

# CONVENTIONS CARD

Category:



Federação Portuguesa de Bridge

António Gomes – José Mata (v 4.21)

## NATURAL

1♣ / 1♦ = 3+ cards (best minor)  
 1♥ / 1♠ = 5+ cards  
 1NT = 15-17 H, BAL, in principle no 5 cards Maj

## SPECIAL OPENING BIDS THAT MAY REQUIRE DEFENSE

Aggressive 1-suit openings:  
 Rule of 20 in 1st/2nd position  
 Rule of 15 in 3rd/4th position  
 2♣ = strong, not necessarily GF, ask for Aces  
 If RHO interferes → DOPI (see below)  
 2♦ = MULTICOLOR  
 2♥/2♠ = POLISH 2-suiters, ♥ + another / ♠ + min, 5/5+, 6-10 H  
 2NT = 20-22 H BAL, may have 5-cards Maj  
 3NT = PRE in ♣ or ♦  
 4-suit = Natural, PRE

## SLAM APPROACH

Suit control (1st order control first), after fit declaration in a GF situation  
 4NT = BW / KCB → 30 / 41 / 2 no trump Q / 2 + trump Q  
 4♣ over 1NT opening, or over 1-suit - (any response); 1(2)NT:  
 = BW → 30 / 41 / 2  
 For both BW and KCB, if RHO interferes → DOPI:  
 DBL/RDBL is even (0 or 2), PASS is odd (1 or 3)

## OTHER

2/1 = F1 (unless RHO DBL or overcall) 4th suit = F1  
 WJS (Weak Jump Shift) New Minor Forcing  
 INVERTED MINORS  
 Over 1Maj opening ⇒ BERGEN + JACOBY 2NT + SPL  
 Over a Maj single raise ⇒ M. Miles' 3-WAY GAME TRIES  
 Over 1NT opening ⇒ STAYMAN + JACOBY transfers + 2♣&2NT transfers to min's + 3-level transfers to shortness + SMOLEN  
 Over 2NT opening ⇒ PUPPET STAYMAN + Transfers to Maj

## PSYCHICS

Rarely

## COMPETITIVE BIDDING

**Take-out DBL**  
 May be lower than opn DBL followed by suit = 1-suiter, 17+ HD  
 DBL followed by NT = BAL, guard(s), 18+ H

**Responses to Take-out DBL**  
 Suit without jump = natural, 0-9 H  
 Suit jump = natural, 8+ H w/ 5 cards, 10+ H w/ 4 cards  
 1NT = 8+ H, guard  
 CueBid = INV or better

**If RHO bids in support**  
 DBL = Responsive  
 Suit = NF, natural, positive hand  
 NT = Guard, NF CueBid = F1

**If RHO bids a different suit or NT**  
 DBL = Penalty  
 Suit = NF, natural, positive hand  
 NT = Guards, NF CueBid = F1

**Overcall in a suit**  
 Natural, 5+ cards, 8-16 HD (6-8 LT's)

**Responses to Overcalls by Partner**  
 Raise = PRE New Suit = natural, N  
 NT = natural, 1NT=6-9 H, 2NT=11-12 H + guard  
 CueBid = F1 (normally 11+ H, presumably fit)  
 New suit SINGLE jump (also cuebidding) = SPL, 4+ cards fit, GF if Maj fit  
 DBL (if RHO intervenes) = NEGATIVE thru 4♦

**1NT Overcall**  
 ~ 1NT opn + (less in 4th)

**Responses to 1NT Overcall**  
 System ON (like over 1NT opn)

**Overcall over 1NT → TWIN+**  
 2♣ = unknown 1-suiter or Maj+min 2-suiter, we or St  
 2♦ = TRANSFER to ♥, may be ♥+♠ St 2-suiter  
 2♥ = ♥+♠ we 2-suiter  
 2♠ = natural, 5+ cards, we  
 2NT = TRANSFER to ♣, may be ♣+♦ St 2-suiter  
 3♣ = ♣+♦ we 2-suiter  
 3♥/3♦/3♠/4-suit = natural, 7+ cards, NF  
 3NT / 4NT = 6/6+ in Maj's / min's  
 DBL = penalty (2nd ⇒ 16+ H; 4th ⇒ 12+ H)  
 → System ON for responses (like over 1NT opn)

