

CONVENTIONS CARD

Category:



Federação Portuguesa de Bridge

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NATURAL

1♣ = 2+ cards 1♦ = 4+ cards
 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 opn's:
 Rule of 20 in any position
 Rule of 15 in 3rd/4th position
 2♣ = strong, not necessarily GF, ask for Aces
 2♥/2♥/2♠ = Weak-2, 6-10 H, 6 cards
 2NT = 20-22 H BAL, may have 5-cards Maj
 3NT = PRE in ♣ or ♦
 3/4-suit = Natural, PRE

SLAM APPROACH

Suit control (1st order control first), after fit declaration in a GF situation
 4NT = BW / RKC → 30 / 41 / 2 no trump Q / 2 + trump Q
 4♣ directly over PTNR 1NT opn or intervention = BW → 30 / 41 / 2
 For BW & RKC and 2♣ opn, if RHO interferes → DEPO:
 DBL (or RDBL if BW or RKC) is even (0 or 2), PASS is odd (1 or 3)

OTHER

1/1 = F1, by RESP or OPN (unless initial pass)
 2/1 = F1 (unless RHO DBL or overcall)
 4th suit = F1
 WJS (Weak Jump Shift)
 Over 1min opn ⇒ INVERTED MINORS + New Minor Forcing
 Over 1Maj opn ⇒ BERGEN + JACOBY 2NT + SPL
 Over a Maj single raise ⇒ HSGT (Help Suit Game Try)
 Over 1NT opn ⇒ STAYMAN + JACOBY transfers + 2♣&2NT transfers to min's + 3-level transfers to shortness + SMOLEN
 Over 2NT opn ⇒ PUPPET STAYMAN + Transfers to Maj

 CAPPELLETTI, CORNER, JORDAN-TRUSCOTT, LEBENSOHL, MICHAELS, UNUSUAL NT

PSYCHICS

Rarely

COMPETITIVE BIDDING

Take-out X
 May be lower than opn (8+ H if balancing)
 X followed by suit = 1-suiter, 17+ HD
 X followed by NT = BAL, guard, 18+ H

Advances to Take-out X
 Suit without jump = natural, 0-9 H
 Suit jump = natural, 8+ H with 5 cards, 10+ H with 4 cards
 1NT = 8+ H, guard
 CueBid = INV or better

RHO bids in support
 X = RESPONSIVE
 Suit = NF, nat., positive hand
 NT = Guard, NF CueBid=F1

RHO XX
 Bid suit ONLY w/ clear prefer.

RHO bids other suit or NT
 X = PENALTY
 Suit = NF, nat., positive hand
 NT = Guards, NF CueBid=F1

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

Responses to Overcalls by Partner
 Raise = PRE
 New Suit = natural, NF if above level 1
 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
 DBL (if RHO intervenes) = PENALTY (if NT/new suit) or RESPONSIVE (if support raise)

1NT Overall
 2nd position = 15-18 H, guard
 4th position = 11-16 H, guard

Responses to 1NT Overall
 System ON (like over 1NT opn)

Overall over 1NT → CAPPELLETTI
 2♣ = unknown 1-suiter
 2♦ = both Maj's
 2♥/2♠ = ♥/♠ + min 2-suiter
 2NT = both min's
 3-suit = nat., 6+ cards, NF, opn values
 4-suit = nat., 7+ cards, NF
 3NT / 4NT = 6/6+ in Maj's / min's
 2nd or 4th seat (even if passed hand)
 DBL = penalty (2nd ⇒ 16+ H; 4th ⇒ 12+ H)
 → System ON for responses (like over 1NT opn)

Jump overcall → Natural, 6 cards, PRE
 In PASSOUT position → 6 cards, opn values
 Advances: New suit = natural, F1 if unpassed hand, otherwise misfit & NF
 CueBid = F1, exploratory Raise = NF, PRE

Balancing → May be ~1K lower than normal

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 opn → Reaction to RHO intervention → LEBENSOHL
 X = Penalty 2♦/2♥/2♠ = STOP, natural, weak
 3-CueBid = STAYMAN, without guard 3NT = Natural, to play, no guard
 New suit at level 3+ = GF, natural, without guard
 2NT = LEBENSOHL, forces 3♣. Then:
 Pass / Suit BELOW 3-CueBid = STOP, natural, weak
 Suit ABOVE 3-CueBid = GF, natural, with guard
 3-CueBid = STAYMAN, with guard
 3NT, To play, with guard

Partner's 1NT opn → Reaction to RHO X → system ON +
 Pass = OK XX = SOS
 2♣ = STAYMAN 2♦/2♥/2♠/3♣ = TRANSFERS
 2NT = LEBENSOHL, forces 3♣. Then: Pass / 3-suit = STOP, natural, weak

Partner's 1-suit opn → 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 = F1, 5+ cards, 6+ H level 1, 10+ H level 2 or 3
 New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit

