


<b>INTERVENTIONS</b>
REVEIL:1NT (11-14) sys off NATURAL RESPONSES Cb=F1, FITED HAND Jump RAISE=PRE
<b>1NT Overcalling</b> 15-18HCP (2 <sup>a</sup> position) System ON Responses; 11-14 (reveil) System Off Responses
<b>Oponents double 1NT opening/interv 2<sup>nd</sup></b> Swedish defence 4 <sup>th</sup> =RDBL =Short ♣
<b>2 Suit Hand</b> Leaping Michaels; Polish Bicolors; Michaels Precision <b>2 Suit Hand</b> against 2♣/2♦ <b>FG</b> or <b>Strong: touch/ no touch</b>
<b>VS NT</b> Strong:2 <sup>nd</sup> Multiland;4 <sup>th</sup> Landy Weak:2 <sup>nd</sup> and 4 <sup>th</sup> Position • Landy Dbl vs WEAK NT=15-17 sys on (2 <sup>nd</sup> ) sys off (4 <sup>th</sup> ); Dbl vs STRONG NT=4c M+ 5c m or any strong hand(2 <sup>nd</sup> )—Gladiator if strong; 11-14 sys off (4 <sup>th</sup> )
<b>VS PREMPS</b> VS 2♥>Dbl 4+♠/18+ any; Cb> bic m VS 2♦ MULTI:T/O DBL (2 <sup>nd</sup> ); 2x natural (2 <sup>nd</sup> ); PUNITIVE DBL(4 <sup>th</sup> /6 <sup>th</sup> ); 2♠(4 <sup>th</sup> ) 4+c; 3NT> bic m VS 3 PRE EMP Dbl>7+c in Major; Cb> any bicolor
<b>OVER OPONENT DOUBLES</b> 1m> fit:11+ 2NT; 8-10 2m; 5-7 3m; no fit:11+ XX. 1M> fit 3c:11+ 2NT; 8-10 2♣; 5-7 3M; no fit:11+ XX 1M> fit 4c:11+ Cb/2NT; 8-10 ♦; 5-7 3M New Suit=F1 RDBL=(10)11+HCP
<b>DOUBLES</b> COMP/RESP THRU 4♦; NEG THRU 4♥; SUPPORT DBL/RDBL 2♠; OPT OVER 4♠ OR PLUS T/O: NATURAL, OPENING VALUES; 9+HCP REOPENING; NATURAL RESPONSES; Cb=F1

<b>SIGNALS and LEADS</b>			
<b>Leads</b>			
<ul style="list-style-type: none"> <li>•1,3,5 Vs Suit with exceptions (10 PROMISING). Same in Partner's Suit with exceptions (MUD)</li> <li>• 1,2,4 Vs NT with exceptions (10 PROMISING)</li> <li>• Any Vs Slams</li> </ul>			
<b>Subsequent Attacks</b>			
•1,3,5 through Dummy /attitude after Dummy (10 PROMISING HJ10, H109).			
<b>Frequent Leads:</b>			
Lead	Suit	NT [A.Q>attitude]	
Ace	AKJ10(+); AKx	AKx(+);AKJx	
King	AK; KQ; KQ (J/10)x(+)	AKJ10(+); KQ(J/10)x(+) <i>P. unlock/ counting</i>	
Queen	QJ;QJx(+)	QJ9(+);AQJx(+);KQx(+);KQ10x	
Jack	J10; J10x(+)	J10x(+)	
T	109x(+);	HJ10x(+);H109x(+);109	
9	9x;98x(+)	109xx(S)	
Hi-X	Sx; HxS; HxSx	Sx; HxS; HxxS	
Lo-x	xxxxS; xxS	xSxx; Sxx	
<b>SIGNALS</b>			
	Partner Lead	Declarer's Lead	Discarding
<b>Suit: 1st</b>	H=ENC; L=DISC+S/P	Couting	O=ENC; E=DISC+S/P
<b>2<sup>nd</sup></b>	H=ENC; L=DISC+S/P		O=ENC; E=DISC+S/P
<b>3<sup>rd</sup></b>	H=ENC; L=DISC+S/P		O=ENC; E=DISC+S/P
<b>NT: 1st</b>	O=ENC; E=DISC+S/P		O=ENC; E=DISC+S/P
<b>2<sup>nd</sup></b>	O=ENC; E=DISC+S/P		O=ENC; E=DISC+S/P
<b>3<sup>rd</sup></b>	O=ENC; E=DISC+S/P		O=ENC; E=DISC+S/P

