

CONVENTIONS CARD

Category:



Federação Portuguesa de Bridge

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NATURAL

1♣ = 3+ cards 1♦ = 3+ cards (3 cards only if 4432)
 1♥ / 1♠ = 5+ cards 1NT = 15-17 H, BAL, in principle no 5 cards Maj

SPECIAL OPENING BIDS THAT MAY REQUIRE DEFENSE

Aggressive 1-suit opn's:
 Rule of 20 in any position
 Rule of 15 in 3rd/4th position

2♣ = MULTICOLOR (3 cases, see next page)
 2♦ = 2-suiter ♥+other, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)
 2♥ = 2-suiter ♠+min, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs) F2s
 2♠ = 2-suiter min's, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)
 2NT = 20-22 H BAL, may have 5-cards Maj
 3NT = PRE in ♣ or ♦
 3/4-suit = Natural, PRE

SLAM APPROACH

Suit control (1st order control first), after fit declaration in a GF situation
 4NT = BW (4 A's → 30/41/2) / RKC (5 keys → 30/41/2 no trump Q/2+trump Q)
 4♣ over 1NT PTNR opn or intervention = GERBER (4 A's → 30 / 41 / 2)
 For BW, RKC or GERBER, if RHO interferes → DOPI / ROPI:
 DBL/RDBL is 0 (or 3), PASS is 1 (or 4), next suit is 2
 3♠ / 3NT over BERGEN support = TURBO-MATHE = asks for 2 keys

OTHER

1/1 = F1, by RESP or OPN (unless initial pass)
 2/1 = F1 (but NF if RHO DBL or overcall) 4th suit = GF
 WJS (Weak Jump Shift)
 Over 1min opn ⇒ INVERTED MINORS + NEW MINOR FORCING
 Over 1Maj opn ⇒ BERGEN + JACOBY 2NT + SPL
 Over a Maj single raise ⇒ 3-WAY GAME TRIES
 Over 1NT opn ⇒ STAYMAN + JACOBY transfers + 2♠ transfers to min's + SMOLEN
 Over 2NT opn ⇒ PUPPET STAYMAN + Transfers to Maj
 CAPPELLETTI - PORTUGUESE 2-SUITERS - ADAPTABLE TRANSFERS - SKUULL (see COMPETITIVE BIDDING)

PSYCHICS

Rarely

COMPETITIVE BIDDING

Take-out DBL
 May be lower than opn (8+ H if balancing)
 DBL followed by suit = 1-suiter, 17+ HD
 DBL followed by NT = BAL, guard(s), 18+ H

Responses to Take-out DBL
 Suit without jump = natural, 0-9 H
 Suit jump = natural, 8+ H with 5 cards, 10+ H with 4 cards
 1NT = 8+ H, guard
 CueBid = INV or better

If RHO bids in support
 DBL = Responsive
 Suit = NF, natural, positive hand
 NT = Guard, NF CueBid = F1

If RHO bids a different suit or NT
 DBL = Penalty
 Suit = NF, natural, positive hand
 NT = Guards, NF CueBid = F1

Overcall in a suit
 Natural, 5+ cards, 8-16 HD (6-8 LT's)

Responses to Overcalls by Partner
 Raise = PRE New Suit = natural, NF if above level 1
 NT = natural, 1NT=6-9 H, 2NT=11-12 H + guard
 CueBid = F1 (normally 11+ H, presumably fit)
 New suit SINGLE jump (also cuebidding) = SPL, 4+ cards fit, GF if Maj fit
 DBL (if RHO intervenes) = NEGATIVE thru 4♦

1NT Overcall
 1NT opn + guard in 2nd, 11-14 H in 4th

Responses to 1NT Overcall
 System ON (like over 1NT opn)

Overall over 1NT → CAPPELLETTI

2♣ = unknown 1-suiter	2nd or 4th position (even if passed hand)
2♦ = both Maj's	
2♥/2♠ = ♥/♠ + min 2-suiter	
2NT = both min's	
3/4-suit = natural, 7+ cards, NF	
3NT / 4NT = 6/6+ in Maj's / min's	
DBL = penalty (2nd ⇒ 16+ H; 4th ⇒ 12+ H)	
→ System ON for responses (like over 1NT opn)	

