

João Bayam  
2874 (2♦)

Pedro Matias  
2843 (2♠)

### Opening bids

1♣ 2<sup>+</sup> c  
1♦ 4<sup>+</sup> c  
1♥ 5<sup>+</sup> c  
1♠ 5<sup>+</sup> c  
1N 15-17 hcp bal  
2♣ strong  
2♦ 5-9 hcp with 6c major  
2♥ 10-13 hcp with 6<sup>+</sup> c  
2♠ 10-13 hcp with 6<sup>+</sup> c  
2N 20-21 hcp bal  
3x preempt  
3N gambling  
4x preempt

### Special bids

2/1 game forcing  
1N forcing/1♥♠  
Bergen raises (in all positions with or without X)  
splinters limited (10-12 hcp)  
trial bids  
inverted minors  
puppet Stayman  
graduated checkback Stayman  
lebensohl/reverses + 2 weak + jump overcalls  
kickback → 0314 keycards  
Ghestem modified (min-max)  
Drury  
Smolen  
Walsh  
1m - 2♥ = 5♠ + 4♥ with 7-9 hcp  
1m - 2♠ = 5♠ + 4♥ with 10-11 hcp

### After (1x) - 1y - (P) - ?

2x = 11<sup>+</sup> hcp, with or without fit  
3x = 7-9 hcp, 4c fit  
3y = preempt  
new suit = forcing

### After (1m) - ?

2♣ natural  
2♦ ♥ + ♠  
2N Om + ♥  
3♣ Om + ♠

### After (1M) - ?

2N ♣ + ♦  
2M OM + ♣  
3♣ OM + ♦

### After (1x) - 1N - (Pass) - ?

system ON, same in balancing position

### After (1N) - ?

2nd position: multi-Landy + X = 15<sup>+</sup> hcp bal  
4th position: Landy + X = 12<sup>+</sup> hcp bal

### After (2♦ multi or 2M weak) - 2N - (Pass) - ?

3♣ = trf ♦ → p/c, 3♦ = Stayman, 3M = 5<sup>+</sup> c OM

### After (2♦ multi or 2M weak) - X - (Pass) - ?

lebensohl

### After 1m - (X) - ?

2m = fit m, 11<sup>+</sup> hcp  
2N = fit m, 0-7 hcp  
3m = fit m, 8-10 hcp

### After 1m - (suit overcall) - ?

2m = fit m, 11<sup>+</sup> hcp  
cue = fit m, 8-10 hcp  
3m = fit m, 0-7 hcp

### After 1M - (X) - ?

XX = 11<sup>+</sup> hcp without fit or 3c fit  
2♣ = 3c fit, 8-10 hcp  
2M = 3c fit, 5-7 hcp

### After 1M - (suit overcall) - ?

cue = 3<sup>+</sup> c fit, 11+ hcp  
new suit = natural F1R  
jump suit = natural NF

### After 1x - (1N) - ?

After (1x) - Pass - (1N) - ?  
Cappelletti if x=m, Bluhm if x=M

### After 1x - (jump overcall) - ?

X = takeout, 2N = lebensohl

### After 1N - (suit overcall) - ?

X = takeout, 2N = lebensohl

### After 1x - (two-suiter) - ?

cue 1 = fit x, 11<sup>+</sup> hcp  
cue 2 = fourth suit, 11<sup>+</sup> hcp  
fourth suit = natural, NF

### After 1N - (X) - ?

P = opener XX → P or 2♣ = ♣ + ♥ or 2♦ = ♦ + ♠  
XX = opener bids 2♣ → p/c  
2♣ = ♣ + ♦  
2♦ = ♦ + ♥  
2♥ = ♥ + ♠  
2♠ = ♠ + ♣

### After (2♦ multi) - ?

X 13-15 hcp bal or 18<sup>+</sup> hcp  
2M natural 13-17 hcp  
2N 16-18 hcp bal with both M defense  
3m natural 13-17 hcp  
3M natural stronger than 2M

### Competitive doubles

Negative → until 4♥  
Competitive → until 4♦  
Support → until 2♠

### After 1x - (Pass) - 1y - (suit overcall or X) - ?

X/XX = support double/redouble  
suit = natural NF

### Pass forcing sequences

1x - (suit overcall) - Pass = almost forcing  
1♥ - (1♠) - 2♠/2N - (4♠) - Pass = forcing

### Leads

1,3,5 in suit (4 if 3 is important)

### Subsequent leads

with and without interest (only if suit change, otherwise remanescant counting)

### Frequent leads

A: Ax, AKx, AKJTx  
K: AK, KQ(+), KQJ(+)  
Q: QJ(+), AQJx  
J: J10(+), Jx  
T: HJT(+), T9(+), Tx  
9: HT9(+), 9x, 98(+)

### Signalling

attitude: odd/even (first trick) + udca (rest)  
discards: odd/even  
counting: udca  
A lead + dummy singleton: preference  
A lead + dummy KQJxxx: preference