<b>Conventions Card</b>	
	<b>Portugal</b>
<b>Teresa Kay – Paulo Cruz</b> FPB 2075                      FPB 2467	
<b>BASIC SYSTEM</b>	
Natural - '2/1' Game Forcing    1NT F1	
<ul style="list-style-type: none"> <li>• ♥,♠ &gt; 5<sup>c</sup>.    • ♦ &gt; (3-4)<sup>c</sup>.    • ♣ &gt; 3<sup>c</sup> c.</li> <li>• 1NT 15/17    • 2♣ &gt; FG or Semi forcing in 1 major</li> <li>• 2♦ &gt; Multicolor    • 2♥/♠ &gt; Bicolor 5-10H</li> <li>• 2NT &gt; 20/21    • 3NT Gambling</li> </ul>	
<b>SPECIAL BIDS</b>	
CACHALOT    SPUTNIK    TRUSCOTT BERGEN RKCB    BW EXCLUSION    SPLINTERS    WALSH DOPI/ROPI    4 <sup>TH</sup> SUIT FG    3 <sup>TH</sup> SUIT F1/FG MINORWOODW (1 <sup>o</sup> step= unwilling slam except over 2NT opening)    LEAPING MICHAELS GERBER    GLADIATOR    MIXED RAISE LEBENS OHL    PUPPETSTAYMAN    SMOLEN DRURY    POLISH BICOLORS    MICHAELS PRECISION CHECK-BACK (TWO-WAY)    CB (over rebid in 2NT) PSYCHICS: RARE	
<b>COMPETITIVE AUCTION SUIT INTERVENTION</b>	
OVER m (no Major 4+)> 4c fit 10-11 2NT; 11+: Cb; <10 support m; 5/6c support m with jump/ double jump OVER M> fit 11+:Cb [exc: 1♥-(1♠)-2NT]; fit 3c 4-10 support M fit 4c:10-11 2NT; 4-6 jump support M; 7-9 Mixed Raise OVER M> no fit: 10+ bid suit F1; 8+ X	
TRIAL BID = COMPLEMENT:1 <sup>o</sup> step – Q or doubleton; 2 <sup>o</sup> step –K or singleton; 3 <sup>o</sup> step – A or void	

Legend : • 1. > Opening • 2. > Marked (✓) if *Artificial* • 3. > Minimum number of cards • 4. > Competitive Doubles up to...

<u>1.</u>	<u>2.</u>	<u>3.</u>	<u>4.</u>	DESCRIPTION	RESPONSES * <i>Naturals, except :</i>	REBIDS	Changes for <i>Passed Hand</i>
1♣		3	4♥	11+/20 H	• Inverted Minors • 1m--2M (weak)	After 1♣-1♦-1NT>balanced hand (possible 4 c Major)	
1♦		3	4♥	11+/20 H	• Checkback Two-way	• After 1♣-1♦-1♥/♠ > Natural and unbalanced hand	Catch all
1♥		5	4♦	(9) 11+/20 H	• 1 NT > 3/12- • '2/1' > <i>Gf</i> • Bergen Raises	• 2 NT it's <i>catch-all</i>	• 2♣ > <i>Drury</i> -3+ c
					• 2 NT > 4+ tr. support 11+	• Over 2NT (Bergen/Jacobi):3x> sing; 4x> 5-5 Bic;	• 2♥ > 5-9 H 3+ c.
					• 3 NT > 3+ tr. 15-17	3♥> 17+ 1 sing indeterminate; 3NT > 17+ No sing	• 2NT > Minors 4-9+
					• 2♠ > 5-8H 6+ C	• 3 NT > 17+ No sing	• 3♣ or 3♦ > Bergen
1♠		5	4♦	(9) 11+/20 H	Same as 1♥		
1 NT		-	-	15/17 H; ± Bal (15/17) in 4th	• 2♣ > Stayman (Don't promise 4 card Major)	• after Sty 2♦: 2♥/2♠ > Nat; 3♦>sing M;	
					• 2♦/♥ > Transfer	4♦/♥> 4♥/♠ 6c + 4c♠/♥; 3♣ > Ask minors distribu;	
					• 4ST > quantitativo	• after Sty: 2♥/♠--3♥/♠ > slam try in ♥/♠	
1NT reveal				12-14, SYS OFF	• 3♠/3♥ > slam try	• after transfer 4c: 3♥/♠ > minim; 2NT> Max 4-3-3-3; 4x> Max Doubleton	
					• 3♣/♦ > 5/4 or 4/5m 9H+ sing M	• after 3♣/♦: 3♥/♠ > ask sing	
					• 2♠ → bicolour ♣/♦		
					• 2NT → ♦/♣ (strong/ weak)		
					• 4♣ > Gerber bw ♣		
					• 4♦ bicolour ♥/♠ (8H+)		
2♣				FG/ semi-forcing in a major suit [5 losers or less]	• 2♦ > relais • 2x > suit 5+ with 2 top fig	2♣--- (2 any suit) --- X→ 0-1 IC; P→ 2 IC	
					• 2NT > 10+ no suit 5+ with 2 top fig	2♣--- (X)--- XX→ 0-1 IC; P→ 2 IC	
						• after 2♦ opener rebid in 3♥/♠ > 5 losers	
2♦				Weak 6+♥/♠ or 22/23 NT [puppet stayman] If auction begins 3NT [Stayman]	• 2NT > Ask description		
					• 3♠ > Natural & Forcing		
					• 3m > Natural & Forcing		
					• 3♥ > Pass or Correct • 3NT > To Play		
					• 4♥/♠ > To Play		
					• 4♣ > Bid suit in transfer • 4♦ > Bid suit		
2♥		5+		Bicolor 5+♥/4+any suit	• 2NT > Ask description.		
2♠		5+		Bicolor 5+♠/4+minor	• 3♦ > slam try opening suit		
2 NT				20-21H	Puppet sty; 3NT> 5♠+4♥; 3♠ > sty for minors; 4♦ Bic ♥/♠; 4♥/♠ > slam try ♦/♣→ 4NT> To Play	• after Puppet Sty 3♦: 4m (Minorwood) > if fit jump 4NT	
3NT				Gambling 7cards in 1 minor	4♦ > Ask singleton or void		
3♥/3♠		6+	-	Pre emp			
3♣/3♦		6+	-	Pre emp			
4♣/4♦		6+	-	Pre emp			
4♥/4♠		7+	-	Pre emp			
4NT		10	-	Bicolor minor			