CONVENTION CARD (Category GREEN; 2x1; Natural) PEDRO SALGUEIRO (2♠) — GONÇALO ZANARTU (2♥)

OPENINGS	ANSWERS	REBIDS
1. = 3+ / 11+	Natural	1NT= 5 -10 / 2NT = 11 (both balanced and denies Majors)
	Inverted minors	
	3♣ = preemptive (0-7)	
	2♦ = 8/11	
	2♣ = 12+	After 2♣
		 2♥ / 2♠= values in ♥♠
		 2NT = 12-14 balanced with Majors stoppers, or 18+
		3♣ = Unbalanced, weak
		• 3 X = splinter
		• 3NT = 15-16 balanced
	System ON after DBL	
	Walsh: with weak hand, after 1NT rebid, to bid	
	3♦ shows hand with +♦ (NF).	
	1 Major	After 1NT » 2 Way Checkback
		2♣ asks for 2◆ May be sign off D or any invitational hand
		• 2♦ FG, asks for Majors. Other minor = 3-4 in Majors
4. 0. /44.	I No.	ANT/ONT (L. L. L. L. L. M.;)
1 = 3+ / 11+	Natural	1NT/2NT (balanced and denies Majors)
	Inverted minors with CRISS CROSS 3 ◆ = preemptive (0-7)	
	3. = 8/11 3. = 13.	After 2 A
	2♦= 12+	After 2
		• 2♥ / 2♠= values in ♥♠ 2NT = 12.14 balanced with Majors stoppers, or 18+
		 2NT = 12-14 balanced with Majors stoppers, or 18+ 3 = Unbalanced, weak
		 3 = Ofibalanced, weak 3 X = splinter
		• 3 X = Splitter • 3NT = 15-16 balanced
	System ON after DBL	• 3NT = 13-10 balanceu
	1 Major- 1NT	After 1NT × 2 Way Checkback
	I Major- INI	After 1NT » 2 Way Checkback • 2♣ asks for 2♦ May be sign off D or any invitational hand
		• 2 FG, asks for Majors. Other minor = 3-4 in Majors
		2V FG, asks for Majors. Other million — 3-4 in Majors 2NT mandatory 3. Opener pass, or FG with a single in
		the announced suit (out of the remaining 2)
		the announced suit (out of the remaining 2)
1 = 5+/11+	1NT = F1	
	2/1 = GF	
	Limited splinters up to 4	
	2 Ways Drury (10/11H)	
	2♣ = 3 cards; 2♦ = 4 cards	
	2 Way Trial Bids	After 1♥ - 2♥
	(ask for help or to announce a splinter)	• 2/3 X = asks for complementary
	(ask to the p of to announce a spinitely	• 2ST = splinter »» 3. asks
	4 th suit GF	
	Bergen Raises (with 4+ c):	
	3♥ = Preempt accordingl to VUL	
	3♣ = 7/9	
	3 ← = 10/12	
	Jacoby 2NT (FG 13+ without singleton or void)	3 x = single or void
	Success 2141 (1 G 15 1 Without Singleton of Vold)	4 x = good new side suit
		3 v = 17+
		3NT = 13/16 balanced
		4♥ = 11/15 sign off
14 = 5+ / 11+	Same development as 1♥ opening	,,,,
-+ - J⊤ / 11T	2 Way Trial Bids	Afyer 1♠ - 2♠
	(ask for help or to announce a splinter)	3Y = asks for complementary
	(dak for help or to arinounce a splitter)	• 2NT = splinter >>> 3.4 asks
	1	2111 - Spilittei /// 5 = d3N3
1NT= (14+)15/17	2. = Asking 8-9 H (may have no Majors)	If 2♣ is doubled:
TI41 - (14+)12/1/	2 - Asking 0-3 FT (Hidy Have HU Majurs)	Redouble = 4 cards Clubs »» punitive
Very rare A/V		
Very rare A/K singleton		 Pass = No Clubs stopper. If ptn Redouble we bid normally 2♥ / 2♠ = 4 cards H or S
Singleton		 2 √ / 2 ← 4 Cards H or S 2NT = to play with Clubs stopper
		 3♣ = two Majors

	2♦/♥ = transfers Hearts / Spades	In jump: 4 cards fit; 2NT: max. v	vith 4 cards fit
	2 V / V — Garisters Fredrics / Spaces	2.1. Julia i Caras III, Zivi i IIIdx. v	nar i carao ne
		If transfer is doubled:	
		 Pass = 2 cards without 	
		• 2♥ / 2♠ = 3 cards H or	
		• 2NT = defense with 2 of	
		• 3♥ 3♠ = 4 cards H or S	s fit and prefers partner to play
	1ST – 2♦	Smolen	s it and prefers partiel to play
	2 v - 2 = 5/5 Majors »» invitation	Silloleii	
	1ST – 2•		
	13. 2.		
