#### **COMPETITIVE BIDDING**

#### **Overcalls**

• Natural;  $4^+$  c. = 8/16 HCP (6 to 8 LT's)

## Responses

Cue bid = Forcing (w/ or w/out fit)
 New Suit = Mai over Min is forcing

• Raise = Pre-emptive

#### **Take out Double**

- $\bullet$  = 7 LT
- X followed by suit = 1 suit 18+ HCP (4<sup>-</sup> LT)

#### 1 NT Overcall

• **2th position** ⇒ 15+/18 HCP

Over  $1 - \bullet - \bullet$ , same auction as 1NT opening bid Over  $1 - \bullet - \bullet = \bullet$ , exp trf to  $- \bullet - \bullet$  is STAY + 6 in 1min

• 4th position ⇒ 10/14 (Natural responses)

**Jump overcall** ⇒ Pre-emptive

**Unusual NT** ⇒ 2 suiter

2 suiter bids  $\Rightarrow$  Michaels (1  $\clubsuit$ -2  $\blacklozenge$  = majors)

## Overcall over $1NT \rightarrow Multilandv$

- 2  $\clubsuit$  =  $\checkmark + \land 8^+ \text{ cards } (4^+-4)$
- 2 = 1 maj (6/7 cards)
- 2  $\checkmark$   $\spadesuit$  / minor (5/4+ cards)
- 2 NT = minors
- X over strong 1NT = 5 or + minor & 4 major
- X over weak 1NT = penalty (15 or +)

# In 4rd position $\rightarrow$ *Landy*

# Over Opponents Take-out Double of 1 \(\nspec\)/\(\text{\text{\lambda}}\)

- Fit w/3c:  $2 \checkmark / = 6-8$ ; Other M= 8-10; XX=  $11^+$
- Fit  $w/4^+c$ :  $3 \checkmark / = 0-6$ ;  $2NT = 8^-LT$ ; splinters

With passed hand: 2NT = minors, 2 = Drury• RDBL = 10 or + HPC, no fit, or  $11^+$  w/ 3 c. fit

#### LEADS AND SIGNALS

#### **OPENING LEADS**

- Vs Suit  $\rightarrow$  3rd/5th
- Vs NT  $\rightarrow$  Attitude (1<sup>st</sup>, 2<sup>nd</sup>, 4rd)

## **Subsequent Leads**

- Vs Suit  $\rightarrow$  3rd/5<sup>th</sup> if LHO and attitude if RHO
- Vs NT  $\rightarrow$  3rd/5<sup>th</sup> if LHO and attitude if RHO

#### **LEADS**

Leads	Vs Suit	Vs NT
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
King	AK. KO (+). KOJ (+)	AKJT (+). KOJ(+)
Oueen	OJ (+), AOJ x	OJ (+), AOJ (+)
Jack	J x. J10 (+)	J x. J10 (+)
10	10 x. <b>H</b> J 10 (+).10 9	10 x. <b>H</b> J 10 (+). <b>H</b> 10 9
9	9 x, 9 8 x	J9x, 9x, 10 9 (+)
Hi - x	x x. x x x x	Non interest suit – 2 <sup>nd</sup>
Low	<b>x x x</b> , <b>x x x x x</b>	Suit interest – 4 <sup>th</sup>

# SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

	Partner's 1st	Partner's lead	Discarding			
NT	Low Encor	Low Encor	Odd Encour			
	High Descor	High Descor	Even Prefer			
	* Smith					
	* Counting: hi/low = odd nr of cards					
Suit	Low Encor	Low Encor	Odd Encour			
	High Descor	High Descor	Even Prefer			
	* Counting: hi/low = odd nr of cards					

### **COMPETITIVE DOUBLES**

- Negative Double thru 4 •
- Competitive Double thru 3 ^
- Support Double when RHO interfers
- Support Double when Partner interfers

## SPECIAL FORCING PASS SEQUENCES

• 1x / LHO Overcall / **Pass** = Maybe penalty

## **Convention Card**

### Category





Federação Portuguesa de Bridge

# Fernando Pombo - Inocêncio Araújo

(1816 - 1)

(1088 - 1♥)

# **NATURAL**

- '2/1' *GF* 1NT *F1*
- $\bullet \bullet = 3^+ c$ .
- •,  $\triangle = 5^+$  c. 1 NT = 15-17 HCP

# SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE

• 1 ♣ = Natural

• Natural

•  $\clubsuit = 3^+ c$ .