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

Over 1Maj opn:
 XX = 10+ H, no fit (maximum 3 cards with 10-11 H)
 2NT = 10+ H, fit, INV or better (JORDAN-TRUSCOTT)

Over 1min opn:
 XX = 10+ H, may have fit
 2NT = 11-12 H BAL, enough fit, guard OPPT Maj, INV (NT or suit)

Partner's 1-suit opn → Reaction to RHO 2-suiter overcall
Or overcall over OPPT's declaring 2 suits
 X = 4/4 in the other 2 suits
 CueBid = 5/4 in the other 2 suits, 5-cards in lower suit → CORNER
 2NT = 5/5 in the other 2 suits

DOUBLES

		Exs.:
1 st bid	Take-out DBL – thru 4♥	4♥ X
	Protective DBL – Take-out DBL in balancing position: 8+ H – thru 4♥	4♥ - -
by RESP	Negative DBL – thru 4♦	1x 4♦ X
	Responsive DBL – thru OPPT bid still allowing OPN's bid BELOW game in one of our suits	1x X/suit nx
by OPN	Support DBL/RDBL = 3 cards fit, if RHO interferes over Partner's response – thru 3♥	1x - 1y 3♥/X
	Reopening DBL – allowing response in opn at level 2	X/XX
by any	Competitive DBL – thru 3♠	1x <2x - -

LEADS AND SIGNALS

OPENING & SUBSEQUENT LEADS (new suits)
 1st/3rd/5th, 2nd if 3+ spots (MUD), top of inner sequence

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(+), RJ10(+)
10	10x, 109(+)	10x, 109(+), A109(+), K109(+)
X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xxxX

	Declarer's lead	Partner's lead	Discarding
NT or Suit	Counting (hi/low = even)	Odd ENCRG Even Suit Pref.	Odd ENCRG Even Suit Pref.

• BAL = Balanced • BW = Blackwood • DBL = Double • DISCG = Discourage (ing) • ENCRG = Encourage (ing) • F1 = Forcing 1 round • GF = Game forcing
 • H = High Card Points (HCP) • HD = HCP + Distribution • INV = Invitational • LTs = Losing Tricks • Maj = Major • min = Minor • NF = Not forcing • OPN = Opener • opn = Opening bid • OPPT = Opponent(s)
 • PTNR = Partner • PRE = Pre-emptive • RDBL = Redouble • RESP = Responder • RHO = The opponent on your right • RKC = Roman KeyCard Blackwood • SPL = Splinter • St = strong, 5-LTs • we = Weak, 6+ LTs • WJS = Weak Jump Shift

1.	2.	3.	DESCRIPTION	RESPONSES	Exceptions	SUBSEQUENT ACTION	W/ passed hands
1♣		2	Natural, 2+ ♣	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)	If OPPT bid or double, before or over PTNR: ↑ WJS are OFF (either 1min or 1Maj by PTNR) ↑ INVERTED MINORS is OFF (1min by PTNR) ↑ BERGEN and JACOBY 2NT are OFF (1Maj by PTNR) ↑ New suit SINGLE jump = SPL, 4+ fit, GF if Maj by	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	
1♦		4	Natural, 4+ ♦	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)		Rebids to INVERTED MINOR: 2NT / 3NT = both Maj's guarded, 14- / 14+ H Suit JUMP = SPL, GF 2Maj = guard, 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	
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 (WEAK JUMP SHIFT) 3♠ / 4♣ / 4♦ = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared		Rebids after a JACOBY 2NT response: • 3-suit = singleton / void • 3-raise = maximum opn, no shortness, good suit • 3NT = maximum opn, 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)	
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		GAME TRIES in Maj – over a Maj single raise: • New suit without jump = HSGT (Help Suit Game Try) • 2NT / 3-Maj = common sense game try (if maximum, bid game)	
1NT		2	15-17 H BAL, no 5 cards Maj If RHO DBL → SYSTEM ON If RHO overcall → DBL = penalty NB: System ON for responses after: DBL over OPPT 1NT ~ 1NT opn + 2NT over Weak-2 ~ 1NT opn +, 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 OPN (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 opn, 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 opn bid	
2♦		6		Raise = preemptive (normally) New suit = F1, natural, 5+ cards, opn values 2NT = F1, requests description 3NT = STOP, to play	Rebids after a 1st response of 2NT: 3-same-suit = weak, nothing else to say 3NT = opn suit headed by AKQ, AKJ or AQJ New suit = feature in suit (A or K)	In 4th seat: opn values	
2♥		6	Weak-2, 6 cards, 6-10 H				
2♠		6					
2NT		2	20-22 H BAL, may have 5-cards Maj If RHO DBL (or intervenes in 3♣) → SYSTEM ON (DBL = P.ST.) 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		In 4th seat: opn values	
3NT	<input checked="" type="checkbox"/>	7	PRE in ♣ or ♦ (AKQxxxx, no side entry)	4♣ = STOP in OPN's suit Any other = natural, GF		In 4th seat: To play	
4-suit		7	PRE			In 4th seat: Strong hand	