



COMPETITIVE BIDDING
<p>Overcalls</p> <ul style="list-style-type: none"> Natural; 4⁺ c. = 6/16 HCP
<p>Responses</p> <ul style="list-style-type: none"> Cue bid = Forcing (w/ or w/out fit) New Suit = Maj over Min is forcing Raise = Pre-emptive
<p>Take out Double</p> <ul style="list-style-type: none"> X followed by 1 suit = 18+ HCP (4/5 LT)
<p>1 NT Overcall</p> <ul style="list-style-type: none"> 2th position ⇨ 15+/18 HCP (System on) 4th position ⇨ 10/14 (System on)
<p>Jump overcall ⇨ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)</p>
<p>Unusual NT ⇨ 2 suiter (passed hand)</p>
<p>2 suiter bids ⇨ Guesthem</p>
<p>Overall over 1NT in 2nd pos. (P. Transfers)</p> <ul style="list-style-type: none"> 2♣ = ♥+♠ 8+ cards (4+4) 2♦ = Hearts 2♥ = Spades 2♠ = Minors 2ST = Clubs 3♣ = Diamonds X = 5 M+4⁺m (12⁺points) or any strong
<p>In 4rd position → Landy</p>
<p>Over Opponents Take-out Double of 1♥/♠</p> <ul style="list-style-type: none"> Fit w/3c: 2♥/♠ = 5-8⁻; 2♣ = 8-10; XX = 11⁺ Fit w/4⁺c: 3♥/♠ = 0-6; 2NT = 11⁺ Mixed raises 8-10; Splinter 12-15 Support • RDBL = 10/11 HPC •
<p>With passed hand over 1♥/♠ 2♣ = Drury 3 cards(or 4 without singleton); Bergen raises • Over 1♥/♠ -2ST = Minors</p>

LEADS AND SIGNALS			
OPENING LEADS			
<ul style="list-style-type: none"> Vs Suit o → 1st/3rd/5th + internal sequences . VS NT- 2nd, 4th 			
Subsequent Leads			
<ul style="list-style-type: none"> Vs Suit → Attitude (1st/3rd on partner suit) Vs NT → Attitude (1st/3rd on partner suit) 			
LEADS			
Leads	Vs Suit	Vs NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	AK, KQ (+), KQJ (+)	AKJT (+), KQJ(+)	
Queen	QJ (+), AQJ x	QJ (+), AQJ (+); RDxxx	
Jack	J x, J10 (+) H J 10 (+)	J x, J10 (+) H J 10 (+)	
10	10 x, 10 9 (+), H 109	10 x, H 10 9 (+)	
9	9 x, 9 8 x	9x; 9 8x	
SIGNALS WHEN FOLLOWING SUIT OR DISCARDING			
	Partner's 1st	Partner's lead	Discarding
NT	Odd Encor even Descor	Odd Encor Even Descor	Odd Encour Even Prefer
* <i>Smith Inverted</i>			
* Counting: hi/low = odd nr of cards			
Suit	Odd Encor Even Descor	Odd Encor Even Descor	Odd Encour Even Prefer
* Counting: hi/low = odd nr of cards			
COMPETITIVE DOUBLES			
<ul style="list-style-type: none"> Negative Double thru 4♦ Support Double when RHO interferes till 2 Hearts 			
SPECIAL FORCING PASS SEQUENCES			
<ul style="list-style-type: none"> 1x / LHO Overcall / Pass = Maybe penalty 			

Convention Card		
Category		
		<i>Federação Portuguesa de Bridge</i>
Paulo Gonçalves Pereira – Ana M. Pereira		
(1200 - 1♠) – (830 - N♦)		
NATURAL		
<ul style="list-style-type: none"> ♣ = 3⁺ c. ♦ = 3⁺ c. ♥, ♠ = 5⁺ c. 1 NT = 14⁺-17 HCP • '2/1' GF Over 1♥; 1NT=, F1 Over 1♠: 1NT=F1 		
SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE		
<ul style="list-style-type: none"> Gazilli over 1♥ and 1♠ Jacobi and bergen raises 2♣ = Strong (could be GF or not) 2♦ = ♥-♠ weak or 21-23 bal 2♥ = 5 cards and 5 any suit 2♠ = 5♠ and 5⁺ in minor 2 NT = 18-20 bal 3♣/♦/♥/ST = PRE in the next suit (not vulnerable could be very light) or 2 suits strong 3♠ - solid minor or 2 suits strong 4♣/♦ = Pre-emptive (in 1st or 2nd pos bad suit) 4♥-♠ = Natural 		
OTHER BIDS THAT MAY REQUIRE DEFENSE		
<ul style="list-style-type: none"> Rubensol and Lebensol Over 2♦ Multi → 2c/E= short 2 NT = 16-18 HCP bal After 1NT - 2♦ could be: <ul style="list-style-type: none"> a) Hearts b) Invitation for 3NT with ♣ or ♦ suit c) Slam try in ♥-♠ 		
PSYCHICS		
<ul style="list-style-type: none"> Frequent in 3th position with vuln favorable 		