Jump overcall ⇒ PRE

2-suiters interventions → PORTUGUESE 2-SUITERS

2NT ⇒ 2 suits immediately above OPPT opn
 CueBid ⇒ suit immediately below OPPT opn + one of other two
 In either case: 5+/5+, 6-10 H (7- LTs) or 13+ H (5- LTs)

Partner's 1NT opn → Reaction to RHO intervention ADAPTABLE TRANSFERS

2NT = natural, INV, guard
 DBL over 2♣ = STAYMAN DBL over any other bid = penalty
 Suit WITHOUT jump = TRANSFER to next suit
 If next suit is "available" = real transfer (5+ cards)
 If next suit is "not available" (i.e., declared by OPPT):
 If Maj suit(s) available = STAYMAN (4 cards Maj)
 If Maj suits NOT available = requests guards in Maj's
 Suit JUMP = Natural, strong, GF

Partner's 1-suit opn → Reaction to RHO overcall

Support = enough fit, NF
 DBL = NEGATIVE thru 4♦ overcall
 NT = natural, 1NT=6-9 H, 2NT=11-12 H + guard
 CueBid = F1, exploratory, may have fit or not
 New suit, without jump = 5+ cards, NF, misfit if above level 1
 New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit

Partner's 1-suit opn → Reaction to RHO Take-out DBL

1-suit = natural, 6-11 H, F1 2-suit = natural, 9+ H, NF
 1NT = 8-10 H, no fit, guard OPPT Maj, NF (8+ H w/ 6 cards)
 New suit SINGLE jump = SPL, 4+ cards fit, GF if Maj fit

Over 1Maj opn:

Support (any level) = fit, NF
 RDBL = 11+ H, no fit
 2NT = fit, INV or better (JORDAN-TRUSCOTT)

Over 1min opn:

Support (any level) = enough fit, NF
 RDBL = 11+ H, may have fit
 2NT = 11+ H BAL, enough fit, INV (to NT or suit) or better

Partner's 1-suit opn → Reaction to RHO 2-suiters interv. → SKUULL

DBL = penalty over (at least one) OPPT suit
 NT = natural, guard(s), INV / proposal
 Support = fit, NF
 Own suit without jump = natural, 5+ cards, NF
 New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit
 SK=single CueBid (if RHO identified ONE suit only) = misfit, 2-suiter in other 2 suits, strong, F1 OR good hand w/ fit, INV (or better)
 UU CueBid=Upper-Upper = pointing to higher suit of "our" 2-suiter
 LL CueBid=Lower-Lower = pointing to lower suit of "our" 2-suiter
 If UU or LL: If pointing to Partner's suit = F1, fit, INV (or better)
 If pointing to own suit = strong, 5+ cards, almost GF

DOUBLES

		Exs.:
1st bid	Take-out DBL – thru 4♥	4♥ X
	Protective DBL – Take-out DBL in balancing position: 8+ H – thru 4♥	X 4♥ - -
by RESP	Negative DBL – thru 4♦	1x 4♦ X
	Responsive DBL – thru OPPT bid allowing OPN's bid BELOW game in one of our suits	X 1x X/suit nx
by OPN	Support DBL/RDBL = 3 cards fit, if RHO interferes over Partner's response – thru 3♥	1x - 1y 3♥/X X/XX
	Reopening DBL – allowing response in opn at level 2	1x <2x - - X
by any	Competitive DBL – thru 3♠	

LEADS AND SIGNALS

OPENING & SUBSEQUENT LEADS (new suits)

Vs Suit → 1st/3rd/5th, 2nd if 3+ spots (MUD)
 Vs NT → 1st/3rd/5th, top of inner sequence, 2nd if 3 or 4 spots (MUD)

LEADS

Leads	Vs Suit	Vs NT
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
King	AK, KQ(+), KQJ(+)	AKJT(+), KQJ(+)
Queen	QJ(+), Qx	QJ(+), AQJ(+)
Jack	J10(+), J x	J x, J10(+), AJ10(+), KJ10(+)
10	10x, 109(+)	10x, 109(+), A109(+), K109(+)
X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xxxX

SIGNALS

	Declarer's lead	Partner's lead	Discarding
NT or Suit	Counting (hi/low = even)	Odd ENCRG Even Suit Pref.	Odd ENCRG Even Suit Pref.

