

COMPETITIVE BIDDING

Overcalls

- Natural; 5+ c. (rarely 4 c M) = 8/16 HCP

Responses

- Cue bid = Forcing (with or without fit)
- New Suit = Maj over Min is forcing
- Raise = Pre-emptive, Fit Bids

Take out Double

- Opening values / Nat responses
- Reopening = can be weak

1 NT Overcall

- **2th position** ⇒ 15+/18 HCP
- General rule = System on

- **4th position** ⇒ 10/14 HCP

Jump overcall ⇒ Weak 6 cards M

Unusual NT ⇒ 2 suiter

2 suiter bids ⇒ Ghestem (2nd and 4th)

Overcall over 1N *Multilandy in 2nd Landy in 4th*

- 2♣ = ♥+♠ 8+ cards (4⁺-4)
- 2♦ = 1 maj (6/7 cards)
- 2♥-♠ = ♥-♠ / minor (5/3+ cards)
- 2 NT = ♣ / ♦ (5/5+)

VERSUS PREEMPTS (SS1)

Over Opponents Take-out Double of 1♥/♠

- 3♥/♠=PRE.
- 2NT=Limit or more with FIT
- RDBL = 10 or + HPC, no fit
- New Suit=NF but 5 cards

LEADS AND SIGNALS

OPENING LEADS

- Vs Suit → 1,3,5 th – top of sequence
- Vs NT → 1,3,5 th – top of sequence

OTHER

- NT =K asks for unblock; Ace A and Q asks Attitude

LEADS

Leads	Vs Suit	Vs NT
Ace	Ax. AKx. AKJ10x	Ax. AKx. AKJx
King	AK. KO (+). KOJ (+)	AKJT (+). KOJ(+). KOT
Queen	OJ(+). AOJ(+)	KO x(x) OJ (+). AOJ x
Jack	J x. J10 (+)	J x. J10 (+)
10	10 x. 10 9 (+)	10 x. 10 9 (+)
9	9 x. 9 8 x	J9x. 9x. H 9 8 x

SIGNALS WHEN FOLLOWING SUIT OR DISCARDING

	Partner's 1st	Partner's lead	Discarding
NT	High enc	High enc	High enc
	Smith Echo, Trump echo or trump play for suit preference * Counting: hi/low = even nr of cards		
Suit	High enc	High enc	High enc
	* Counting: hi/low = even nr of cards		

COMPETITIVE DOUBLES

- Negative Double thru 4♦ or 4H if spades
- Competitive Double And responsible Double
- Support Double and Redouble=3 cards part suit

SPECIAL FORCING PASS SEQUENCES

- 1x/Ennemie Overcall / **Pass** = Maybe penalty

Convention Card

Category



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NATURAL

- **Natural**
- ♣ = 2⁺ c.
- ♥, ♠ = 5⁺ c.
- '2/1' GF
- ♦ = 4⁺ c.
- 1 NT = (14)15-17 HCP (may have 5 card M or 6 card m)
- 1 NT FI

SPECIAL BIDS

2 D MULTI – (SS11)

WALSH

4TH SUIT FORCING GAME

DEFENSE AGAINST MULTI (SS10)

REVERSE DRURY (SS5)

LEBENSÖHL (SS11)

SPLINTERS AND FIT BIDS IN COMPET

CACHALOT (SS6)

X Lightner

PSYCHICS

- Rare

SS1 2 SUITS BIDS AFTER PREEMTS

2♥ - Cuebid is minors/// 4 Clubs – Spades and Clubs/// 4Diamonds Spades and Diamonds

2♠ - Cuebid is minors/// 4 Clubs – Hearts and Clubs/// 4Diamonds Hearts and Diamonds

3♣ - Cue is spades and other /// 4♦ is ♦ and ♥///4Nt BW

3♦ - Cue is Spades and other///4Nt BW

3♥ - Cue is Spades and other///4Nt minors

3♠ - Cue is Hearts and other///4Nt minors

SS3 BERGEN 2NT

New suit is singleton// 3M strong without sing//4M weak // 3NT-interm//4 New suit 5/5 or +

SS4 CHECK BACK - For invitational hands

After 1m p 1M p 1Nt p 2Clubs//2D with 3 cards support and 4 cards other major,

Single raise 3 cards without 4 othermajor //2 Nt without 3 cards support and without 4 cards other M

