

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♣ <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 2♣ asks for 2♦ May be sign off D or any invitational hand • 2♦ FG, asks for Majors. Other minor = 3-4 in Majors 	
1♦ = 3+ / 11+	Natural	1NT/2NT (balanced and denies Majors)
	Inverted minors with CRISS CROSS 3♦ = preemptive (0-7) 3♣ = 8/11	
	2♦ = 12+	After 2♦ <ul style="list-style-type: none"> • 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	
	1 Major- 1NT	After 1NT » 2 Way Checkback <ul style="list-style-type: none"> • 2♣ asks for 2♦ May be sign off D or any invitational hand • 2♦ FG, asks for Majors. Other minor = 3-4 in Majors • 2NT mandatory 3♣. Opener pass, or FG with a single in 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 (ask for help or to announce a splinter)	After 1♥ - 2♥ <ul style="list-style-type: none"> • 2/3 X = asks for complementary • 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 4 x = good new side suit 3♥ = 17+ 3NT = 13/16 balanced 4♥ = 11/15 sign off	
1♠ = 5+ / 11+	Same development as 1♥ opening	
	2 Way Trial Bids (ask for help or to announce a splinter)	Afyer 1♠ - 2♠ <ul style="list-style-type: none"> • 3Y = asks for complementary • 2NT= splinter »» 3♣ asks
1NT= (14+)15/17 Very rare A/K singleton	2♣ = Asking 8-9 H (may have no Majors)	If 2♣ is doubled: <ul style="list-style-type: none"> • Redouble = 4 cards Clubs »» punitive • Pass = No Clubs stopper. If ptn Redouble we bid normally • 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. with 4 cards fit If transfer is doubled: <ul style="list-style-type: none"> • Pass = 2 cards without defense • 2♥ / 2♠ = 3 cards H or S with stopper • 2NT = defense with 2 cards • 3♥ 3♠ = 4 cards H or S • 3♣ 3♦ = cue bid 4 cards fit and prefers partner to play
	1ST – 2♦ 2♥ - 2♠ = 5/5 Majors »» invitation 1ST – 2♥ 2♠ - 3♥ = 5/5 slam attempt » controls	Smolen
	2♠ = Minors invitation, or 2 minor suits	After 1NT – 2♠ <ul style="list-style-type: none"> • 2NT = have both Minors, invitation accepted • 3♣ = Clubs • 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 <ul style="list-style-type: none"> • 5♣ / 5♦ = 4 cards Clubs or Diamonds • 5♥ = 4 + 4 minors • 5♠ = 6 cards suit • 6♣ / 6♦ / 6♥ / 4♠ = 5 cards suit

2♣ Strong If balanced 22-23 17+ with solid suit (5 losers)	2♦ = relay 2♥ / 2♠ = 5 Hearts or Spades w/ 2 Key Cards 3♣ / ♦ = 5 C or D with 2 Key Cards 2NT = 8+ balanced	After Overcall »» DOPI / ROPI over Suit: Doble = negative (- 8 points) Pass = 8+ Suit or 2NT = natural, 8+	over DOBLE: RDBL = negative (- 8 points); Pass = 8+ Suit or 2NT = natural, 8+
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2♦ = FG Any distribution 24+balanced or 3/4 losers	Roman Controls (Ace =2 / King = 1) 2♥ = no Ace 2♠ = 1 Ace 2 NT = 2 Kings, balanced 3♣ = 2 Aces 3 X = 3+ Controls and 5 cards on X	After Overcall »» DOPI / ROPI over Suit: Doble = negative (- 8 points) Pass = 8+ Suit or 2NT = natural, 8+	over DOBLE: RDBL = negative (- 8 points); Pass = 8+ Suit or 2NT = natural, 8+
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2♥ = Weak 6 cards 5 – 10H	2NT = Relay (2+ cards fit)	After 2NT » min / max <ul style="list-style-type: none"> • 3♥ = minimum • 3X = max with key figure on X • 3NT = AKQxxx
	3♣ = ask for shortness	3♦ = short in a minor 3♠ = short in Spades
	2♠ = natural, F1 3♦ = natural, F1	
2♠ = Weak 6 cards 5 – 10H	2NT = Relay	After 2NT » min / max <ul style="list-style-type: none"> • 3♠ = minimum • 3X = max with key figure on X • 3NT = AKQxxx
	3♣ = ask for shortness	3♦ = short in a minor 3♥ = short in Hearts
	3♦ = natural, F1 3♥ = natural, F1	

