

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 = Maj over Min is forcing
- Raise = Pre-emptive

Take out Double

- = 7⁻ LT
- X followed by suit = 1 suit 18+ HCP (4⁻ LT)

1 NT Overcall

- **2th position** ⇔ 15⁺/18 HCP

Over 1♣-♦, same auction as 1NT opening bid

Over 1♥-♠ =, exp trf to ♥-♠ is STAY + 6 in 1min

- **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⁺ cards (4⁺-4)
- 2♦ = 1 maj (6/7 cards)
- 2♥-♠ = ♥ - ♠ / 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 → *Landy*

Over Opponents Take-out Double of 1♥/♠

- Fit w/3c: 2♥/♠ = 6-8⁻; Other M= 8-10; XX= 11⁺
- Fit w/4⁺c: 3♥/♠ = 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 → 3rd/5th
- Vs NT → Attitude (1st, 2nd, 4rd)

Subsequent Leads

- Vs Suit → 3rd/5th if LHO and attitude if RHO
- Vs NT → 3rd/5th 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 (+)
Hi - x	x x, x x x x	Non interest suit - 2 nd
Low	x x x, x x x x x	Suit interest - 4 th

SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

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

COMPETITIVE DOUBLES

- Negative Double thru 4♦
- Competitive Double thru 3♠
- Support Double when RHO interferes
- Support Double when Partner interferes

SPECIAL FORCING PASS SEQUENCES

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

Convention Card

Category



Federação Portuguesa de Bridge

Fernando Pombo - Inocêncio Araújo

(1816 - 1♣)

(1088 - N♥)

NATURAL

- **Natural**
- '2/1' *GF*
- 1NT *FI*
- ♣ = 3⁺ c.
- ♦ = 3⁺ c.
- ♥, ♠ = 5⁺ 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⁺ cards 20-22 HCP or 4 to 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 ♥-♠, with lateral honor
- 4♥-♠ = Natural, PRE

OTHER BIDS THAT MAY REQUIRE DEFENSE

- Over 2♦ *Multi*, 2♥/♠ = short in ♥/♠
- 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...

1 – Lebenshol

- 1NT – (2♣/♦ artificial) – Double = 8+ H (normally balanced)
- 1NT – (2♣/♦ artificial) – 2♦/♥/♠ = 0-6 H with 5+ cards
- 1NT – (2♣/♦ Majors) – 2♦ = natural; 2♥/♠ = stop in ♥/♠
- 1NT – (2♣/♦ artificial) – 2NT – 3♣ (relay) – Pass = 0-6 H with 6+ cards ♣
- 1NT – (2♣/♦ artificial) – 2NT – 3♣ (relay) – 3♦ = 0-6 H with 6+ cards ♦
- 1NT – (2♣/♦ artificial) – 2NT – 3♣ (relay) – 3♥/♠ = 8-9 H with 5+ cards, invitational
- 1NT – (2♣/♦ artificial) – 3♥/♠ = 10+ H with 5+ cards, FG

- 1NT – (2♥) – Double = 7+ H with 4 cards ♠
- 1NT – (2♥) – 2♠ = 0-6 H with 5+ cards; partner Pass
- 1NT – (2♥) – 2NT – 3♠ (relay) – Pass or 3♦ = 0-6 H with 6+ cards
- 1NT – (2♥) – 2NT – 3♠ = 8-9 H with 5+ cards, invitational
- 1NT – (2♥) – 3♠ = 10+ H with 5+ cards, FG

- 1NT – (2♠) – Double = 9+ H with 4 cards ♥
- 1NT – (2♠) – 2NT – 3♠ (relay) – Pass or 3♦/♥ = 0-8 H with 6+ cards
- 1NT – (2♠) – 3♠/♦ = 9+ H with 5+ cards
- 1NT – (2♠) – 3♥ = 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♥/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♣ = ask to bid ♦ (to play or correct to 3 in a major, or to play 4♣)
- 3♦ = stayman
- 3♥/3♠ = 5 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
- 4th 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 : • 1. =Opening bids • 2. = Tick (☑) if *Artificial* • 3. = minimum no of cards • 4. = 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♣/♦ = 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