	2♠ - 3♥ = 5/5 slam attempt » controls	AC ANT 3	
	2♠ = Minors invitation, or 2 minor suits	After 1NT – 2♠	invitation accorded
		 2NT = have both Minors 3♣ = Clubs 	, illyitation accepted
		• 3• = Diamonds	
	2NT = Minors (weak)	Opener chooses	
	3♣ / 3♦ = 6 cards, slam attempt	Controls follows	
	3♥ / 3♠ = 3-1-5-4 or 1-3-5-4		
	4 ← = 2 major suits 5-5, no slam ambition	Bid game in best fit	
	4♥ / 4♠ = to play		
	4♣ = Gerber	By steps	
	4NT = Quantitative	After 1NT – 4NT	
		• 5♣ / 5♦ = 4 cards Clubs	or Diamonds
		• 5♥ = 4 + 4 minors	
		• 5♠ = 6 cards suit	cardo quit
		• 6♣ / 6 ♦ / 6♥ / 4♠ = 5	Latus Suit
2. Strong	2♦ = relay	After Overcall »» DOPI / ROPI	
2# Strong	2 V / 2 A = 5 Hearts or Spades w/ 2 Key Cards	Arter overeal "" Doi 1 / Roi 1	
If balanced 22-23	3♣ /♦ = 5 C or D with 2 Key Cards	over Suit:	over DOBLE:
17+ with solid	2NT = 8+ balanced	Doble = negative (- 8 points)	RDBL = negative (- 8 points);
suit (5 losers)		Pass = 8+	Pass = 8+
		Suit or 2NT = natural, 8+	Suit or 2NT = natural, 8+
	I D	LAG O H DODY / DODY	
2♦ = FG	Roman Controls (Ace =2 / King = 1)	After Overcall »» DOPI / ROPI	
Any distribution	2♥ = no Ace	over Suit:	over DOBLE:
24+balanced	2♠ = 1 Ace	Doble = negative (- 8 points)	RDBL = negative (- 8 points);
		Pass = 8+	Pass = 8+
or 3/4 losers	2 NT = 2 Kings, balanced 3 = 2 Aces	Pass = 8+ Suit or 2NT = natural, 8+	Pass = 8+ Suit or 2NT = natural, 8+
	2 NT = 2 Kings, balanced		
	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X	Suit or 2NT = natural, 8+	
	2 NT = 2 Kings, balanced 3 = 2 Aces	Suit or 2NT = natural, 8+ After 2NT » min / max	
or 3/4 losers	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X	Suit or 2NT = natural, 8+ After 2NT » min / max • 3 • = minimum	Suit or 2NT = natural, 8+
or 3/4 losers 2 = Weak 6 cards	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X	Suit or 2NT = natural, 8+ After 2NT » min / max • 3♥ = minimum • 3X = max with key figur	Suit or 2NT = natural, 8+
or 3/4 losers	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X	Suit or 2NT = natural, 8+ After 2NT » min / max • 3 • = minimum	Suit or 2NT = natural, 8+
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or 3/4 losers 2♥ = Weak 6 cards	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X 2NT = Relay (2+ cards fit)	Suit or 2NT = natural, 8+ After 2NT » min / max • 3♥ = minimum • 3X = max with key figure • 3NT = AKQxxx	Suit or 2NT = natural, 8+
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or 3/4 losers 2 = Weak 6 cards 5 - 10H 2 = Weak 6 cards 5 - 10H	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X 2NT = Relay (2 + cards fit) 3 = ask for shortness 2 = natural, F1 3 = natural, F1 2NT = Relay 3 = ask for shortness 3 = natural, F1 3 = natural, F1	Suit or 2NT = natural, 8+ After 2NT » min / max • 3♥ = minimum • 3X = max with key figur • 3NT = AKQxxx 3♦ = short in a minor After 2NT » min / max • 3♠ = minimum • 3X = max with key figur • 3NT = AKQxxx 3♦ = short in a minor 3♥ = After 2NT - 3♠ 3♦ = at least 1 Major 4♠ = 4♦ = 4♦	e on X e short in Spades e on X e short in Hearts = 4 cards in the other Major