- 2 = GF (Albarran)
- $1 \bullet = Natural$
- 2 = ♥-♠ weak, or 22-23 bal
- $2 \lor ... = 6^+$  cards 20-22 HCP or 4 to 5 LT's
- 2 NT = 20-21 bal
- $3 \clubsuit = PRE \text{ in } \clubsuit$
- 3 = PRE in •
- $3 \lor = PRE in \lor$
- $3 \blacktriangle = PRE in \blacktriangle$
- 3NT = minor solid suit (7 cards), w/out stop
- 4 = PRE in = PRE in = PRE in = PRE
- 4 ♥ ♠ = Natural, PRE

## OTHER BIDS THAT MAY REQUIRE DEFENSE

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

#### **PSYCHICS**

Unusual

• 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

Legend:  $\bullet \underline{\mathbf{1}}$  =Opening bids  $\bullet \underline{\mathbf{2}}$  = Tick ( $\square$ ) if *Artificial*  $\bullet \underline{\mathbf{3}}$  = minimum no of cards  $\bullet \underline{\mathbf{4}}$  = 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	<b>4♥</b>	Natural, 3 or + c.	Inverted minors (2 $\blacklozenge$ = intermediate). 2 $\blacktriangledown$ / $\spadesuit$ = weak.	$1 \clubsuit \rightarrow 1(•) \rightarrow 1$ NT = Walsh $1 \clubsuit \rightarrow 1(x) \rightarrow 1$ NT = 12-14 HCP bal.	Over 1 ♦ - ♥ overcall Collante
1 •		3	4♥	Natural, 3 or + c (if 4432).	Inverted minors (3 $\clubsuit$ = intermediate). 2 $\clubsuit$ = natural. 2 $\checkmark$ / $\spadesuit$ = weak.	$1 \leftrightarrow 1 (\checkmark/\spadesuit) \rightarrow 1 \text{ NT} \rightarrow 2 \clubsuit = \text{Check-back} (2 \hookleftarrow = 3+4; 2ST = \text{no majors}).$	
1 🕶		5*	4 •	10-21 HCP, 5 <sup>+</sup> ♥; * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 4 <sup>+</sup>	1NT=F1; '2/1' = GF; 2NT = fit w/ 4 <sup>+</sup> c, 7 or +, no short; 3♣/♦ = Bergen raises; 3♣/4♣/♦ = splinter.	• Over '2/1'GF, 2♥/♠ = catch-all; 2NT = 12-14 or 18-19; 3NT = 15-17 • Over 2NT, 3X = singleton, 3M = 18 or + bal, 4X = two suiter, 4M = minimum.	2 = Drury (3 c) 3 / = Bergen raises; 2NT = 4 cards support (7-9)
1 🔥		5*	4 •	10-21 HCP, 5 <sup>+</sup> ,; * 3 <sup>rd</sup> and 4 <sup>th</sup> pl: 4 <sup>+</sup>	Idem, but: $3 \checkmark = \text{splinter and } 4 \checkmark = \text{to play}$		with a singleton.
1 NT			4 •	15-17 HCP BAL	2♣= Stay (may have no majors); 2 ♦/♥ = transfers; 2♠ = minors, weak or strong. 2NT= 1 minor, weak or strong; 3♣/♦ = invitational; 3♥/♠ = slam trial; 4♣ = Gerber; 4♦ = majors; 4NT = invitational.	<ul> <li>Over 2♣, if 2 → Smolen</li> <li>Over Gerber, new suit ask K's, 4 NT is sign off.</li> </ul>	After RHO overcall, take-out doubles and Lebensohl. After RHO double, "hard line".
2*	$\overline{\checkmark}$	0		GF (ask for Aces)		After $2 - 2 - 2 \text{ NT} \rightarrow 3 = \text{Puppet Stay}$	
2 •	V	0		♥-♠ weak or 22-23 HCP BAL	2♥=to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT=asks	After 2NT, $3 \triangleq \min \lor$ , $3 \checkmark = \min \spadesuit$ , $3 \lor = \max \spadesuit$ , $3 \triangleq \max \lor$	
2♥		5		6 <sup>+</sup> c. 20-22 HCP or 4-5 LT's			
2 🔥		5		6 <sup>+</sup> c. 20-22 HCP or 4-5 LT's			
2 NT				20-21 HCP BAL	$3 \clubsuit$ = puppet stayman; $3 \spadesuit / \blacktriangledown$ = transfer; $3 \spadesuit$ = minors $3ST = 5 \spadesuit + 4 \blacktriangledown$		
3 ♣		7*		Pre-emp in $\clubsuit$ (* 3 <sup>rd</sup> pos 5 <sup>+</sup> )			
3 •		7*		Pre-emp in $\bullet$ (* 3 <sup>rd</sup> pos 5 <sup>+</sup> )			
3♥		7*		Pre-emp in $\checkmark$ (* 3 <sup>rd</sup> pos 5 <sup>+</sup> )			
3 🔥		7*		Pre-emp in $ (*3^{rd} \text{ pos } 5^+) $		SLAM APPROACH AND CONVENTIONS	
3 NT	$\overline{\mathbf{V}}$			Minor solid, w/out stop		• 4 NT= BW $\rightarrow$ • 4/1 • 3/0 • 2 • 2 + Q • 5 NT = 2 Aces + 1 Useful Void	
4 & - 🔸	V	0		Pre♥-♠, w/ A or K side suit	4 ♦ - ♥= ask A or K suit.		
4♥-♠		7		Nat pre-emptive		<ul> <li>6 x (under trump) = 1A + 1 usef void</li> <li>6 on trump suit = 1 A + 1 usef void</li> <li>If LHO interfer, X or XX is odd, "pass" is even (DOPI)</li> </ul>	

Legend:  $\bullet$  <u>1.</u> =Opening bids  $\bullet$  <u>2.</u> = Tick ( $\boxtimes$ ) if *Artificial*  $\bullet$  <u>3.</u> = minimum no of cards  $\bullet$  <u>4.</u> = Negative doubles thru...