1	2	3	4	Strength	Responses	Opener's rebid
1♣		2	4♥	11-21 hcp	1N = 8-10 hcp bal, 2♣ = fit ♣ + 11+ hcp 2♦ = fit ♣ + 8-10 hcp, 3♣ = fit ♣ + 0-7 hcp	After 2♣: 2x = 14+ hcp, defends x up the line, jump suit = 14+ hcp + splinter After 2♣: 3♣ = 11-13 hcp w/o M defense, 2N = 11-13 hcp w/ M defense, 3N = 18-19 hcp bal
1♦		4	4♥	11-21 hcp	1N = 8-10 hcp bal, 2♦ = fit ♦ + 11+ hcp 3♣ = fit ♦ + 8-10 hcp, 3♦ = fit ♦ + 0-7 hcp	After 2♦: analogous to 1♣ After 2♣: 2N = 12-14 hcp bal, 3N = 18-19 hcp bal
1♥		5	4♦	11-21 hcp	2/1 = natural GF, 2♥ = 8-10 hcp 3c fit 2♠ = weak jump shift, 2N = 12+ hcp bal 4c fit 3♣ = 7-9 hcp 4c fit, 3♦ = 10-11 hcp 4c fit 3♥ = 0-6 hcp 4c fit, 3N = 13-15 hcp bal 3c fit	After 2/1: 2♥ = catch-all → 2N = asks description, 3rd suit = asks 4th suit defense After 2/1: suit = natural 15+ hcp, 2N = 15-17 hcp bal, 3N = 18-19 hcp bal After 2N: 3x = shortness 15+ hcp, 3♥ = no shortness 15+ hcp, 3N = 18-19 hcp bal After 2N: 4x = natural 15+ hcp, 4♥ = 11-14 hcp
1♠		5	4♦	11-21 hcp	analogous to 1♥ opening	analogous to 1♥ opening
1N				15-17 hcp	2♣ = Stayman	2♦ = no majors, 2♥ = 4♥ (may have 4♠), 2♠ = 4♠ (denies 4♥)
					2♦ = trf ♥	2N = max 4c, 3♥ = min 4c
					2♥ = trf ♠	2N = max 4c, 3♠ = min 4c
					2♠ = ♣ + ♦ (weak or strong)	2N = no preference
					2N = ♣ or ♦ (weak or strong)	3♣ = mandatory
					3m = 6+c with AK, AQ or KQ	opener bids 3N with remaining honour or xxx
					3M = slam try ♥	opener bids control up the line
					4♣ = Gerber	4♦ = 0/3, 4♥ = 1/4, 4♠ = 2 → 4ST=sign off
					4♦ = ♥ + ♠ just game	opener chooses major
					4M = to play	
4N = invitational to 6N	pass = decline, 6N = accept					
5N = invitational to 7N	6N = decline, 7N = accept					
2♣	☒	-	-	strong	2♦ = relay, F1R 2M = 5+c with 2 honors, F1R 3m = 6+c with 2 honors, F1R	After 2♦: 2N = 22-23 hcp → system ON After 2♦: 2♥ = natural GF or 24+ hcp → 2♠ asks → 2N = 24+ hcp, 3♥ = natural GF After 2♦: 2♠/3m = natural, GF, 3M = natural NF
2♦	☒	-	-	5-9 hcp	2M = p/c, 2N = relay F1R, 3m = natural F1R 3M = p/c, 3N = to play, 4♥ = p/c, 4♠ = to play	After 2N: 3♣ = min ♥, 3♦ = min ♠, 3♥ = max ♠, 3♠ = max ♥
2♥		6	-	10-13 hcp	2♠ = natural GF, 2N = relay F1 3♣ = natural GF, 3♦ = natural GF 3♥ = preempt, 4♥ = to play, 3♠/4m = splinter	After 2N: 3♥ = min, 3x = max with A or K in x
2♠		6	-	10-13 hcp	2N = relay GF, 3♣ = natural GF 3♦ = natural GF, 3♥ = natural GF 3♠ = preempt, 4♠ = to play, 4m/4♥ = splinter	After 2N: 3♠ = min, 3x = max with A or K in x
2ST			-	20-21 hcp	3♣ = puppet Stayman, 3♦ = trf ♥, 3♥ = trf ♠ 3♠ = trf N, 3N = 5♠ + 4♥ just game, 4♣ = Gerber 4♦ = ♥ + ♠ just game, 4M = minors + short M	After 3♣: 3♦ = 4c major → 3♥ = 4c ♠, 3♠ = 4c ♥, 3N = to play After 3♣: 3M = 5c major M After 3♣: 3N = no 4c and 5c major
3x		7	-	preempt	natural developments	
3N	☒	7	-	gambling	4♣ = p/c, 4♦ = asks singleton, 4N = asks # cards	After 4♦: 5m = 7222, 4M/4N = singleton M/Om After 4N: 5♣ = 7c, 5♦ = 8c, 5♥ = 9c, etc
4x		8	-	preempt	natural developments	

**Legend:** 1 ⇒ Opening bid    2 ⇒ Artificial if ☒    3 ⇒ Minimum number of cards    4 ⇒ Level until we play negative doubles