2nd or 4th position (even if passed hand)

**Jump overcall ⇒ PRE**

**2-suiters interventions**  
 UNUSUAL NT ⇒ 5/5+, lowest suits  
 MICHAELS ⇒ 1♣-2♣, 1♦-2♦ = Maj's, 5/5+  
 ⇒ 1♥/♠-2♥/♠ = other Maj and min, 5/5+

**Partner's 1NT opening → Reaction to RHO intervention (ADAPTABLE TRANSFERS)**  
 2NT = natural, INV, guard  
 DBL over 2♣ = STAYMAN DBL over any other bid = penalty  
 Suit WITHOUT jump = TRANSFER to next suit  
 If next suit is "available" = real transfer (5+ cards)  
 If next suit is "not available" (i.e., declared by OPPT):  
 If Maj suit(s) is(are) available = STAYMAN (4 cards Maj)  
 If Maj suits not available = requests guards in Maj's  
 Suit JUMP = Natural, strong, GF

**Partner's 1-suit opening → Reaction to RHO overcall**  
 Support = enough fit, NF  
 DBL = NEGATIVE thru 4♦ overcall  
 NT = natural, 1NT=6-9 H, 2NT=11-12 H + guard  
 CueBid = F1, exploratory, may have fit or not  
 New suit, without jump = 5+ cards, NF, misfit if above level 1  
 New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit

.../...

**Partner's 1-suit opening → Reaction to RHO Take-out DBL**  
 1-suit = natural, 6-11 H, NF 2-suit = natural, 9+ H, NF  
 1NT = 8-10 H, no fit, guard OPPT Maj, NF  
 New suit SINGLE jump = SPL, 4+ cards fit, GF if Maj fit

**Over 1Maj opn:**  
 Support (any level) = fit, NF  
 RDBL = 11+ H, no fit  
 2NT = fit, INV or better

**Over 1min opn:**  
 Support (any level) = enough fit, NF  
 RDBL = 11+ H, may have fit  
 2NT = 11+ H BAL, enough fit, INV (to NT or suit) or better

**Reaction to RHO 2-suiters intervention → SKUULL**  
 DBL = penalty over (at least one) OPPT suit  
 NT = natural, guard(s), INV / proposal  
 Support = fit, PRE  
 New suit without jump = natural, 5+ cards, NF  
 New suit SINGLE jump (also cuebidding) = SPL, 4+ fit, GF if Maj fit  
 SK=single CueBid (if RHO identified ONE suit only)  
 = misfit, 2-suiter in other 2 suits, strong, F1 OR good hand w/ fit, INV (or better)  
 UU CueBid=Upper-Upper = points to higher suit of "our" 2-suiter  
 LL CueBid=Lower-Lower = points to lower suit of "our" 2-suiter  
 If UU or LL: If pointing to fit = F1, INV (or better)  
 If pointing to own suit = strong, almost GF

## DOUBLES

Take-out DBL thru 4♥ Negative DBL – by Responder – thru 4♦  
 Competitive DBL thru 3♠ Support DBL/RDBL – by Opener – if RHO interferes over Partner's response, thru 3♥  
 Responsive DBL thru OPPT bid still allowing  
 Partner's bid BELOW game in one of our suits

## LEADS AND SIGNALS

### OPENING LEADS

Vs Suit → 1st/3rd/5th, 2nd if 3+ spots (MUD = Middle-Up-Down)  
 Vs NT → 1st/3rd/5th, top of inner sequence, 2nd if 3 or 4 spots (MUD)

### SUBSEQUENT LEADS (new suits)

Same

### LEADS

Leads	Vs Suit	Vs NT
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
King	AK, KQ(+), KQJ(+)	AKJT(+), KQJ(+)
Queen	QJ(+), Qx	QJ(+), AQJ(+)
Jack	J10(+), J x	J x, J10(+), AJ10(+)
10	10x, 109 (+)	10x, 109(+), A109(+), K109(+)
X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xxxXx

### SIGNALS

	Declarer's lead	Partner's lead	Discarding
<b>NT or Suit</b>	Counting (hi/low = even, except trumps)	Odd ENCRG Even S/P	Odd ENCRG Even S/P

