DEFENSIVE AND COMPETENCE DIDDENC	
DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Natural style, if M maybe 4+ cards at 1 level.	
Natural style, if M maybe 4+ cards at 1 level. Natural responses.	
Natural responses. Cue = 12^+ with fit or any FG.	
Jump cue = fit, 4 ⁺ cards support, Splinter.	
New suit = Major over minor is F1, minor over Major is NF.	
•	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-18, system on.	
10-14 on reopening if 1m opening. System on.	
10-16 on reopening if 1M opening. System on.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Modified Michael's cue-bids (note 1)	
Other jump overcalls = pre-emptive.	
Reopen: 2M after 1m = 6 ⁺ cards, 11-14 HCP	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue over RHO = natural.	
Cue on LHO suit = two suit hand.	
VS. NT (vs. Strong/Weak; Reopening; PH)	_
Multilandy: $2 = \text{Majors}$; $2 = \text{Majors}$; $2 = \text{Majors}$	+
minor; $2NT = \text{minors}$; $Dbl = 5^+ \text{m} + 4 \text{ M}$	
Landy on reopening: 2. = Majors; others=natural; Dbl=5+ m + 4 M	<u></u>
Over weak NT: Dbl= 15+ bal or any strong hand; 2.4= majors;	
2 ♦ / ♥ = transfer; 2 ♠ = Minors strong or ♣; 2NT= minors weak or	•
Reopening vs weak NT: Dbl = 5 ⁺ m + 4 M; 2. Majors;	Ť
Others = natural.	
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	_
Natural style.	_
ratural style.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	_
	_
	_
OVER OPPONENTS' TAKEOUT DOUBLE	_
1M - (DBL) » 2 = good support (8 ou +) with 3 cards	
With 4 or + cards » 2NT Jacoby (10 or +) and Mixed Raise (7-9)	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	1/3/5	1/3/5. If supported		
NT	1/2/4	suit 1/2/4		
Subsequent	1/3/5 before dummy			
	Attitude before declarer			

	LEADS			
Lead	Vs. Suit	Vs. NT		
Ace	Ax , AKx , $AKJ10x \rightarrow attitude$	$Ax, AKx, AKJx \rightarrow attitude$		
King	AK, $KQ(+)$, $KQJ(+) \rightarrow attitude$	AKJT(+), KQJ(+)→ unblock or count		
Queen	QJ (+), AQJ x \rightarrow attitude	$QJ(+)$, $AQJ(+)$, $KQTx \rightarrow attitude$		
Jack	Jx, JT (+), $HJT(+) \rightarrow attitude$	Jx, HJT(+), JT9 (+) \rightarrow attitude		
10 (T)	Tx, H T9 (+), T9 (+)	Tx , $HT9(+) \rightarrow attitude$		
9	9x	J9x, 9x, T9(+)		
Hi - lo	x x, x x x x	Suit w/out H : 2 nd (1 st if 3 ⁻ cards)		
Lo - hi	x x x, x x x x x	Suit with H : 4 th		

SIGNALS IN ORDER OF PRIORITY					
	Partner's Lead	Declarer's Lead	Discarding		
SUIT *	UDCA	Reverse count	O/E		
NT **	UDCA	Reverse count	O/E		
*	* Lavinthal, when singleton in dummy				
**	Appel de Smith				
Signals (including Trumps): on declarer played suit, UDCA.					

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural TO with standard distribution for normal hands or any for 18⁺ HCP
Standard responses

Reopening TO = 8 or + HCP.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and competitive doubles until 4♦.

	CONVENTION CARD		
CATEGORY: GREE	EN		
PLAYERS			
Eduarda Reis Piedade Branco			
FPB 2262	FPB 2149		
SY	STEM SUMMARY		
GENERAL	APPROACH AND STYLE		
2 OVER 1 GF and 1NT	F1 over M		
2♣ = Strong			
2 ♦ = Multicolor (one m	ajor, weak)		
2♥/♠ = 10-13 HCP, wit			
1NT = 15-17; 2NT = 20			
3NT = Gambling.			
SPECIAL BIDS T	THAT MAY REQUIRE DEFENSE		
Walsh over 1♣.			
Inverted minors.			
Bergen raises.			
Bergen raises. Modified Michael's cue			
Bergen raises.			
Bergen raises. Modified Michael's cue			
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Bergen raises. Modified Michael's cue			
Bergen raises. Modified Michael's cue Leaping Michael's (note			

