

**COMPETITIVE BIDDING**

**Overcalls**

- Natural; 4<sup>+</sup> c. = 8/16 HCP (6 to 8 LT's)

**Responses**

- Cue bid = Forcing (w/ or w/out fit)
- New Suit = Maj over Min is forcing
- Raise = Pre-emptive

**Take out Double**

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

**1 NT Overcall**

- **2th position** ⇨ 15<sup>+</sup>/18 HCP
- Over 1 ♣-♦, same auction as 1NT opening bid

- **4th position** ⇨ 10/14 (Natural responses)

**Jump overcall** ⇨ Pre-emptive

**Unusual NT** ⇨ 2 suiter

**2 suiter bids** ⇨ Michaels (1 ♣-2 ♦ = majors)

**Overcall over 1NT → Multilandy**

- 2 ♣ = ♥+♠ 8<sup>+</sup> cards (4<sup>+</sup>-4)
- 2 ♦ = 1 maj (6/7 cards)
- 2 ♥-♠ = ♥ - ♠ / minor (5/4<sup>+</sup> cards)
- 2 NT = minors
- X over strong 1NT = 5 or + minor & 4 major
- X over weak 1NT = penalty (15 or +)

**In 4rd position → Landy**

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

- Fit w/3c: 2♥/♠ = 6-8<sup>-</sup>; Other M= 8-10; XX= 11<sup>+</sup>
- Fit w/4<sup>+</sup>c: 3♥/♠ = 0-6; 2NT = 8<sup>-</sup> LT; splinters

With passed hand: 2♣ = Drury

- RDBL = 10 or + HPC, no fit, or 11<sup>+</sup> w/ 3 c. fit

**LEADS AND SIGNALS**

**OPENING LEADS**

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

**Subsequent Leads**

- Vs Suit → 3rd/5<sup>th</sup> if LHO and attitude if RHO
- Vs NT → 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(+)
Queen	OJ (+), AOJ x	OJ (+), AOJ (+)
Jack	J x, J10 (+)	J x, J10 (+)
10	10 x, H J 10 (+), 10 9	10 x, H J 10 (+), H 10 9
9	9 x, 9 8 x	J9x, 9x, 10 9 x x (+)
Hi - x	x x, x x x x	Non interest suit – 2 <sup>nd</sup>
Low	x x x, x x x x x	Suit interest – 4 <sup>th</sup>

**SIGNALS WHEN FOLLOWING SUIT OR DISCARDING**

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

**SPECIAL FORCING PASS SEQUENCES**

- 1x / LHO Overcall / Pass = Maybe penalty

**Convention Card**

Category



Federação Portuguesa de Bridge

**Piedade Branco - Inocêncio Araújo**

( 2149 - 2 ♣ )

( 1088 - 1 ♥ )

**NATURAL**

- **Natural**
- '2/1' GF
- 1NT FI
- ♣ = 3<sup>+</sup> c.
- ♦ = 3<sup>+</sup> c.
- ♥, ♠ = 5<sup>+</sup> c.
- 1 NT = 15-17 HCP

**SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE**

- 1 ♣ = Natural
- 2 ♣ = GF (Albarran)
- 1 ♦ = Natural
- 2 ♦ = ♥-♠ weak, or 22-23 bal
- 2 ♥-♠ = 6<sup>+</sup> cards 20-22 HCP or 5 LT's
- 2 NT = 20-21 bal
- 3 ♣ = PRE in ♣
- 3 ♦ = PRE in ♦
- 3 ♥ = PRE in ♥
- 3 ♠ = PRE in ♠
- 3NT = minor solid suit (7 cards), w/out stop
- 4 ♣-♦ = PRE in ♣-♦
- 4 ♥-♠ = Natural, PRE