1.	2.	3.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	W/ passed hands
1♣		2	Natural, 3+ ♣	1-suit = F1, natural, 6+ H 1NT / 2NT / 3NT = 8-10 / 11-12 / 13+ H, no 4-cards Maj 2♣ / 3(4) ♣ = INVERTED MINORS 2♦ = CRISS-CROSS 2♥ / 2♠ = WJS (WEAK JUMP SHIFT)	<p>1min - 1(x), 1NT = 12-14 H BAL / 2NT = 18-19 H BAL 1min - 1(♥♠), 1NT - 2 OTHER min = NMF NMF = NEW MINOR FORCING, responses: Raise = 3+ fit in Maj; 3min = 5+ cards in min; 2NT = guard</p> <p>Rebids to INVERTED MINOR: 2NT / 3NT = both Maj's guarded, 14- / 14+ H Suit JUMP = SPL, GF 2Maj = guard in OTHER Maj, 14- H 4♦ ov. 1♣-2♣, 4♥ ov. 1♦-2♦: OTHER min = 14+ H, guard in ONE Maj only REDWOOD (30 / 41 / 2) + CRISS-CROSS: 1♠-3♣ / 1♣-2♦ = fit, no 4 cards Maj, 10-12 H in min's</p> <p>Rebids after a JACOBY 2NT response: • 3-suit = singleton / void • 3-raise = maximum opening, no shortness, good suit • 3NT = maximum opening, no shortness, bad suit • 4-raise = not maximum, no shortness • 4-suit = good 5 cards secondary suit (therefore shortness in one of the unbid suits)</p> <p>3-WAY GAME TRIES – over a Maj single raise: • 3Maj = either INV w/ bad trumps, or PRE • 3 new suit = 10+ cards 2-suiter, H concentrated in them (if Maj=♥, 2NT = 6+4 in ♥+♠) • Bid immediately above (2♠ ov. 2♥, 2NT ov. 2♠): If minimum, bid 3Maj If maximum, bid game If intermediate, which suit you wouldn't like a shortness in my hand? (if Maj=♥, ♠ = 2NT)</p> <p>EXCEPTIONS: If Maj=♥, statements in ♠ are declared in NT</p> <p>2♣ = REVERSE DRURY (F1, INV, in principle 3+ cards fit). Rebids: • 2-in-opening-suit = minimum • 2♦ = normal opening, conventional, not necessarily long • Other = normal or strong opening, natural</p>	
1♦		4	Natural, 3+ ♦	1-suit = F1, natural, 6+ H 1NT / 2NT / 3NT = 6-10 / 11-12 / 13+ H, no 4-cards Maj 2♦ / 3(4)♦ = INVERTED MINORS 3♣ = CRISS-CROSS 2♥ / 2♠ = WJS (WEAK JUMP SHIFT)		
1♥		5	Natural, 5+ ♥	1♠ / 2♣ / 2♦ = F1, natural, 6+ (10+ level 2) H 1NT = 6-10 H, no fit 2♥ = 3 cards fit, 6-9H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♥ = BERGEN: 4 cards fit, 8-10 / 10-12 / 0-8 HD 2♠ = weak = WJS 3♠ / 4♣ / 4♦ = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared		
1♠		5	Natural, 5+ ♠	2♣ / 2♦ / 2♥ = F1, natural, 10+ H 1NT = 6-10 H, no fit 2♠ = 3 cards fit, 6-9 H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♠ = BERGEN: 4 cards fit, 8-10 / 10-12 / 0-8 HD 3♥ = weak = WJS 4-suit = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared		
			1st / 2nd position: Rule of 20 (H + # cards in 2 longest suits = 20, 2 defensive tricks) 3rd / 4th position: Rule of 15 (H + # cards in ♠ = 15)			