• **BAL** = Balanced • **BW** = Blackwood • **COMP** = Competitive • **DBL** or **X** = Double • **DISCG** = Discourage (ing) • **ENCRG** = Encourage (ing) • **F** = Forcing • **F1** = Forcing 1 round
 • **GF** = Game forcing • **G/T** = Game try • **H** = Honour • **HPC** = High Card Points • **KCB** = Keycard Blackwood • **LEB** = Lebensohl • **LHO** = The opponent on your left • **M** = Major
 • **m** = Minor • **OPPT** = Opponent(s) • **PRE** = Pre-emptive • **RDBL** = Redouble • **RESP** = Responder • **S/P** = Suit preference • **SPL** = Splinter • **WJS** = Weak jump shift

1.	2.	3.	4.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with passed hands
1♣		3	4♥	Natural, 3 or + c.	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♥/♠ = strong (follow by controls)	After 1♣ - 1(♦/♥/♠) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♦		3	4♥	Natural, 3 or + c (if 4432).	Inverted minors (3♣ = intermediate). 10-20 (11+) forcing till 3♦ 2/1 = GF. (except after 1d-2c-2d-3c, or 1d-2c-2st-3c) 2♥/♠ = strong.	After 1♦ - 1(♥/♠) -1 NT: c) 2♣ = Forcing to 2♦; d) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5+♥; * 3 rd and 4 th place: 4+	'2/1' = GF; 1NT-F1 (Gazilli) 2♥ = 7-10, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter; 3♠ = 4+♥ GF with one void; 3NT-Splinter in ♠	=> 2♥ = catch-all; 2NT = 14-17; => 2♠, any short (2st asks); 2NT = trial in ♠; 3X = trial in X	2♣ = Drury (3 c) 2ST Both Minors 3x – Bergen
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 rd and 4 th pl: 4+	1NT=F1 (Gazilli); '2/1' = GF 2♠ = 7-10, w 3 cards support; 2NT = fit w/ 4+ GF, no short; 3x = Bergen raises; 4x=splinter. 3NT 4+♠ GF with void	• Over 2/1 GF, 2♠ = catch-all; 2NT = 14-17; 3NT = 11-12 • Over 2♠, 2NT = any short (3♣ asks), 3X = trial in X	
1 NT			4♦	15-17 HCP BAL	2♣ = Stay (may have no majors); 2♦ = transfer or others; 2♥ = transfer 2♠ = Both minors, weak or strong or weak in Diamonds 2NT = 1 minor, weak or strong in ♣ or strong in ♦ 3♣ invitacional 5♥/5♠ = 3♥/♠ = 3 suit, singl ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥-♠ = 4NT invitacional.	• Over 1NT – 2♣ – 2♦ → Smolen	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Strong	2♦ = Relay; 2♥/♠ = 5 cards with 2 honors; 2ST = 14+; 3♣/♦ = 6 cards with 2 honors	After 2♣ - 2♦ -2 NT → 3♣ = Puppet Stay After 2♣ - 2♦ -2♥/2♠ → 3♣ = 2 nd neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♠ weak, or 22-23 HCP BAL	2♥ = to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT = asks; 3♣/♦ = Not forcing	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = max, 3♠ = ♥ max.	
2♥		5		5 Hearts and 5+ other suit	2ST = GF; 2E = Pass or correct; 3♦ = Inv. or more with fit		
2♠		5		5 Spades and 4+ minor.	2ST = GF; 3♣ = Pass or correct; 3♦ = Inv. or more with fit		
2 NT				18-20 HCP BAL	3♣ = Puppet stayman; 3♦/♥ = transfer; 3♠ = minors, slamish; 3NT 5S + 4 H; 4♦ = majors; 4♣ = one minor	After 3♦, 4♣ = both majors slamish, 4♦ = both majors to play.	
3♣		0		Pre-emp in ♦ or bic ♣ and other		SLAM APPROACH AND CONVENTIONS (RKCB for ♥ is 4♠ and Blackwood) • RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q • 5 NT = 1 Ace + 1 Useful Void • 6 x (under trump) = 2A + 1 usef void • 6 on trump suit = 2A + 1 usef void • If LHO interfer, X or XX is even, "pass" is odd (DEPO)	
3♦		0		Pre-emp in ♥ or bic ♦ and other			
3♥		0		Pre-emp in ♠ or BIC ♥ and other			
3♠		0		Solid minor or Bic ♠ and other			
3 NT	<input checked="" type="checkbox"/>			Pre-emp in clubs			
4♣-♦		7		Pre-emp, with bad suit if in 1 st and 2 nd position			
4♥-♠		7		Natural			