IMPORTANT NOTES

PSYCHICS: Very unusual

Ö	F	. OF	. 7					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 &		3	4♥	Natural, 3+ cards	Walsh. Inverted minors (note 2). Reverse Flannery.	2 Way check-back over 1NT. (note 3). After 1♣ – 1M – 2M, same trials as 1M-2M	Reverse Flannery, after double and 1 ♦ overcall.	
1 ♦		3	4♥	Natural, 3+ cards	Inverted minors (note 2). Reverse Flannery.	2 Way check-back over 1NT. After 1 ♦ – 1M – 2M, same trials as 1M-2M		
1♥		5	4♦	Natural, 5+ cards	1 = 4+ A, F1; 1NT= F1; limited splinters Bergen raises. 3NT= 13-15 without doubletons.		Drury (2♣ with 3 cards and 2♠ with 4 cards support).	
1 🛦		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises. 3NT= 13-15 without doubletons.			
INT				15-17 bal, may have 5 M	2♣= Stayman (may have no majors); 2♠= Transfer to ♣; 2NT = Transfer to ♦; 3♣= Puppet Stayman; 3♠= Minors; 3♥/♠ = 3154 with singl. ♥/♠; 4♣= Gerber; 4♠= Majors; 4NT= Quantitative.	After Stayman (note 4); after transfer for Majors (note 5); after transfer for minors (note 6); after Puppet Stayman (note 7).		
2*	X			Strong (maybe not FG); 22 or + if bal, 19 or + if one suit.	$2 = 0/1 \text{ IC}; 2 = 2 \text{ IC}; 2 = 3^{+}\text{IC}, \text{ com } 5^{+} ; 2\text{NT} = 3^{+}\text{IC}, \text{ bal}; 3 = 3^{+}\text{IC}, \text{ com } 6^{+} / .$	After 2NT from opener, same as 2NT opening		
2♦	X			Multi, one Major suit, 6+ cards, weak (7-9)	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♠= ask to bid suit.			
2♥		6		10-13 HPC, 6+ cards	Ogust type after 2NT			
2 🏟		6						
2NT				20-21, may have 5M	3♣= Puppet Stayman; 3♠/♥= Transfer; 3♠= Minors; 3NT= 5♠+4♥ not forcing; 4♣= Gerber; 4♦= Majors; 4♥/♠= Slam try in ♣/♦. 4NT= Quantitative	2NT - 3 - 3 - 3 - 3 = denies 4 2NT - 3 - 3 - 3 - 3ST = 5 + 4, not forcing		
3♣		(6)7		Pre-emptive				
3♦		(6)7		Pre-emptive				
3♥		(6)7		Pre-emptive				
3♠		(6)7		Pre-emptive				
3NT				7 cards solid minor	4♣= Pass or Correct; 4♦= ask for shortness.			
4 .		8(7)		Pre-emptive				
4♦								
4♥								
4♠								
4NT	X			Minor two suit				
						HIGH LEVEL BIDDING		
						Kickback (Re: 41-30, 5NT= even KC w/ useful void, 6X= odd KC w/ void in X, 6 in trump suit= odd KC w/ void above suit); Exclusion Blackwood; if ♥ is agreed, RKCB is in 4♠ and 4NT is ♠ control; after 5NT (ask kings), responder names the first useful king; DEPO after opp overcall.		

NOTE 1 – MODIFIED MICHAEL'S CUE-BIDS

Over $1 \div : 2 \bullet = \forall + \spadesuit : 2NT = \bullet + \forall : 3 \div = \bullet + \spadesuit$

Over $1 \diamond : 2 \diamond = \lor + \diamondsuit$; $2NT = \clubsuit + \lor ; 3 \clubsuit = \clubsuit + \diamondsuit$ (weak); $3 \diamond = \clubsuit + \diamondsuit$ (strong)

Over $1 \lor : 2 \lor = ++ \Leftrightarrow : 2NT = ++ \Leftrightarrow : 3 = ++ \Leftrightarrow$

NOTE 2 – INVERTED MINORS

1m - 2m = not GF (invitational or more)

1m - o/m with jump = 8-10 HCP

1m - 3m = pre, limited to 7 HCP

NOTE 3 - TWO CHECK BACK

 $1m - 1 \neq /1M - 1NT = 12-14$ Bal

2♣ = asks to bid 2♦ - sign-off in ♦ or any invitational

2 ♦ = GF

 $1m - 1 \neq /1M - 2NT = 18-19$ Bal $(3 \triangleq =$ asks for majors)

 $3 \bullet = both$; 3M = 3 cards; 3OM = 4 cards; 3NT = w/out M

NOTE 4 – STAYMAN SEQUENCES

After $2 \diamondsuit$, $2 \diamondsuit = 5 \diamondsuit + 4 \heartsuit$, invitational

After $2 \diamondsuit$, $3 \clubsuit =$

After $2 \diamondsuit$, $3 \diamondsuit =$

After $2 \diamondsuit$, 3M = Smolen

After $2 \checkmark , 2 \blacktriangle = Invitational \text{ w/out } 4 \blacktriangle$

After $2 \checkmark$, 2NT = Invitational with $4 \blacktriangle$

After $2 \checkmark$, $3 \blacktriangle$ = Slamish in \checkmark

After $2 , 3 / = 5^+ / + 4$

After 2 , 3 = Slamish in

NOTE 5 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2♦ - 2♥ - 2♠ = 5-5 majors, invitational (NF)

 $1NT - 2 \checkmark - 2 \land - 3 \checkmark = 5-5$ majors, slamish

NOTE 6 – TRANSFER FOR MINORS SEQUENCES

1NT - 2 - 2NT = Super-accept in

1NT - 2NT - 3 = Super-accept in

NOTE 7 – AFTER PUPPET STAYMAN

1NT - 3 - 3 = 0 Denies 5 cards in a Major (but has at least one with 4)

1NT - 3 - 3 - 3 = 4 cards in \blacktriangle

1NT - 3 - 3 - 3 - 3 = 4 cards in \checkmark

1NT - 3 - 3NT = No Majors

NOTE 8 - LEAPING MICHAELS

Over $2 \Leftrightarrow : 4 \triangleq 4 + 1$ major;

Over 2 : 4 / = 4 / + 3;

Over $2 : 4 / = 4 / + \forall$;

Over $3 \div : 4 \leftarrow = +1$ major.

SPECIAL AUCTIONS IN COMPETITION

GOOD-BAD

LEBENSOHL

2NT SCRAMBLING

COLLANTE

2NT WITH 4+ CARDS SUPPORT