1NT		2	15-17 H BAL, no 5 cards Maj  If RHO DBL or intervenes in 2♣ (DBL = STAYMAN) → SYSTEM ON If RHO overcall → DBL = penalty  NB: System ON for responses after: DBL over OPPT 1NT ~ 1NT opening + 2NT over Weak-2 ~ 1NT opening +, but may have 5 cards Maj (if maximum), therefore 3♣ = PUPPET STAYMAN	2♣ = STAYMAN (may have no 4 cards Maj) 2♦ / 2♥ = TRANSFERS to ♥/♠ 2♠ = TRANSFER to ♣ or ♦, either 6 cards w/ 2 great honors, or a 5/5+2-suiter in min's, GF 2NT = TRANSFERS to ♣ or ♦, any 6 cards 3♣/3♦/3♥/3♠ = TRANSFER to shortness, 3-suiter, no 5 cards Maj 4♦ / 4♥ = TRANSFERS to ♥/♠ 4♣ = BW (GERBER), Answers 30 / 41 / 2 4NT = Quantitative, INV w/ 15-16 H	Rebids to STAYMAN: 2♦ = no Maj w/ 4-cards 2♥ = 4 cards, may also have 4 ♠ 2♠ = 4 cards, 2 or 3 cards in ♥ After a 2♣ TRANSFER response, 2NT is a relay by Opener (interested): • Response in ♥/♠ means a GF 5/5+ in min's, short in the suit bid • In 3♣ / 3♦ means the 6 cards suit  After a 3♣/3♦/3♥/3♠ response, rebid in SHORTNESS means maximum opening, with no points lost in partner's short suit. Others are natural.	
2♣	<input checked="" type="checkbox"/>	Any	Strong, not necessarily GF, ask for Aces (If balanced hand, 25+ H)	2♦ = negative and weak 2NT = negative and 8+ H (or 2 Kings) 2♥/2♠/3♣/3♦ = Ace in suit 3♥/3♠/3NT = 2 Aces (= color/rank/mixed)	After 2♦ response, limit bid (rebid 1 level below game, suit or NT) is NF – Any other is NATURAL, GF	Over a 2NT first rebid, next responses are like after a 2NT opening bid
2♦	<input checked="" type="checkbox"/>	Depends	MULTICOLOR: (A) 6 cards in a Maj, 6-10 H, or (B) BAL 23-24 H, or (C) Strong 1-suiter (20-23 HD, 8 tricks)	2NT = relay, F1 n♥ / n♠ = prefers other Maj	Over 2NT relay: (A) → 3♥ / 3♠ = min., natural 3♣ / 3♦ = max., ♥ / ♠ (B) → 3NT (C) → 4-suit Over 2♥ / 2♠ responses: (A) → Pass/correct minimally in other Maj (B) → 2NT (C) → 3♣/3♦/3♥/3♠ over 2♥ 3♣/3♦/3♠/4♥ over 2♠	
2♥		5/5	5+/5+ two-suiter, ♥ + another, 6-10 H	Pass = OK 2NT = relay, F1 2♠ = to pass or correct in the 2nd suit	Over 2NT relay: Identify 2nd suit: 3♣ / 3♦ / 3♥ if ♠	
2♠		5/5	5+/5+ two-suiter, ♠ + min, 6-10 H	Pass = OK 2NT = relay, F1 3♣ = to pass or correct in ♦	Over 2NT relay: Identify 2nd suit: 3♣ / 3♦	
2NT		2	20-22 H BAL, may have 5-cards Maj  If RHO DBL or intervenes in 3♣ (DBL = P.STAYMAN) → SYSTEM ON If RHO overcall → DBL = penalty	3♣ = PUPPET STAYMAN, GF, at least one 4 cards Maj 3♦/3♥ = TRANSFERS to ♥/♠ 3♠ = 5 cards in ♠ + 4 cards in ♥, GF 4♣/4♦ = Natural, GF 4NT = BW → 30 / 41 / 2 5NT = Quantitative, INV w/ 10-11 H	Rebids to 3♣ PUPPET STAYMAN: 3♦ = one or both Maj w/ 4 cards 3♥ / 3♠ = 5 cards 3NT = no long Maj  After 3♣ PUPPET STAYMAN and 3♦ rebid: 3♥ / 3♠ = 4-cards in OTHER Maj 3NT = BOTH Maj w/ 4-cards	
3-suit		7	PRE	New suit = natural, GF		
3NT	<input checked="" type="checkbox"/>	7	PRE in ♣ or ♦ (AKQxxxx, no side entry)	4♣ = STOP in Opener's suit Any other = natural, GF		
4-suit		7	PRE			