

LEADS AND SIGNALS										
	OPENING LEADS									
• Vs Suit \rightarrow 3rd/5th										
• Vs N	• Vs NT \rightarrow Attitude (1 st , 2 nd , 4rd)									
Subsequent Leads										
• Vs Suit \rightarrow 3rd/5 th if LHO and attitude if RHO										
• Vs NT \rightarrow 3rd/5 th if LHO and attitude if RHO										
Leads	Vs Suit		Vs NT							
Ace	Ax. AKx. AKJ1									
Ace King	AX, AKX, AKJI AK, KO (+), KC		Ax, AKx, AKJx AKJT (+), KOJ(+)							
Oueen	OJ(+), $AOJ x$		AKJ1 (+), KOJ(+) OJ (+), AOJ (+)							
Jack	J x, J10 (+)		J x, J10 (+)							
10	10 x, H J 10 (+),		10 x, H J 10 (+), H 10 9							
9	9 x, 9 8 x	J9x, 9x, 1	J9x, 9x, 10 9 (+)							
Hi - x	x x, x x x x Non interest suit -2^{nd}									
Low	x x x, x x x x x x	Suit intere	est – 4 th							
SIGNALS WHEN FOLLOWING SUIT OR DISCARDING										
	Partner's 1st	Partner's lead	Discarding							
NT	Low Encor	Low Encor	Odd Encour							
	High	High Descor	Even Prefer							
	Descor	C								
	* Smith		•							
	* Counting: h	i/low = odd nr of	cards							
Suit	Low Encor	Low Encor	Odd Encour							
	High Descor	High Descor	Even Prefer							
	* Counting: h	i/low = odd nr of	cards							
	COMPET	ITIVE DOUB	LES							
• Nega	ative Double the									
-	petitive Double									
	-									
Support Double when RHO interfersSupport Double when Partner interfers										
SPECIAL FORCING PASS SEQUENCES										
• / ·										

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

Convention Card				
Category	([†])	Federação Portuguesa de Bridge		
		- Inocêncio Araújo		
(181	5 - 1♣)	(1088 - N♥)		
	ΝΑΤΙ	JRAL		
• Natural • $'2/1'$ <i>GF</i> • 1NT <i>F1</i>				
• $= 3^+ c.$				
• •, • = 5^+ c. • 1 NT = 15-17 HCP				
SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE				
• 1 * = Natura	ıl			
• $2 = GF$ (Albarran)				
• 1 • = Natura	ıl			
• $2 = \mathbf{V} - \mathbf{A} \mathbf{v}$	veak, or 22	2-23 bal		
• $2 - 4 = 6^+$ cards 20-22 HCP or 4 to 5 LT's				
• 2 NT = 20-2				
• $3 = PRE i$				
• $3 \bullet = PRE i$				
• $3 \checkmark = PRE$ in \checkmark				
• 3 \bigstar = PRE in \bigstar				
		(7 cards), w/out stop		
• 4 - • = PRE in $\mathbf{v} - \mathbf{A}$, with lateral honor				
• 4♥-♠ = Nat	ural, PRE			
OTHER BID	S THAT MA	AY REQUIRE DEFENSE		
• Over 2 • <i>Mu</i> 2 NT = 16-1	-			
-	PSYC	THICS		
 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

