

COMPETITIVE BIDDING

Overcalls

- Natural; 5⁺ cards = 8-16 HD (6 to 8 LT's)

Responses

- Cue bid = F1, 11+ HCP and fit
- New Suit = F1 if Maj
- Raise = PRE

Take out Double

- May be lower than opening values
- DBL followed by suit = 1-suiter 17+ HD
- DBL followed by 2NT = 18-19 HCP**

1NT Overcall

- 2nd position ⇒ 15⁺/17 HCP, system ON
- 4th position ⇒ 10/14 HCP, system ON

Jump overcall ⇒ PRE

2-suiters:

Unusual NT ⇒ 2-suiter, lowest suits
 Cue Bib ⇒ higher major and lower minor
 3 clubs ⇒ 2 top suits

Overcall over 1NT → Cappelletti

- 2♣ = unknown 1-suiter
- 2♦ = both Maj's (5/4⁺ cards)
- 2♥/♠ = ♥/♠ and min (5/5⁺ cards)
- DBL = penalty (2nd ⇒ 16⁺; 4th ⇒ 12⁺)

Over OPPT Take-out Double of 1-suit

- RDBL = 11+ HCP, no fit or 3 cards fit
- Fit w/ 3 cards (4+ if min): 2-support = 6-10 HCP
- Fit w/ 4⁺ cards: 3-support = 0-6 HCP
- SPL w/ 4⁺ cards fit

LEADS AND SIGNALS

OPENING LEADS

- Vs Suit → 1st/3rd/5th
- Vs NT → 4th, top of inner sequence

Subsequent Leads

- Same

SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

	Declarer's lead	Partner's lead	Discarding
NT or Suit	Counting *	Odd ENCRG Even S/P	Odd ENCRG Even S/P
	* Counting: hi/low = Even nr of cards		

DOUBLES

- Take-out DBL thru 4♥
- Negative DBL thru 4♦
- COMP DBL thru 3♠
- Support DBL / RDBL when RHO interferes

OTHER

- 1/1 = F1, by RESP or OPN (unless initial pass)
- 2/1 = F1 by RESP
- 4th suit = GF
- KCB if suit agreed or repeated:
 5 keys + trump Q
 Answers: 30 / 41 / 2 no Q / 2 + Q

Conventions Card

Category



Federação
Portuguesa
de Bridge

José Mata - José Martins

2212

2182

NATURAL

- 1♣ = 2⁺ cards
- 1♦ = 4⁺ cards
- 1♥, 1♠ = 5⁺ cards
- 1NT = 15-17 HCP, BAL, no 5 cards Maj

SPECIAL OPENING BIDS THAT MAY REQUIRE DEFENSE

- Aggressive 1x openings:
 Rule of 20 in 1st/2nd position
 Rule of 15 in 3rd/4th position
- 2♣ = strong, not necessarily GF
- 2♦/♥/♠ = weak, 6 cards, 6-10 HCP
- 2NT = 20-22 HCP BAL
- 3/ 4-suit = Natural, PRE

PSYCHICS

- Rarely, never opening bid

SLAM APPROACH

- Suit control (1st order control first), after fit declaration in a GF situation
- 4NT = BW / KCB → 30 / 41 / 2 no Q / 2 + Q
- 4♣ over 1NT opening = BW → 0/4, 1, 2, 3
 In any case, if RHO interferes → DOPI:
 X is (3/0), "pass" is (4/1), int., 2

• BAL = Balanced • BW = Blackwood • COMP = Competitive • DBL = Double • DISCG = Discourage (ing) • ENCRG = Encourage (ing) • F1 = Forcing 1 round
 • GF = Game forcing • HCP = High Card Points • HD = HCP + Distribution • KCB = Keycard Blackwood • Maj = Major • min = Minor • NF = Not forcing • OPN = Opener
 • OPPT = Opponent(s) • PRE = Pre-emptive • RDBL = Redouble • RESP = Responder • RHO = The opponent on your right • S/P = Suit preference • SPL = Splinter • WJS = Weak jump shift