2NT = (19)20/21 May have Major 5	3♣ = Puppet Stayman	After 2NT - 3♣										
		<table border="1"> <tr> <td>3♦ = at least 1 Major</td> <td>3♥ 3♠ = 4 cards in the other Major</td> </tr> <tr> <td></td> <td>4♣ = 4 cds both Majors. Slam attempt</td> </tr> <tr> <td></td> <td>4♦ = 4 cds both Majors, Opener bids</td> </tr> <tr> <td></td> <td>3NT = to play</td> </tr> <tr> <td>3♥ = 5 cards Hearts</td> <td>3NT = to play</td> </tr> <tr> <td></td> <td>4♥ = to play</td> </tr> </table>	3♦ = at least 1 Major	3♥ 3♠ = 4 cards in the other Major		4♣ = 4 cds both Majors. Slam attempt		4♦ = 4 cds both Majors, Opener bids		3NT = to play	3♥ = 5 cards Hearts	3NT = to play
3♦ = at least 1 Major	3♥ 3♠ = 4 cards in the other Major											
	4♣ = 4 cds both Majors. Slam attempt											
	4♦ = 4 cds both Majors, Opener bids											
	3NT = to play											
3♥ = 5 cards Hearts	3NT = to play											
	4♥ = to play											

		3♠ 4♣ 4♦ = controls, slam interest
	3♠ = 5 cards Spades	4♠ = 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 Other X = 4 cards with fit, and control X
3♠ = Stayman to Minors		After 2NT - 3♠ = Stayman to minors <ul style="list-style-type: none"> • 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 ♣ / ♦ and short in Spades		
4NT = Quantitative		After 1NT - 4NT <ul style="list-style-type: none"> • 5♣ / 5♦ = 4 cards Clubs or Diamonds • 5♥ = 4 + 4 minors • 5♠ = 6 cards suit • 6♣ / 6♦ / 6♥ / 4♠ = 5 cards suit

3NT Preempt Minor	Pass = to play 4♣ = Pass or correct	
	4♦ = ask for singleton	After 4♦ = ask 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 Preempt 7(6) cds	3Y = forcing, natural Over minor attempt to play 3NT; Over Major attempt to slam	Support on Y = fit 3 cards vis or 2 Key cards 3NT = solid suit New suit = fit at Y and control X (Ace or King) Repeat X = all other situations
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4 X Preempt 8(7) cards

DEFENSIVE AND COMPETITIVE BIDDING

Two Suits Overcall	1♣ » 2♣ = natural 1♣ » 2♦ = ♥ + ♠ 1♦ » 2♦ = ♣ + ♠ 1♣/♦ » 2NT = ♥ + ♦ or ♥ + ♣ 1♣ » 3♣ = ♦ + ♠ 1♦ » 3♣ = ♥ + ♠ 1♥/1♠ = Cue is other Major + Clubs 1♥/1♠ » 2 NT = Minors 1♥/1♠ » 3♣ = Other Major + ♦
GHESTEM	

DEFENSE	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+ 4 th suit = natural, NF Fit to X = weak 6-9
vs	
Two Suits Overcall	

DEFENSE	2 nd position: DBL = 13/15 or 19+ 2NT = 16/18 bal. w/ stopper both Majors 2♥/♠ = natural (promises 5 cards) 3 X = natural 3NT = strong with 5/5 on minor suits	Over Double »» 2NT is Lebenschol Over 2NT »» system ON
	4 th position: Over 2♥ = DBL » opening with ♠ Over 2♠ = DBL » opening with ♥ 3 X = natural 2NT = 16/18 bal	Over 3NT chooses best minor suit
	6 th position: 2NT = Minors 2/3 X = natural suit	System ON
Vs		
2♦ MULTI		

