

## COMPETITIVE BIDDING

### Overcalls

- Natural; 5<sup>+</sup> 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

### 1NT Overcall

- 2nd position ⇔ 15<sup>+</sup>/18 HCP, system ON
- 4th position ⇔ 10/14 HCP, system ON

**Jump overcall** ⇔ PRE

### 2-suiters:

### 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<sup>+</sup> cards: 3-support = 0-6 HCP
- SPL w/ 4<sup>+</sup> cards fit

## LEADS AND SIGNALS

### OPENING LEADS

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

### Subsequent Leads

- Same

### 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(+), Jx	Jx, J10(+), AJ10(+)
10	10x, 109(+)	10x, 109(+), A109(+)
X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xxxxx

### 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 = F1
- 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*

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### NATURAL

- 1♣ = 2<sup>+</sup> cards
- 1♦ = 4<sup>+</sup> cards
- 1♥, 1♠ = 5<sup>+</sup> cards
- 1NT = 15-17 HCP, BAL,  
Can have 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, ask for Aces
- 2♦/♥/♠ = weak, 6 cards, 6-10 HCP
- 2NT = 20-22 HCP BAL
- 3NT = PRE in ♣ or ♦
- 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 → 30 / 41 / 2  
In any case, if RHO interferes → DOPI:  
X is even (0 or 2), "pass" is odd (1 or 3)

<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 = 8-10 / 11-12 HCP, no 4-cards Maj n♣ = weak, 4+ cards fit 2♥ / 2♠ = weak = WJS	1min - 1x, 1NT = 12-14 HCP BAL 2NT = 18-19 HCP BAL	
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 = 6-10 / 11-12 HCP, no 4-cards Maj n♦ = weak, 4+ cards fit 2♥ / 2♠ = weak = WJS	1min - 1x, 1NT - 2OTHERmin = F1: NMF - New Minor Forcing Raise=3+, 2NT=guard in THAT min	
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 / 2NT = 6-10 / 11-12 HCP, no fit 2♥ / 3♥ = 3 / 4 cards fit, 6-9 / 0-6 HD Single jump in other suit = weak = WJS 3♠ / 4♣ / 4♦ = SPL		
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 / 2NT = 6-10 / 11-12 HCP, no fit 2♠ / 3♠ = 3 / 4 cards fit, 6-9 / 0-6 HD Single jump in other suit = weak = WJS 4x = SPL		
1NT		2	15-17 HCP BAL	If RHO overcall → DBL = penalty 2♣ = STAYMAN (with AT LEAST one Maj) 2♦ / 2♥ = TRANSFERS to ♥ / ♠ 2♠ = TRANSFERS to ♣ 2NT = invitational w/ 8-9 HCP 3♣ = TRANSFERS to ♦ 4♦ / 4♥ = GF, TEXAS (transfer to next suit) 4♣ = BW (GERBER), Answers 30 / 41 / 2 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♣	<input checked="" type="checkbox"/>	Any	Strong, not necessarily GF	2♦		
2♦		6	Strong			
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	If RHO overcall → DBL = penalty 3♣ = STAYMAN (with AT LEAST one Maj) 3♦ / 3♥ = TRANSFERS to ♥ / ♠ 4♦ / 4♥ = GF, TEXAS (transfer to next suit) 4♣ = BW (GERBER), Answers 30 / 41 / 2 4NT = Quantitative		
3-suit		7	PRE	New suit = natural, GF		
3NT	<input checked="" type="checkbox"/>	7	PRE in ♣ or ♦	4♣ = STOP in Opener's suit – Any other = natural, GF		
4-suit		7	PRE			