<u>1.</u>	<u>2.</u>	<u>3.</u>	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	With passed hands
1♣		2	Natural, 12+ HCP, 2+ ♣ Rule of 20 in 1st / 2nd Rule of 15 in 3rd / 4th	1x = F1, natural, 6+ HCP 1NT / 2NT / 3NT = 8-10 / 11-12 / 13+ H, no 4-cards Maj 2♣ / 3(4)♣ = INVERTED MINORS 2♥ / 2♠ = weak = WJS	1min - 1x, 1NT=12-14 HCP BAL / 2NT=18-19 HCP B 1min - 1(♥/♠) - 1NT - 2OTHERmin = NMF, responses: Raise=3+ in Maj, 2NT=guard in that min, 3min = 5+ cards in min	
1♦		4	Natural, 12+ HCP, 4+ ♦ Rule of 20 in 1st / 2nd Rule of 15 in 3rd / 4th	1x = F1, natural, 6+ HCP 1NT / 2NT / 3NT = 6-10 / 11-12 / 13+ H, no 4-cards Maj 2♦ / 3(4)♦ = INVERTED MINORS 2♥ / 2♠ = weak = WJS	Rebids to INVERTED MINOR: 2NT/3NT =both Maj's guarded, 14-/14+H Suit JUMP = SPL, GF 2Maj =guard in OTHER Maj, 14-H OTHER min = 14+ H, guard in ONE Maj only	
1♥		5	12+ HCP, 5+ ♥ Rule of 20 in 1st / 2nd Rule of 15 in 3rd / 4th	1♠ / 2♣ / 2♦ = F1, natural, 6+ (10+ level 2) HCP 1NT = 6-10 HCP, no fit 2♥ = 3 cards fit, 6-9 HD 2NT = JACOBY: 4+cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♥ = BERGEN: 4 cards fit, 8-10 / 10-12 / 0-8 HD 2♠ = weak = WJS (WEAK JUMP SHIFT) 3♠ / 4♣ / 4♦ = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared	Rebids after a JACOBY 2NT response: • 3-suit = singleton / void • 3-raise = maximum opn, no shortness, good suit • 3NT = maximum opn, no shortness, bad suit • 4-raise = not maximum, no shortness • 4-suit = good 5 cards secondary suit (therefore shortness	
1♠		5	12+ HCP, 5+ ♠ Rule of 20 in 1st / 2nd Rule of 15 in 3rd / 4th	2♣ / 2♦ / 2♥ = F1, natural, 10+ HCP 1NT = 6-10 HCP, no fit 2♠ = 3 cards fit, 6-9 HD 2NT = JACOBY: 4+cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♠ = BERGEN: 4 cards fit, 8-10 / 10-12 / 0-8 HD 3♥ = weak = WJS 4-suit = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared	(=)	
1NT		2	15-17 HCP BAL	If RHO overcall → DBL = penalty 2♣ = STAYMAN (with AT LEAST one Maj) 2♦ / 2♥ = TRANSFERS to ♥/♠ 2♠/3♣ = TRANSFERS to ♣/♦ 2NT = invitational w/ 8-9 HCP 3♦ = NATURAL. invitational 4♦ / 4♥ = GF, TEXAS (transfer to next suit) 4♣ = Answers: 4/0, 1, 2, 3 4NT = Quantitative, invitational w/ 15-16 HCP	Rebids to STAYMAN: 2♦ = no Maj w/ 4-cards 2♥ = 4 cards, may also have 4 cards in ♠ 2♠ = 4 cards, 2 or 3 cards in ♥ After STAYMAN and rebid 2♦: NATURAL & weak if 2-level Maj (2♥/2♠) NATURAL & invitational if 2NT / 3♣ / 3♦ SMOLEN, GF, if Maj at level 3: 1NT - 2♣, 2♦ - 3♥ = 5 ♠ + 4 ♥ 1NT - 2♣, 2♦ - 3♠ = 5 ♥ + 4 ♠	
2♣	☒	Any	Strong, GF, 4 losers or If balanced hand, 23/24 H	2♦ = relay; 2 NT = 8 HCP or 2 Kings; 3 clubs = ace of clubs; 3 diamonds = ace of diamonds; 2 hearts = ace of harts; 2 spades = ace of spades; 3 hearts = 2 aces of the same color; 3 spades = 2 major ou minor aces, 3NT= 2 aces, 1 major and 1 minor, different colors; 4 in a suit: the other 3 aces		
2♦		6+	Weak, 6 cards 6-10 HPC	2NT = relay, F1; Raise = PRE; Other = natural, NF		
2♥		6+	Weak, 6 ♥, 6-10 HCP	2NT = relay, F1		
2♠		6+	Weak, 6 ♠, 6-10 HCP	Raise = PRE Other = natural, NF		
2NT		2	20-22 HCP BAL, may have 5-cards Maj If RHO DBL (or intervenes in 3♣) → SYSTEM ON (DBL = STAYMAN) If RHO overcall → DBL = penalty	If RHO overcall → DBL = penalty 3♣ = PUPPET STAYMAN, GF, at least one 4 cards Maj 3♦/3♥ = TRANSFERS to ♥/♠ 3♠ = 5cards in ♠ +4 cards in ♥, GF 4♣/4♦ = Natural, GF 4NT = BW → 30/41/2 5NT = Quantitative, INV w/ 10-11 H	Rebids to 3♣ PUPPET STAYMAN: 3♦ = one or both Maj w/ 4 cards 3♥ / 3♠ = 5 cards 3NT = no long Maj After 3♣ PUPPET STAYMAN and 3♦ rebid: 3♥ / 3♠ = 4-cards in OTHER Maj 3NT = BOTH Maj w/ 4-cards	
3-suit 3NT		7	PRE PRE in ♣/♦ (AKQxxxx, no side entry)	New suit = natural, GF 4♣ = STOP in OPN's suit Any other = natural, GF		
4-suit		8	PRE	New suit = natural		