

**COMPETITIVE BIDDING**

**Overcalls**

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

**Responses**

- Cue bid = Forcing (with or without fit)
- New Suit = Maj over Min is forcing
- Raise = Pre-emptive, Fit Bids

**Take out Double**

- Opening values / Nat responses
- Reopening = can be weak

**1 NT Overcall**

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

- **4th position** ⇒ 10/14 HCP

**Jump overcall** ⇒ Weak 6 cards M

**Unusual NT** ⇒ 2 suiter

**2 suiter bids** ⇒ Ghestem (2<sup>nd</sup> and 4<sup>th</sup>)

**Overcall over 1N** *Multilandy in 2<sup>nd</sup> Landy in 4<sup>th</sup>*

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

**VERSUS PREEMPTS (SS1)**

**Over Opponents Take-out Double of 1♥/♠**

- 3♥/♠=PRE.
- 2NT=Limit or more with FIT
- RDBL = 10 or + HPC, no fit
- New Suit=NF but 5 cards

**LEADS AND SIGNALS**

**OPENING LEADS**

- Vs Suit → 1,3,5 th – top of sequence
- Vs NT → 1,3,5 th – top of sequence

**OTHER**

- NT =K asks for unblock; Ace A and Q asks Attitude

**LEADS**

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

**SIGNALS WHEN FOLLOWING SUIT OR DISCARDING**

	Partner's 1st	Partner's lead	Discarding
NT	High enc	High enc	High enc
	Smith Echo, Trump echo or trump play for suit preference * Counting: hi/low = even nr of cards		
Suit	High enc	High enc	High enc
	* Counting: hi/low = even nr of cards		

**COMPETITIVE DOUBLES**

- Negative Double thru 4♦ or 4H if spades
- Competitive Double And responsible Double
- Support Double and Redouble=3 cards part suit

**SPECIAL FORCING PASS SEQUENCES**

- 1x /Ennemie Overcall / **Pass** = Maybe penalty

**Convention Card**

Category



Federação Portuguesa de Bridge

**MARIA JOÃO LARA – M. CAPUCHO**

**NATURAL**

- **Natural**
- ♣ = 2+ c.
- ♥, ♠ = 5+ c.
- '2/1' GF
- ♦ = 4+ c.
- 1NT FI
- 1 NT = (14)15-17 HCP (may have 5 card M or 6 card m)

**SPECIAL BIDS**

2 D MULTI – (SS11)

WALSH

4<sup>TH</sup> SUIT FORCING GAME

DEFENSE AGAINST MULTI ( SS10)

REVERSE DRURY (SS5)

LEBENSOHL (SS11)

SPLINTERS AND FIT BIDS IN COMPET

CACHALOT (SS6)

X Lightner

**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♣		2	4♥	11+HCP (5cl and 5Sp weak or strong)	2♣ - Positive -3♣= PRE 2♥/♠ = Strong ; 3♦/♥/♠ = Splinter	Walsh; Cachalot	Cachalot SS6
1♦		4	4♥	11+HCP	2♦=Positive;;3♦=PRE 2♥/♠ = Strong); 3♥/♠ = Splinter	Walsh; Cachalot	Cachalot SS6
1♥		5*	4♦	10+HCP	Single raise – 3 cards (7/9)1NT=F1;2/1GF;Jacoby 2 NT= GF; Bergen (SS3);Splinter( 4♣/♦/3♠)	After 2/1;2 NT=12/14 or 18/19; 3 NT=15/17;help suit game try, Check Back (SS4) Reverse Drury ( SS5)	Bergen
1♠		5*	4♦	10+HCP	Same but 4 H to play	Same	Bergen
1 NT			4♦	14/17 (possible 5M,6 m)	Stayman (SS7);TEXAS;;2♠ and 2nt – (SS 8)3♣/♦ = invitation 3P, 3O,3♥/♠=GF-Slam Try ;4♣ = Gerber; 4♦ = majors( weak);4 H or Sp to play 4NT = invitational.	After transfer opener bid 2Nt with max 3 cards double raise with 4 cards and 3nT with 4 cards max., Lebensohl	SS11
2♣	☑	0		GF;24 + or any GF	2♦=neg;2 NT=8+or 2 kings ; Aces CESAR; DOPI	2NT=24+bal hand ( then same is 2N opening	SS9
2♦	☑	0		Multicolor (weak M,22-23 bal	2♥/♠=Pass or correct;2 NT= relay;3 m =F1 ; SS11	2NT-3♣=Min(♥);3♦=Min(♠) ;3♥ =Max(♠) ;3♠=Max(♥)	
2♥		5	4♦	19+ HCP unicolor or 4/5 loosers	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				(19) 20/21(possible 5M or 6 m)	3♣ = puppet;3♦/♥Transfer;3♠ =5♠+4♥;4♣-; 4 NT- inv	Opener accepts with 2 cards, other suit with 3 cards and 3Nt with 4 cards	
3♣		6		Preemptive	Any suit FIR		
3♦		6		same	same		
3♥		6		same	same		
3♠		6		same	same		
3 NT	☑	7		Gambling – no side stoper		<p align="center"><b>SLAM APPROACH AND CONVENTIONS</b></p> <ul style="list-style-type: none"> <li>• 4 NT= BW – 5 aces and Q- For H 41/30 Other suit 30/41</li> <li>After 4Nt asks for K – if Spades specific K</li> <li>• 5 NT = 1Ace + 1 Useful Void</li> <li>• 6 X (under trump) = 2A +a void suit X</li> </ul>	
4♣-♦		8		PRE			
4♥-♠		7		PRE			
							DOPI

