises;Splinter(4♣/♦/3♠)	After 2/1;2 NT=12/14 or 18/19; 3 NT=15/17;help suit game try	Reverse drury(fit)
1♠		5*	4♦	10+HCP	1NT=F1;2/1 GF;Jacoby 2 NT=GF; Bergen raises;Splinter(4♣/♦/3♥)	Same	Same
1 NT			4♦	14/17 (possible 5M,6 m)	Stay;TEXAS TRF;2♠=2m(str or weak);2NT=1m(weak or invitation); 3♣/♦ = invitation 3♥/♠=GF-Tryal Chelem 4♣ = Gerber; 4♦ = majors; 4NT = invitational.	Smolen	
2♣	☑	0		GF;24 + or any GF	2♦=neg;2 NT=8+or 2 kings ; Aces CESAR;	2NT=24+bal hand;followed by stay and Texas Traf	
2♦	☑	0		Multicolor (weak M,22-23 bal or unicolor ♣/♦ 19+HCP or 4/5 losers)	2♥/♠=Pass or correct;2 NT= relay;3 m =F1 ; <i>3/4 ♡ u d d</i>	2NT-3♣=Max(♥);3♦=Max(♠) ;3♥=Min(♠) ;3♠=Min(♥)	
2♥		5	4♦	19+ HCP unicolor or 4/5 losers	2NT=Negative;3♥=Fit,Strong,w/1+aces; 3 Suit=Natural,Positive; 4♥=Fit,Strong without aces; 3NT=BAL, Positive; 3♠/4♣/4♦ = Splinter	<u>Natural</u>	
2♠		5	4♦	Same	<u>same</u>	<u>Natural</u>	
2 NT				20/21(possible 5M or 6 m)	3♣= puppet;3♦/♥Transfer;3♠ =5♠+4♥;4 NT= invitational ; <i>4♥/♦ = βω</i>		
3♣		6		Preemptive	Any suit F1R		
3♦		6		same	same		
3♥		6		same	same		
3♠		6		same	same		
3 NT	☑	7		Gambling(W/O side stopper)		SLAM APPROACH AND CONVENTIONS	
4♣-♦		8		PRE		• 4 NT= BW → • 3/0 • 4/1 • 2 • 2 + Q	
4♥-♠		7		PRE		• 5 NT = 1Ace + 1 Useful Void	
						• 6 X (under trump) = 2A +avoid suit X	
						DOPI	