**OTHER BIDS THAT MAY REQUIRE DEFENSE**

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

**PSYCHICS**

- Unusual

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♣		3	4♥	Natural, 3 or + c.	Inverted minors (2♦ = intermediate). 2♥/♠ = weak.	1♣ → 1(♦) → 1NT = Walsh 1♣ → 1(x) → 1 NT = 12-14 HCP bal.	Over 1♦ -♥ opps overall → Collante
1♦		3	4♥	Natural, 3 or + c (if 4432).	Inverted minors (3♣ = intermediate). 2♣ = natural. 2♥/♠ = weak.	1♦ → 1(♥/♠) → 1 NT → 2♣ = Check-back (2♦ = 3+4; 2ST = no majors).	
1♥		5*	4♦	10-21 HCP, 5+♥; * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 4+	1NT = F1; '2/1' = GF; 2NT = fit w/ 4+ c, 7 or +, no short; 3♣/♦ = Bergen raises; 3♠/4♣/♦ = splinter.	<ul style="list-style-type: none"> <li>Over '2/1' GF, 2♥/♠ = catch-all;</li> <li>2NT = 12-14 or 18-19; 3NT = 15-17</li> <li>Over 2NT, 3X = singleton, 3M = 18 or + bal, 4X = two suiter, 4M = minimum.</li> </ul>	2♣ = <i>Drury</i> (3 c) 3♣/♦ = Bergen raises.
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 <sup>rd</sup> and 4 <sup>th</sup> pl: 4+	Idem, but: 3♥ = splinter and 4♥ = to play.		
1 NT			4♦	15-17 HCP BAL	2♣ = Stay (may have no majors); 2♦/♥ = transfers; 2♠ = transfer to ♣; 2NT = transfer to ♦; 3♣ = minors weak; 3♦ = minors strong; 3♥/♠ = 5-4 in minors, with singleton in ♥/♠; 3NT = to play; 4♣ = Gerber; 4♦ = majors; 4NT = invitational.	<ul style="list-style-type: none"> <li>Over 2♣, if 2♦ → <i>Smolen</i></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♣	☑	0		Strong, one suit or 24 or + bal	2♦ = 0 or 1 IC; 2♥ = 2 IC; 2♠ = 5 ou + ♠ with 3 or + IC; 2NT = 3 or + IC bal; 3♣/♦ = 6 or + ♣/♦ with 3 or + IC; 3♥ = 5 or more ♥ with 3 or + IC.	After 2♣ - 2♦ - 2 NT → 3♣ = Puppet Stay	
2♦	☑	0		♥-♠ weak or 22-23 HCP BAL	2♥ = to play if weak in ♥; 2♠ = to play if weak in ♠, or invitational with ♠; 2NT = ask.	After 2NT, 3♣ = min ♥, 3♦ = min ♠, 3♥ = max ♠, 3♠ = max ♥	
2♥		5		6+ c. 20-22 HCP or 5 LT's			
2♠		5		6+ c. 20-22 HCP or 5 LT's			
2 NT				20-21 HCP BAL	3♣ = puppet stayman; 3♦/♥ = transfer; 3♠ = minors 3ST = 5♠ + 4♥, non forcing.		
3♣		7*		Pre-emp in ♣ (* 3 <sup>rd</sup> pos 5+)			
3♦		7*		Pre-emp in ♦ (* 3 <sup>rd</sup> pos 5+)			
3♥		7*		Pre-emp in ♥ (* 3 <sup>rd</sup> pos 5+)			
3♠		7*		Pre-emp in ♠ (* 3 <sup>rd</sup> pos 5+)			
3 NT	☑			Minor solid, w/out stop		<p style="text-align: center;"><b>SLAM APPROACH AND CONVENTIONS</b></p> <ul style="list-style-type: none"> <li>4 NT = BW → • 4/1 • 3/0 • 2 • 2 + Q</li> <li>5 NT = 2 Aces + 1 Useful Void</li> <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>	
4♣-♦		0		Pre ♣-♦	4♦ -♥ = ask A or K suit.		
4♥-♠		7		Nat pre-emptive			