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1.	2.	3.	DESCRIPTION	RESPONSES	Exceptions	SUBSEQUENT ACTION	W/ passed hands
1♣		3	Natural, 3+ ♣	1-suit = F1, natural, 6+ H 1NT / 2NT / 3NT = 8-10 / 11-12 / 13+ H, no 4-cards Maj 2♣ / 3(4) ♣ = INVERTED MINORS 2♦ = CRISS-CROSS 2♥ / 2♠ = WJS (WEAK JUMP SHIFT)	If OPPT bid or double, before or over PTNR: WJS are OFF (either 1min or 1Maj) BERGEN and JACOBY 2NT are OFF (1Maj) INVERTED MINORS are OFF (1min) New suit SINGLE jump = SPL, 4+ fit, GF if Maj	1min - 1(x), 1NT = 12-14 H BAL / 2NT = 18-19 H BAL 1min - 1(♥♠), 1NT - 2 OTHER min = NMF (NEW MINOR FORCING) NMF = 5 cards Maj 10+ H INV or GF hand – Responses (by priority): 2/3 Maj Raise: 3 cards fit, minimum/maximum; 3min: 5+ cards min; 2NT: guard	
1♦		3	Natural, 3+ ♦	1-suit = F1, natural, 6+ H 2♣ = F1, natural, 10+ H 1NT / 2NT / 3NT = 6-10 / 11-12 / 13+ H, no 4-cards Maj 2♦ / 3(4)♦ = INVERTED MINORS 3♣ = CRISS-CROSS 2♥ / 2♠ = WJS (WEAK JUMP SHIFT)		Rebids to INVERTED MINOR: 2NT / 3NT = both Maj's guarded, 14- / 14+ H Suit JUMP = SPL, GF 2Maj = guard in OTHER Maj, 14- H 4♦ ov. 1♣-2♣, 4♥ ov. 1♦-2♦: OTHER min = 14+ H, guard in ONE Maj only REDWOOD (30 / 41 / 22) CRISS-CROSS: 1♦-3♣ / 1♣-2♦ = fit, no 4 cards Maj, 10-12 H in min's	
1♥		5	Natural, 5+ ♥	1♠ / 2♣ / 2♦ = F1, natural, 6+ (10+ level 2) H 1NT = 6-10 H, no fit 2♥ = 3 cards fit, 6-9H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♥ = BERGEN support: 4 cards fit, 8-10 / 10-12 / 0-8 HD 2♠ = weak = WJS 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 second suit (shortness in one of the unbid suits) But: 1♥ - 2NT; 4♠ = 17+ HD, 6♥s + 4♠'s	
1♠		5	Natural, 5+ ♠	2♣ / 2♦ / 2♥ = F1, natural, 10+ H 1NT = 6-10 H, no fit 2♠ = 3 cards fit, 6-9 H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♠ = BERGEN support: 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		3-WAY GAME TRIES – over a Maj single raise: • 3Maj = either INV w/ bad trumps, or PRE • 3 new suit = 10+ cards 2-suiter, concentrated H (if Maj=♥, 2NT = 6+4 in ♥+♠) • Bid immediately above (2♣ ov. 2♥, 2NT ov. 2♠): If minimum, bid 3Maj - If maximum, bid game If intermediate, which suit you wouldn't like a shortness in my hand ? (if Maj=♥, ♠ = 2NT)	EXCEPTIONS: If Maj=♥ statements in NT declared in NT
1NT		2	15-17 H BAL, no 5 cards Maj If RHO DBL → SYSTEM ON If RHO overcall → DBL = penalty NB: System ON for responses after: DBL over OPPT 1NT ~ 1NT opn + 2NT over Weak-2 ~ 1NT opn +	2♣ = STAYMAN (AT LEAST ONE 4 cards Maj) 2♦ / 2♥ = TRANSFERS to ♥ / ♠, 5+ cards 2♠ = TRANSFER to ♣ or ♦, 6+ cards 2NT = INV, 8-9 H 3♣ / 3♦ = natural, 6+ cards with 2 great honours, INV 4♦ / 4♥ = TRANSFERS to ♥ / ♠, 6+ cards 4♣ = BW (GERBER), Answers 30 / 41 / 2 4NT = Quantitative, INV w/ 15-16 H	Rebids to STAYMAN: 2♦ = no Maj w/ 4-cards 2♥ = 4 cards, may also have 4 ♠ 2♠ = 4 cards, 2 or 3 cards in ♥ After STAYMAN and