<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, $3 \text{ or } + c$.	Inverted minors ($2 \blacklozenge =$ intermediate).	$1 \clubsuit \rightarrow 1(\diamondsuit) \rightarrow 1$ NT = Walsh	Over 1 ♦ -♥ overcall
					$2 \mathbf{V} / \mathbf{A} = $ weak.	$1 \clubsuit \rightarrow 1(x) \rightarrow 1$ NT = 12-14 HCP bal.	Collante
1 ♦		3	4 💙	Natural, 3 or + c (if 4432).	Inverted minors (3 = intermediate). 2 = natural.	$1 \blacklozenge \rightarrow 1(\checkmark/\diamondsuit) \rightarrow 1 \text{ NT} \rightarrow 2 \clubsuit = \text{Check-}$	
					$2 \mathbf{V} / \mathbf{A} = $ weak.	-back (2 • = 3+4; 2ST= no majors).	
1 🗸		5*	4 🔶	10-21 HCP, 5 ⁺ ♥;	$1NT = F1; \ 2/1' = GF;$	• Over '2/1'GF, 2♥/♠ = catch-all;	2 ♣ = <i>Drury</i> (3 c)
				* 3^{rd} and 4^{th} place: 4^+	$2NT = fit w/4^+ c$, 7 or +, no short;	2NT = 12-14 or 18-19; 3NT = 15–17	3 left = Bergen
					$3 . / \diamond = Bergen raises;$	• Over 2NT, $3X = singleton$, $3M = 18$ or	raises; $2NT = 4$
					3 / 4 / 4 = splinter.	+ bal, 4X = two suiter, 4M = minimum.	cards support (7-9)
1 🔥		5*	4 🔶	10-21 HCP, 5 ⁺ ♠;	Idem, but:		with a singleton.
				* 3^{rd} and 4^{th} pl: 4^+	$3 \checkmark =$ splinter and $4 \checkmark =$ to play		
1 NT			4 🔶	15-17 HCP BAL	$2 = \text{Stay} \text{ (may have no majors); } 2 \neq / \neq = \text{transfers;}$	• Over 2, if 2 \rightarrow Smolen	After RHO overcall,
					$2 \bigstar = \text{minors}$, weak or strong.	• Over Gerber, new suit ask K's, 4 NT is	take-out doubles and Lebensohl.
					2NT= 1 minor, weak or strong;	sign off.	After RHO double,
					3 = invitational; 3 = slam trial;		"hard line".
					4 = Gerber; 4 = majors; 4NT = invitational.		
2 ♣		0		GF (ask for Aces)		After $2 - 2 \to -2$ NT $\rightarrow 3 = Puppet Stay$	
2 🔶		0		♥-♠ weak or 22-23 HCP	2♥=to play if weak in ♥; 2♠ = to play if weak in ♠	After 2NT, $3 = \min , 3 = \min , 3 $	
				BAL	2NT=asks =max ♠, 3♠= max ♥		
2 🗸		5		6 ⁺ c. 20-22 HCP or 4-5 LT's			
2 \Lambda		5		6 ⁺ c. 20-22 HCP or 4-5 LT's			
2 NT				20-21 HCP BAL	3 = puppet stayman; 3 < / = transfer; 3 = minors 3ST= 5 < +4		
3 ♣		7*		Pre-emp in \clubsuit (* 3 rd pos 5 ⁺)			
3 🔶		7*		Pre-emp in \blacklozenge (* 3 rd pos 5 ⁺)			
3 🗸		7*		Pre-emp in \checkmark (* 3 rd pos 5 ⁺)			
3 🔥		7*		Pre-emp in \bigstar (* 3 rd pos 5 ⁺)		SLAM APPROACH AND CONVENTIONS	
3 NT	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 💙 - 🏠	1	7		Nat pre-emptive		• 6 x (under trump) = $1A + 1$ usef void	
						• 6 on trump suit = $1 \text{ A} + 1$ usef void	
	1					• If LHO interfer, X or XX is odd, "pass"	is even (DOPI)

1 – Lebenshol

- 1NT (2 / 4 artificial) Double = 8 + H (normally balanced)
- $1NT (2 \bigstar/ \bullet \text{ artificial}) 2 \diamond/ \lor/ \bigstar = 0-6 \text{ H with } 5+ \text{ cards}$
- $1NT (2 \bigstar/4 Majors) 2 \blacklozenge = natural; 2 \checkmark/4 = stop in \checkmark/4$
- $1NT (2 \bigstar / \diamond \text{ artificial}) 2NT 3 \bigstar (relay) Pass = 0.6 \text{ H with } 6+ \text{ cards } \bigstar$
- $1NT (2 \bigstar 4 \text{ artificial}) 2NT 3 \bigstar (relay) 3 \blacklozenge = 0.6 \text{ H with } 6+ \text{ cards } \blacklozenge$
- 1NT (2 / 4 artificial) 2NT 3 / (relay) 3 / 4 = 8-9 H with 5+ cards, invitational
- $1NT (2 \bigstar / \bigstar \text{ artificial}) 3 \checkmark / \bigstar = 10 + H \text{ with } 5 + \text{ cards, FG}$
- $1NT (2 \lor) Double = 7 + H with 4 cards \bigstar$
- $1NT (2 \lor) 2 \bigstar = 0.6$ H with 5+ cards; partner Pass
- $1NT (2 \lor) 2NT 3 \bigstar$ (relay)-Pass or $3 \blacklozenge = 0.6$ H with 6+ cards
- $1NT (2 \lor) 2NT 3 \bigstar = 8-9$ H with 5+ cards, invitational
- $1NT (2 \lor) 3 \blacklozenge = 10 + H \text{ with } 5 + \text{ cards, FG}$
- $1NT (2) Double = 9 + H with 4 cards \vee$
- $1NT (2\bigstar) 2NT 3\bigstar$ (relay) Pass or $3\bigstar/ = 0.8$ H with 6+ cards
- $1NT (2\bigstar) 3\bigstar/\diamond = 9 + H$ with 5+ cards
- $1NT (2 \bigstar) 3 \checkmark = 10 + H$ with 5+ 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

- $2 \vee / 2 =$ 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

- $3 \bigstar = ask \text{ to bid } \blacklozenge (to play or correct to 3 in a major, or to play 4 \bigstar)$
- 3 = stayman
- $3 \vee / 3 = 5 \text{ ou} + F1$

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^{th} 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 4th suit, 11+H, forcing game
- Double = 11+H, penalty proposal, with 4+ cards in at least one of opponent's suits

Legend : • <u>1</u>. =Opening bids • <u>2</u>. = Tick (\square) if *Artificial* • <u>3</u>. = minimum no of cards • <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
- $3 \neq 4 = 11 + H$, 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