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or 3/4 losers 2 = Weak 6 cards 5 - 10H 2 = Weak 6 cards 5 - 10H	2 NT = 2 Kings, balanced 3 = 2 Aces 3 X = 3 + Controls and 5 cards on X 2NT = Relay (2 + cards fit) 3 = ask for shortness 2 = natural, F1 3 = natural, F1 2NT = Relay 3 = ask for shortness 3 = natural, F1 3 = natural, F1	Suit or 2NT = natural, 8+ After 2NT » min / max • 3♥ = minimum • 3X = max with key figur • 3NT = AKQxxx 3♦ = short in a minor After 2NT » min / max • 3♦ = minimum • 3X = max with key figur • 3NT = AKQxxx 3♦ = short in a minor After 2NT - 3♣ 3♦ = at least 1 Major 4♣ = 4 3NT =	e on X e short in Spades e on X e short in Hearts = 4 cards in the other Major 4 cds both Majors. Slam attempt 4 cds both Majors, Opener bids to play to play
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		3♠ 4♣ 4♦ = controls, slam interest
		$3 \spadesuit = 5$ cards Spades $4 \spadesuit = $ to play
		4♣ 4♦ 4♥ = controls, slam interest
		3NT = No Majors 4 X = controls, slam interest
	3♦/♥ = Transfers	3♥ 3♠ = respects transfer, with 2 cards
	3 V/ V Hansiers	Other X = 4 cards with fit, and control X
		·
	3♠ = Stayman to Minors	After 2NT - 3♠ = Stayman to minors
		3NT = denies Clubs and / or Diamonds
		 4♣ / 4♦ = 4+ Clubs or Diamonds. Responder decides
		 4NT = at least 4-4 Clubs and Diamonds. Responder choose
		 5♣ / 5♦ = 5 cards suit
	3NT= to play	
	4♣ / 4♦ = Minorwood	
	4♥ = 5/5 in ♣ /♦ and short in Hearts	
	4 = 5/5 in $4/4$ and short in Spades	
		AC ANT ANT
	4NT = Quantitative	After 1NT – 4NT
		• 5♣ / 5♦ = 4 cards Clubs or Diamonds
		• 5♥ = 4 + 4 minors
		• 5♠ = 6 cards suit
		 6♣ / 6♦ / 6♥ / 4♠ = 5 cards suit
3NT	Pass = to play	
Preempt Minor	4♣ = Pass or correct	
II Treemperimer	14 1 433 01 6011666	
	1 - ack for singleton	After 4♦ = ask for singleton
	4♦ = ask for singleton	Antel 4 = dsk for singleton
		4♥ / 4♠ =singleton or void Hearts or Spades
		4NT = denies singleton 7=2=2=2
		5♣ / 5♦= announced suit and singl. or void Diamonds or Clubs
3X	3Y = forcing, natural	Support on Y = fit 3 cards vis or 2 Key cards
Preempt 7(6) cds	Over minor attempt to play 3NT;	3NT = solid suit
	Over Major attempt to slam	New suit = fit at Y and control X (Ace or King)
		Repeat X = all other situations
4 X Preempt 8(7)	cards	
DEFENCE AND	COMPETITIVE BIRDING	
DEFENSIVE AND	COMPETITIVE BIDDING	
DEFENSIVE AND	COMPETITIVE BIDDING	
DEFENSIVE AND		
	1♣ » 2♣ = natural 1♣ » 2♦ = ♥ +♠	
Two Suits Overcall	1♣ » 2♣ = natural 1♣ » 2♦ = ♥ +♠ 1♦ » 2♦ = ♣ +♠	
Two Suits Overcall	1 * * 2 * = natural 1 * * 2 * = \forall + \hbarevert + \hbarevert 1 * * 2 * = \hbarevert + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert 1 * / * 2 NT = \forall + \hbarevert or \forall + \hbarevert \f	
Two Suits Overcall	1 * * 2 * = natural 1 * * 2 * = * + * 1 * * 2 * = * + * 1 * / * * 2NT = * + * or * + * 1 * * 3 * = * + *	
Two Suits Overcall	1 * * 2 * = natural 1 * * 2 * = * + * 1 * * 2 * = * + * 1 * / * * 2NT = * + * or * + * 1 * * 3 * = * + * 1 * * 3 * = * + *	