#### 1 - Lebenshol

- 1NT (2 4/4) artificial) Double = 8+ H (normally balanced)
- 1NT (2 4) artificial) -2 4 with 5+ cards
- $1NT (2 \clubsuit / \bullet Majors) 2 \bullet = natural; 2 \checkmark / \bullet = stop in \checkmark / \bullet$
- $1NT (2 \clubsuit / \bullet \text{ artificial}) 2NT 3 \clubsuit \text{ (relay)} Pass = 0-6 \text{ H with } 6+ \text{ cards } \clubsuit$
- 1NT (2 4/4) artificial) 2NT 3 4 (relay) -3 4 = 0.6 H with 6 + cards 4 = 0.6
- 1NT (2 4/4) artificial) -2NT 34 (relay)  $-3 \sqrt[4]{4} = 8-9$  H with 5+ cards, invitational
- 1NT  $(2 4/\bullet \text{ artificial})$   $3 \checkmark / 4 = 10 + \text{H with } 5 + \text{ cards, } FG$
- $1NT (2 \checkmark)$  Double = 7+ H with 4 cards •
- $1NT (2 \checkmark) 2 = 0.6 \text{ H with } 5 + \text{ cards; partner Pass}$
- $1NT (2 \checkmark) 2NT 3 \checkmark$  (relay)—Pass or  $3 \checkmark = 0.6$  H with 6 + cards
- $1NT (2 \checkmark) 2NT 3 \checkmark = 8-9 \text{ H with } 5+ \text{ cards, invitational}$
- $1NT (2 \checkmark) 3 = 10 + H \text{ with } 5 + \text{ cards, } FG$
- $1NT (2\clubsuit) Double = 9 + H \text{ with 4 cards }$
- $1NT (2\clubsuit) 2NT 3\clubsuit$  (relay) Pass or  $3 \diamondsuit / \heartsuit = 0.8$  H with 6+ cards
- $1NT (2\clubsuit) 3\clubsuit/\spadesuit = 9 + H \text{ with } 5 + \text{ cards}$
- $1NT (2\clubsuit) 3\heartsuit = 10+ \text{ H with } 5+ \text{ cards, } FG$
- 1NT (3X) Double = 9 + H (penalty proposal)
- 1NT (2X) Pass Pass Double = Max w/ doubleton xx in opps suit

# 2 – Overcalling 2 ♦ Multicolor

- $2 \checkmark /2 \land = \text{short}$
- Double = 13-15 balanced
- 2ST = 16-18; 2ST on second round = minors
- 1st double is take-out; 2nd double is penalty (in 6st position is penalty)

## 3 – After 2NT overcall over opps 2X (weak) → Gladiator

- $3 \clubsuit =$ ask to bid (to play or correct to 3 in a major, or to play  $4 \clubsuit$ )
- $3 \stackrel{\bullet}{\bullet} = \text{stayman}$
- $3 \checkmark /3 = 5 \text{ ou} + \text{F1}$

# 4 - Answering to one level open bids after a two suit overcall

#### A. When both suits are known

- Direct support = fit w/ 6-10 DH, non-forcing, at level 2/3/4 as without overcall
- 4<sup>th</sup> colour = 6-10 H, 6+ cards, non-forcing
- Cue-bid on lowest suit = fit w/11 or + DH, invitational or +
- Cue-bid on highest suit = 5+ cards on 4<sup>th</sup> suit, 11+H, forcing game
- Double = 11+H, penalty proposal, with 4+ cards in at least one of opponent's suits

Legend:  $\bullet$  <u>1.</u> =Opening bids  $\bullet$  <u>2.</u> = Tick ( $\boxtimes$ ) if *Artificial*  $\bullet$  <u>3.</u> = minimum no of cards  $\bullet$  <u>4.</u> = Negative doubles thru...

- 2NT = 11-12 H, w/ stop on both suits, no singleton or void
- 3NT = to play, w/ stop on both suits.

## B. When only a Major suit is known

- Direct support = fit w/ 6-10 DH, non-forcing, at level 2/3/4 as without overcall
- 3 4/ = 11+H, 6+ cards, forcing one round
- Cue-bid on opp Major = fit w/ 11+DH, forcing one round
- Double = 8+H, negative double, w/out fit on opener suit, 4-4 on remaining suits
- 3♠ (after 1♥ opening) or 4♥ (after 1♠ opening) = Splinter, 11+DH
- 2NT = 11-12 H, w/ stop on known suit, no singleton/void
- 3NT = to play, w/ stop on known suit