

## COMPETITIVE BIDDING

### Overcalls

- Natural; 5<sup>+</sup> c. = 8-16 HD (6 to 8 LT's)

### Responses

- Cue bid = w/ fit 11+ HCP
- New Suit = F1 if Maj
- Raise = PRE

### Take out Double

- May be lower than opening values
- DBL followed by suit = 1-suiter 17+ HD

### 1 NT Overcall

- 2nd position ⇨ 15+/18 HCP, system ON
- 4th position ⇨ 10/14 HCP, system ON

### Jump overcall ⇨ PRE

### 2-suiters:

Unusual NT ⇨ 2-suiter, lowest suits

Michaels ⇨ 1♣-2♦, 1♦-2♠ = Maj's

⇨ 1♥/♠-2♥/♠ = other Maj and min

### Overcall over 1NT → *Cappelletti*

- 2♣ ⇨ weak unicolor – forced answer by RESP 2♦ (relay)
- 2♦ ⇨ 5/5+ cards in Maj
- 2♥ ⇨ 5♥/5+ min (resp. 2nt ask minor)
- 2♠ ⇨ 5♠/5+ min (resp. 2nt ask minor)
- 2NT ⇨ 5/5 both min

### Over OPPT Take-out Double of 1♥/♠

- RDBL = 11+ HCP, no fit,
- Fit w/ 3c: 2♥/♠ = 6-10 HCP
- Fit w/ 4<sup>+</sup>c: 3♥/♠ = 0-6 HCP; SPL
- With passed hand:
- RDBL = 10+ HCP, no fit,
- SPL w/ 4<sup>+</sup>c fit

## LEADS AND SIGNALS

### OPENING LEADS

- Vs Suit / NT → 1st/3rd/5th
- Vs NT → Top of inner sequence

### Subsequent Leads

- Same

### LEADS

Leads	Vs Suit	Vs NT
Ace	Ax, AKx, AKJ10x, AK	Ax, AKx, AKJx, AKJT (+),
King	KQ (+), KOJ (+)	KOJ (+)
Queen	OJ (+), AOJ x	OJ (+), AOJ (+)
Jack	J x, J10 (+)	J x, J10 (+)
10	10 x, 10 9 (+)	10 x, 10 9 (+)
9	9 x, 9 8 x	J9x, 9x, 10 9 (+)
Hi - x	x x, x x x x	Non interest suit – 2nd
Low - x	x x x, x x x x x	Suit interest – 3rd/5th

### SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

	Partner's lead	Discarding
NT or Suit	High – Low	Odd ENCRG Even S/P

### DOUBLES

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

### OTHER

- 2/1 = F1
- 4th suit (non-passed hand) = GF
- KCB if suit agreed or repeated:  
5 keys + trump Q  
Answers 30 / 41 / 2 no Q / 2 w Q
- Inverted minors

Category



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## NATURAL

- ♣ = 2<sup>+</sup> c.
- ♦ = 4<sup>+</sup> c.
- ♥, ♠ = 5<sup>+</sup> c.
- 1NT = 15-17 HCP

### SPECIAL OPENINGS BIDS THAT MAY REQUIRE DEFENSE

- 1♣ = natural
- 1♦ = natural
- 2♣ = strong, not necessarily GF
- 2♦ = strong, GF
- 2♥/♠ = weak, 6 cards, 6-10 HCP
- 2NT = 20-21 HCP BAL
- 4-suit = Natural, PRE

### OTHER BIDS THAT MAY REQUIRE DEFENSE

- Over 2♦ *Multi*:  
2♥/♠ = natural – 13+ HCP  
2NT = 16-18 HCP bal (defend both maj.)  
DBL = take-out – 13+ HCP

<u>1.</u>	<u>2.</u>	<u>3.</u>	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with passed hands
1♣	<input checked="" type="checkbox"/>	3	Natural	2♥/♠ = weak = WJS, 2♣ strong with fit, 3♣ weak with fit	1♣ → 1(x) → 1NT = 12-14 HCP BAL 1♣ → 1(♥/♠) → 1NT → 2♣ = Check-back Stayman	
1♦		3	Natural	2♥/♠ = weak = WJS, 2♦ strong with fit, 3♦ weak with fit	1♦ → 1(x) → 1NT = 12-14 HCP BAL 1♦ → 1(♥/♠) → 1NT → 2♣ = Check-back Stayman	
1♥		5	12-21 HCP, 5+ ♥	1NT= 6-10 HCP 2NT=11-12 HCP w/out fit 4x = SPL		
1♠		5	12-21 HCP, 5+ ♠	1NT=6-10 HCP 2NT=11-12 HCP w/out fit 4x= SPL		
1NT			15-17 HCP BAL	2♣ = STAYMAN (with Maj's); 2♦/♥ = TRANSFERS; 2♠ = min, weak or strong; 2NT= invitational w/ 8-9 HCP; 3♣/♦ = invitational; 4♦ = Maj's; 4NT = invitational w/ 16 HCP	SMOLEN	After RHO overcall, penalty doubles
2♣	<input checked="" type="checkbox"/>	0	Strong, not necessarily GF	2♦ = (relay) 2NT= 2 K or w/ 8+ HCP; 2♥/2♠/3♣/3♦ = length 5+;	After 2♦ response, limit bid is NF	
2♦	<input checked="" type="checkbox"/>	0	Strong, GF	2♥ = (relay) 2NT= 2 K or w/ 8+ HCP; 2♠/3♣/3♦ = length 5+;		
2♥		6	Weak, 6♥, 6-10 HCP	2NT = forcing relay; Raise = PRE; Other = natural, NF		
2♠		6	Weak, 6♠, 6-10 HCP			
2NT			20-21 HCP BAL	3♣ = STAYMAN; 3♦/♥ = TRANSFERS; 3♠ = min, weak or strong;		
3-suit		7	PRE		<b><u>SLAM APPROACH AND CONVENTIONS</u></b>	
4-suit		7	PRE			<ul style="list-style-type: none"> <li>• 4NT= BW / KCB → • 3/0 • 4/1 • 2</li> <li>• 2 + Q; 5nt asks K <ul style="list-style-type: none"> <li>• Gerber</li> </ul> </li> </ul>