Two Suits Overcall	1♣ » 2♣ = natural 1♣ » 2♠ = ♥ +♠ 1♠ » 2♠ = ♣ +♠ 1♣/♠ » 2NT = ♥ +♠ or ♥ +♠ 1♠ » 3♠ = ♦ +♠ 1♠ » 3♠ = ♥ +♠ 1♥/1♠ = Cue is other Major + Clubs	
Two Suits Overcall	$1 \Leftrightarrow 2 \Leftrightarrow = \text{natural}$ $1 \Leftrightarrow 2 \Leftrightarrow = \forall + \triangle$ $1 \Leftrightarrow 2 \Leftrightarrow = \Rightarrow + \triangle$ $1 \Leftrightarrow 3 \Leftrightarrow = \Rightarrow + \triangle$ $1 \Leftrightarrow 3 \Leftrightarrow = \forall + \triangle$ $1 \Leftrightarrow 3 \Leftrightarrow = \forall + \triangle$ $1 \Leftrightarrow 1 \Leftrightarrow 4 \Leftrightarrow $	
Two Suits Overcall	1♣ » 2♣ = natural 1♣ » 2♠ = ♥ +♠ 1♠ » 2♠ = ♣ +♠ 1♣/♠ » 2NT = ♥ +♠ or ♥ +♠ 1♠ » 3♠ = ♦ +♠ 1♠ » 3♠ = ♥ +♠ 1♥/1♠ = Cue is other Major + Clubs	
Two Suits Overcall GHESTEM	1 ♣ >> 2 ♣ = natural 1 ♣ >> 2 ◆ = ▼ + ♠ 1 ♣ >> 2 ◆ = ₹ + ♠ 1 ♣ / ♦> 2 NT = ▼ + ♠ or ▼ + ♣ 1 ♣ >> 3 ♣ = ▼ + ♠ 1 ▼ /1 ♠ = Cue is other Major + Clubs 1 ▼ /1 ♠ >> 2 NT = Minors 1 ▼ /1 ♠ >> 3 ♣ = Other Major + ♠	
Two Suits Overcall	1 ♣ ≫ 2 ♣ = natural 1 ♣ ≫ 2 ◆ = ♥ + ♠ 1 ♣ ≫ 2 ◆ = ♣ + ♠ 1 ♣ / ⇒ 2NT = ♥ + ◆ or ♥ + ♣ 1 ♣ ≫ 3 ♣ = ♥ + ♠ 1 ♥ /1 ♠ = Cue is other Major + Clubs 1 ♥ /1 ♠ ≫ 2 NT = Minors 1 ♥ /1 ♠ ≫ 3 ♣ = Other Major + ♦ 1X - (Two Suits overcall) - ?	
Two Suits Overcall GHESTEM	1♠ >> 2♠ = natural 1♠ >> 2♠ = v + ♠ 1♠ >> 2♠ = v + ♠ 1♠/♠ >> 2NT = v + ♠ or v + ♠ 1♠ >> 3♠ = v + ♠ 1 v / 1♠ = Cue is other Major + Clubs 1 v / 1♠ >> 2NT = Minors 1 v / 1♠ >> 3♠ = Other Major + ♦ 1X - (Two Suits overcall) -? Dbl = penalty at least to one of the suits	
Two Suits Overcall GHESTEM	1♠ > 2♠ = natural 1♠ > 2♠ = ▼ +♠ 1♠ > 2♠ = ♣ +♠ 1♠/♠ > 2NT = ▼ +♠ or ▼ +♠ 1♠ > 3♣ = ▼ +♠ 1▼/1♠ = Cue is other Major + Clubs 1▼/1♠ > 2 NT = Minors 1▼/1♠ > 3♣ = Other Major +♦ 1X - (Two Suits overcall) -? Dbl = penalty at least to one of the suits Lower Cue bid = fit in X, 10+	
Two Suits Overcall GHESTEM DEFENSE	1♠ > 2♠ = natural 1♠ > 2♠ = ▼ +♠ 1♠ > 2♠ = ♠ +♠ 1♠/♠ > 2NT = ▼ +♠ or ▼ +♠ 1♠/♠ > 2NT = ▼ +♠ 1♠ > 3♣ = ▼ +♠ 1▼/1♠ = Cue is other Major + Clubs 1▼/1♠ > 2 NT = Minors 1▼/1♠ > 3♣ = Other Major +♦ 1X - (Two Suits overcall) - ? Dbl = penalty at least to one of the suits Lower Cue bid = fit in X, 10+ Upper Cue bid = 4 th suit, 10+	
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LEBENGUAL	A COLUMN ANT	
LEBENSHOL	Against intervention over 1NT	
	After Partner reverses Against opps overcalls at level 2 weak	
	Against opps overcails at level 2 weak	
DEFENSE	Bergen Raises OFF	
DETENSE	Inverted Minors ON	
vs	Inverted Fillions Off	
	After Parner opening in Major:	
Opponent's	Support = 3 cards 5-7H	
Takeout DBLs	Jump = 4 cards less than 7H	
	2NT = 4 cards 8-10H	
	Other Major = invitation 8+	
	RDBL = 11+ invites; could have 2 card	S
	T.,	
DEFENSE	At 2 level »» 0-7H $2 = 4 + 4 ; 2 = 4 + 4 ; 2 = 4$	
VS	PASS = mandatory RDBL, if punitif » Pass; if not then bi	d on cross suits: 2♣ = 4♣+4♥; 2♦ = 4♠+4♦
1NT » DBL	RDBL = Mandatory for 2♣, and pass or correct	
DEFENSE	Over 1 minor opening	
DEFENSE	Double = punitive (from 8+)	Opener pass if weak.