LEBENSCHOL	Against intervention over 1NT After Partner reverses Against opps overcalls at level 2 weak
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DEFENSE vs Opponent's Takeout DBLs	Bergen Raises OFF Inverted Minors ON After Partner opening in Major: Support = 3 cards 5-7H Jump = 4 cards less than 7H 2NT = 4 cards 8-10H Other Major = invitation 8+ RDBL = 11+ invites; could have 2 cards
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DEFENSE vs 1NT » DBL	At 2 level »» 0-7H 2♣ = 4♣+4♦; 2♦ = 4♦+4♥; 2♥ = 4♥+4♠; 2♠ = 4♠+4♣ PASS = mandatory RDBL, if punitif » Pass; if not then bid on cross suits: 2♣ = 4♣+4♥; 2♦ = 4♠+4♦ RDBL = Mandatory for 2♣, and pass or correct
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DEFENSE vs 1 X »1NT opp. overcall	Over 1 minor opening Double = punitive (from 8+)	Opener pass if weak. If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2♣ = searching Majors, at least 4/4 H/S from 6+	2♦ = partner chooses ♥ / ♠ = minimum at level 2, good open at level 3 3♣ 3♦ = natural, no Majors
	2♦ / 2♥ = transfer to Hearts or Spades	Respects transfer. Only exception if void on the suit
	2♠/3♣ = transfer to Clubs or Diamonds (minimum 5 cards)	Idem
	2NT = two minor suits 5/5	
	Over 1 Major opening Double = punitive (from 8+)	Opener pass if weak. 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 3♣ 3♦ = forcing with 5 cards on minor and fit on the Major 3 Major = preempt, weak	Opener bids natural If slam interest» controls; if not bids match

DBL's / RDBL's	Supportive; any strength till 4♦ level (always 3 cards fit)
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DEFENSE vs NT opening	DONT (over strong NT) Double = Unicolor	2♣ = relay 2♦/♥/♠ = 6 cards on the announced suit
	2♣ = Clubs + Hearts 2♦ = Diamonds + Hearts 2♥ = Hearts + Spades 2♠ = Spades (weaker than Double -2C - p - 2S)	2X = relay or suit preference 2NT = forcing and asks for description
	CAPPELLETTI (over weak NT) 2♣ = one-suited hand 2♦ = Hearts + Spades 2♥/2♠ = Hearts or Spades + Minor 2NT = Clubs + Diamonds Dbl = strong 16+ balanced	

DEFENSE vs Preempts 3X	Leaping Michaels 3 minor » 4 minor = bicolor Majors 3 minor » 4 other minor = 1 Major + Other minor 3 Major » 4 minor = that minor + Other Major 3 Major » 4 Major = bicolor minors
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DEFENSE vs 1 Club Strong	Double = two Majors, at least 4/4 depends on vulnerability 1 / ♦ ♥ ♠ = natural, 5 cards 1NT = two minors, at least 4/4 depending on vulnerability
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BLACKWOOD & SLAM TRY	03 / 14 = 5 keys + Queen DOPI, ROPI, Josefine, Controls 5NT = 1 Ace and useful void; 6x = 2 Ace and useful void Exclusion Blackwood »» asking at 5 th level (void suit) »» answers by steps	Asking for trump Queen 5 NT or 5 in trump = denies Q 6 in trump = Q w/o K in suit lower than trump 6 in suit lower than trump = Q of trump and K of that suit
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LEADS

1/3/5 suit; attitude approach
 1/2/4 NT, internal sequences, J denies and 10/9 promises

CARDING

Reverse counting (UDCA), Odd / Even discards, attacks with interest (3rd) and without interest (1st card)
 Ace lead asks attitude
 King lead asks counting
 Ace lead and singleton in dummy: preferential
 Ace lead and RDVxx in dummy: preferential

vs Suits

x x **x x x x**
x x x **x x x x x**
A K x **T 9 x**
K Q x **K J T x**
Q J x **K T 9 x**
J T 9

vs Notrump

x x **x x x x**
x x x **x x x x x**
A K J x **A Q J x**
A J T 9 **A T 9 x**
K Q J x **K Q T 9**
Q T 9