rebid 2♦, RESP may bid: PASS / 2♥ / 2♠ = NATURAL & weak 2NT / 3♣ / 3♦ = NATURAL & INV Maj at level 3 = SMOLEN, GF, 5+4 in Maj's: 1NT - 2♣, 2♦ - 3♥ = 5 ♠ + 4 ♥ 1NT - 2♣, 2♦ - 3♠ = 5 ♥ + 4 ♠	After a TRANSFER to Maj: OPN: Economic correction RESP: New suit w/out jump = F1, nat Jump suit = GF, SPL, 6 cards After a 2♠ TRANSFER, OPN bids: 3♣ to STOP in RESP min 2NT = relay, interested: RESP bids: ♣ or ♦ (long suit) to quit, ♥ or ♠ (values), interesting hand	
2♣	☑	Depends	MULTICOLOR: (A) 6 cards in a Maj, 6-10 H, or (B) BAL 23+ H, or (C) Strong 1-suiter (1 trick below game)	2♦ = F1, relay n♥ / n♠ = NF, prefers other Maj	Over 2♦ relay: 2♥ / 2♠ = weak 2 in Maj 2NT = BAL, 23+ H 3 suit = strong 1-suiter, in TRANSFER to next suit, partner responds RKC Over n♥ / n♠ responses: PASS = weak 2 in Maj declared Min. correction to other Maj = weak 2 nNT = BAL, 23+ H Other = strong 1-suiter, in TRANSFER if 2♥/2♠ (RKC responses), but natural if above	Over a 2NT first rebid, next responses are like after a 2NT opn bid	
2♦		5/5	2-suiter ♥+other, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	2♥ = NF, weak, to play 2♠ = NF, weak, "not ♥, partner" 2NT = F1, relay, requesting identification of 2nd suit & strength Other = NF, natural	Over 2♥, OPN continues only if hand is strong, bidding 2nd suit (2♠/3♣/3♦ = INV) Over 2♠: PASS/3♣/3♦ = 2nd suit, weak hand - 3♣/4♣/4♦ = 2nd suit, strong hand, INV Over 2NT: 3♣/3♦/3♥ = 2nd suit, weak hand (3♥ = ♠) - 3♣/4♣/4♦ = 2nd suit, strong hand, INV		
2♥		5/5	2-suiter ♠+min, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	2♠ = NF, weak, to play 3♣ = NF, weak, "not ♠, partner" 2NT = F1, relay, requesting identification of 2nd suit & strength Other = NF, natural	Over 2♠, OPN continues only if hand is strong, bidding 2nd suit (3♣/3♦ = INV) Over 3♣, OPN passes or corrects if weak hand, bids 4♣/4♦ (= INV) if strong hand Over 2NT, OPN identifies 2nd suit: 3♣/3♦ if weak hand, 4♣/4♦ if strong hand		
2♠		5/5	2-suiter min's, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	n♣ / n♦ = NF, to play (INV if n=4) 2NT = F1, relay, requesting identification of strength & shortness Other = NF, natural	Over n♣/n♦, OPN continues bidding only if hand is strong Over 2NT: 3♣ = weak hand – RESP passes or corrects to ♦ 3♥ / 3♠ = strong hand, shortness in declared suit		
2NT		2	20-22 H BAL, may have 5-cards Maj If RHO DBL (or intervenes in 3♣) → SYSTEM ON (DBL = P.ST.) If RHO overcall → DBL = penalty	3♣ = PUPPET STAYMAN, GF, MAY have 4 cards Maj 3♦ / 3♥ = TRANSFERS to ♥/♠ 3♠ = 5 cards 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♥ = NOT 4-cards in ♥ 3♠ = 4-cards in ♥, NOT 4-cards in ♠ 3NT = BOTH Maj w/ 4-cards	
3-suit		7	PRE, natural	New suit = natural, GF			
3NT	☑	7	PRE in ♣ or ♦ (AKQxxxx, no side entry)	4♣ = STOP in OPN's suit Any other = natural, GF			
4-suit		7	PRE, natural	New suit = natural, GF			