VE	Double = puritive (Horif 8+)	If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
vs	2♣ = searching Majors, at least 4/4 H/S from 6+	2 = partner chooses
1 X »1NT opp.	2 scarcing majors, at least 4/4 H/3 HOIH 0+	 Z ← = partier chooses V / ♠ = minimum at level 2, good open at level 3
overcall		3♣ 3♦ = natural, no Majors
370.0011	2	Respects transfer. Only exception if void on the suit
	2 4/3 = transfer to Rearts of Spaces 24/3 = transfer to Clubs or Diamonds (minimum 5 car	
	2NT = two minor suits 5/5	us) Iuciii
	Over 1 Major opening	
	Double = punitive (from 8+)	Opener pass if weak.
	Bodble - paritave (from 61)	If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2/ ♣ ◆ ♥ ♠ = Texas	Respects transfer. Only exception if void on the suit
	2NT = two minor suits 5/5	Opener bids natural
	3♣ 3♦ = forcing with 5 cards on minor and fit on the Ma	
	3 Major = preempt, weak	John Medicaes Controlly in Not Blue Mutch
	5 Hajor preempty weak	
DBL's / RDBL's	Supportive; any strength till 4 level (always 3 cards fit)	
DEFENSE	DONT (over strong NT)	
vs	Double = Unicolor	2♣ = relay
NT opening		2 ♦ / ♥ / ♦ = 6 cards on the announced suit
	2♣ = Clubs + Hearts	2X = relay or suit preference
	2♦ = Diamonds + Hearts	2NT = forcing and asks for description
	2♥ = Hearts + Spades	
	2♠ = Spades (weaker than Double -2C - p - 2S)	
	CAPPELLETTI (over weak NT)	
	2♣ = one-suited hand	
	2♦ = Hearts + Spades	
	2♥/2♠ = Hearts or Spades + Minor	
	2NT = Clubs + Diamonds	
	Dbl = strong 16+ balanced	
DEFENCE	Lonius Michaele	
DEFENSE	Leaping Michaels 3 minor » 4 minor = bicolor Majors	
vs Preempts 3X	3 minor » 4 minor = bicolor majors 3 minor » 4 other minor = 1 Major + Other minor	
Preempts 3X	3 Major » 4 minor = that minor + Other Major	
	3 Major » 4 Major = bicolor minors	
	5 Major # Major = bicolor milliors	
	L	
DEFENSE	Double = two Majors, at least 4/4 depends on vulnerabil	ity
VS	$1 / \bullet \lor \bullet = \text{natural, 5 cards}$,
1 Club Strong	1NT = two minors, at least 4/4 depending on vulnerabili	tv
	, , , , , , ,	, ,
BLACKWOOD	03 / 14 = 5 keys + Queen	Asking for trump Queen
& SLAM TRY	DOPI, ROPI, Josefine, Controls	5 NT or 5 in trump = denies Q
	5NT = 1 Ace and useful void;	6 in trump = Q w/o K in suit lower than trump
	6x = 2 Ace and useful void	6 in suit lower than trump = Q of trump and K of that
		suit
	Exclusion Blackwood »» asking at 5 th level (void suit)	
	»» answers by steps	

vs Suits vs Notrump x x
XXX XXXXX XXXX
$\begin{array}{cccccccccccccccccccccccccccccccccccc$
KQx KJTx AJT9 AT9x QJx KT9x KQJx KQT9 JT9 QT9