After check back all jumps are invitational from responder

After check back if responder bid minor opener means weak if clubs and inv if diamonds

SS5 REVERSE DRURY-After drury opener rebid is suit is weak

2Clubs – 3 cards support 9/11//2Diamonds – 4 cards support 6/9//2NT – 4 Cards support 10/11

SS6 CACHALOT

1♣-1♦

X	4+♥
1♥	4+♠
1♠	Bal without stop or m or dont want to play nt by his hand
1ST	Natural
2♥	6 cards weak
2♠	6 cards weak

1♣-1♥

X	4+♠
1♠	Bal without stop or dont want to play nt by his hand or with both minors
1ST	Natural
2♠	6♠ Weak

Opener acts as the real suit was bid naturally and Bid the suit with 3 cards or Nt after 1♠ with stopper.

If responder shoed hearts , opener sould rebid 1 sp with 4 cards even with 3 Hearts

Support Xs

SS7 and 8 1 NT OPENING BID - SUBSEQUENT AUCTION-

2♣ Stayman may be a sign off and may not have 4 cards major.

After a transfer Op can bid 2nt max 2/3 honours and 3 cards, or other suit with 4 cards max.

1NT-2♠, -Op. bid 2nt without 4 cards any minor or bid his minor; any major bid by Resp is sing or void , 3nt is BAL without stops in majors ;

After rebid of 2Nt or 3♣ -3♦ is sign of with ♦ a M bid is 4/6

1NT P 2NT – Opener must bid 3♣

3♦ is Fg with ♦

3 M - 6♣/ 4M; 3nt or 4♣ - Fg in ♣ (6322) 4 other suit is singleton

- BAL = Balanced • BW = Blackwood • COMP = Competitive • DBL or X = Double • DISCG = Discourage (ing) • ENCRG = Encourage (ing) • F = Forcing • F1 = Forcing 1 round
- GF = Game forcing • G/T = Game try • H = Honour • HPC = High Card Points • KCB = Keycard Blackwood • LEB = Lebensohl • LHO = The opponent on your left • M = Major
- m = Minor • OPPT = Opponent(s) • PRE = Pre-emptive • RDBL = Redouble • RESP = Responder • S/P = Suit preference • SPL = Splinter • WJS = Weak jump shift

SS9 AFTER 2 Clubs FG

2D negative//2Hearts or spades - suit ace// 2Nt- 2Kings or 8+ without aces// 3 clubs- ace of clubs//3diamonds ace of diamonds//3Hearts - 2 aces same colour//3Spades,- 2 Aces same rank// 3 Nt 2 aces mixed.

After overcall : new suit is 5 cards with 2H and without aces//

DOPI

SS10

2 ♦ MULTICOLOR OPENING BID

Responder bids 2H waiting, 2 Sp accepting to play 3 or 4 H and 2Nt asking strength and suit

Opener rebid of 2Nt is 22/23 balanced follows the 2Nt opening conventions (Baron and transfers after 2d-2nt-3nt)

After 2Nt opener bids 3Clubs max with H, 3Diamonds max with Spades, his suit - minimum

2 ♦ MULTICOLOR OPENING BID - DEFENCES AGAINST

2ND POSITION :

- a major bid means short and 4 cards in the other major
- double - 13/15 bal, or opening hand with ♦, or bal with 20 h +
- 2 Nt 16/19 h
- 3nt 2 minors

4TH POSITION –

- after 2 ♦ p 2♥
 - X means Hearts if opener bid 2Spades and Spades if opener has heart
 - 2nt bal hand 16/19
 - 3♥ 2 minors
- after 2 ♦ p 2♠
 - x with 4♠
 - 3♣ or ♦ or ♥ natural
 - 2nt bal 16/19
 - 3♠ 2 minors

6TH POSITION –

After 2 ♦ p 2♥ p p :

- x penalty
- 2♠ nat without op.strength
- 2nt - minors

after 2 ♦ p 2♠ p p -

- x is penalty
- 2nt - minors
- others natural

DEFENSES OVER OPP OVERCALLS 1NT

SS11 . LEBENSOHL

2nt followed by cuebid is stayman with stopper

2nt followed by 3nt shows a stopper

Direct cuebid is stayman without stopper

Direct 3nt is a trial bid without stop