### SS1 2 SUITS BIDS AFTER PREEMTS

2♥ - Cuebid is minors/// 4 Clubs – Spades and Clubs/// 4Diamonds Spades and Diamonds

2♠ - Cuebid is minors/// 4 Clubs – Hearts and Clubs/// 4Diamonds Hearts and Diamonds

3♣ - Cue is spades and other /// 4♦ is ♦ and ♥///4Nt BW

3♦ - Cue is Spades and other///4Nt BW

3♥ - Cue is Spades and other///4Nt minors

3♠ - Cue is Hearts and other///4Nt minors

### SS3 BERGEN 2NT

New suit is singleton// 3M strong without sing//4M weak // 3NT-interm//4 New suit 5/5 or +

### SS4 CHECK BACK - For invitational hands

After 1m p 1M p 1Nt p 2Clubs//2D with 3 cards support and 4 cards other major,

Single raise 3 cards without 4 othermajor //2 Nt without 3 cards support and without 4 cards other M

After check back all jumps are invitational from responder

After check back if responder bid minor opener means weak if clubs and inv if diamonds

### SS5 REVERSE DRURY- After drury opener rebid is suit is weak

2Clubs – 3 cards support 9/11//2Diamonds – 4 cards support 6/9//2NT – 4 Cards support 10/11

### SS6 CACHALOT

1♣-1♦

X	4+♥
1♥	4+♠
1♠	Bal without stop or m or dont want to play nt by his hand
1ST	Natural
2♥	6 cards weak
2♠	6 cards weak

1♣♦-1♥

X	4+♠
1♠	Bal without stop or dont want to play nt by his hand or with both minors
1ST	Natural
2♠	6♠ Weak

Opener acts as the real suit was bid naturally and Bid the suit with 3 cards or Nt after 1♠ with stopper.

If responder shoed hearts , opener sould rebid 1 sp with 4 cards even with 3 Hearts

Support Xs

### SS7 and 8 1 NT OPENING BID - SUBSEQUENT AUCTION-

2♣ Stayman may be a sign off and may not have 4 cards major.

After a transfer Op can bid 2nt max 2/3 honours and 3 cards, or other suit with 4 cards max.

1NT-2♠, -Op. bid 2nt without 4 cards any minor or bid his minor; any major bid by Resp is sing or void , 3nt is BAL without stops in majors ;

After rebid of 2Nt or 3♣ -3♦ is sign of with ♦ a M bid is 4/6

1NT P 2NT – Opener must bid 3♣

3♦ is Fg with ♦

3 M - 6♣/ 4M; 3nt or 4♣ - Fg in ♣ ( 6322) 4 other suit is singleton

## SS9 AFTER 2 Clubs FG

2D negative//2Hearts or spades - suit ace// 2Nt- 2Kings or 8+ without aces// 3 clubs- ace of clubs//3diamonds ace of diamonds//3Hearts - 2 aces same colour//3Spades,- 2 Aces same rank// 3 Nt 2 aces mixed.

After overcall : new suit is 5 cards with 2H and without aces//

DOPI

## SS10

### 2♦ MULTICOLOR OPENING BID

Responder bids 2H waiting, 2 Sp accepting to play 3 or 4 H and 2Nt asking strength and suit

Opener rebid of 2Nt is 22/23 balanced follows the 2Nt opening conventions ( Baron and transfers after 2d-2nt-3nt)

After 2Nt opener's bid 3Clubs max with H, 3Diamonds max with Spades, his suit -minimum

### 2♦ MULTICOLOR OPENING BID - DEFENCES AGAINST

#### 2<sup>ND</sup> POSITION :

- a major bid means short and 4 cards in the other major
- double - 13/15 bal, or opening hand with ♦, or bal with 20 h +
- 2 Nt 16/19 h
- 3nt 2 minors

#### 4<sup>TH</sup> POSITION –

- after 2♦ p 2♥
  - X means Hearts if opener bid 2Spades and Spades if opener has heart
  - 2nt bal hand 16/19
  - 3♥ 2 minors
- after 2♦ p 2♠
  - x with 4♠
  - 3♣ or ♦ or ♥ natural
  - 2nt bal 16/19
  - 3♠ 2 minors

#### 6<sup>TH</sup> POSITION –

After 2♦ p 2♥ p p :

- x penalty
- 2♠ nat without op. strength
- 2nt - minors

after 2♦ p 2♠ p p -

- x is penalty
- 2nt - minors
- others natural

## DEFENSES OVER OPP OVERCALLS 1NT

### SS11 . LEBENSOHL

2nt followed by cuebid is stayman with stopper

2nt followed by 3nt shows a stopper

Direct cuebid is stayman without stopper

Direct 3nt is a trial bid without stop