

COMPETITIVE BIDDING

Interventions

- 2nd Pos. > Natural > 5+ c. 7/17 H
- 4th Pos. > Natural > 5+ c. 7/15 H

Responses

- Natural
- Cue-bid > Limit Raise or Better

Take Out Double

- 11⁺ HCP ≡ Opening Values (± distributional)
- **X** followed by suit > One Colour hand 17+ H
- **X** followed by NT > Balanced with 18-20 Hcp

1 NT Intervention

- **2nd Pos** 15+/18 Same as 1NT Sequences
- **4th Pos** 10/14 Same as 1NT Sequences

Jump Interventions 5⁺ Cards (usually 6)

- **Non Vul** 5-10 • **Vul** 8-11

NT Jump 2 suits Hand Without Spades

2 Suit Hands Michael's Cue Bids

Intervention Over 1NT

- **Capelletti**

Over Our 1NT

- **Opps X** > Systems On • XX Baron
- **Opps bid Suit At 2 Level** • Stolen Bids

SIGNALS and LEADS

Leads

- 1,3 and 5 Vs Suit
- 1,2 and 4 Vs NT
- Free Vs Slams

Subsequent Attacks

- Attitude

Frequent Leads:

Lead	Suit	NT
Ace	Ax, AKx, AKJTx	Same
King	AK, KQ (+), (A)KQJ (+)	Same
Queen	QJ (+)	Same, AQJ(+)
Jack	JT (+)	Jx, JT (+), AJT(+)
T	Tx, T 9 (+)	Idem, AQT(+), KJT(+)
9	9 x, 9 8 x	Same
High	X x,	X x, x X x
High	x x X x x, X x x x	H X x, x X x x, x X x x x
Low	H x X x, H x x x X	H x x X, H x x X x

SIGNALS

	Leads	Defence	Discards
NT	High Dis Low Enc	High Dis Low Enc	Odd Enc Even Dis
* Count: High/Low > Odd Number of cards			
TR	High Dis Low Enc	High Dis Low Enc	Odd Enc Even Dis
* Count: High/Low > Odd Number of cards			

COMPETITIVE DOUBLES

- **X** Negative up to 4 ♠
- **X** Competitive up to 4 ♦
- over 4♥ by Opps > **X** Comp.
- over 4♠ by Opps > **X** Penalty

Conventions Card



Portugal

Isabel Sarmento – Miguel Sarmento

FPB 3018

FPB 1562

BASIC SYSTEM

Natural - '2/1' Game Forcing - 1NT F1

- ♥, ♠ 5⁺ c. • ♦ 4+ c. • ♣ 2+ c.
- 1 NT > 15/17 • 2♣ > **Strong** (non always GF)
- 2♦ > **Multi** • 2♥ > **Weak (5-4+ ♥+m)**
- 2♠ > **Weak (5-4+ ♠+m)** • 3 NT > **Gambling**
- 3x > **Weak (7 cards)** • 4x > **8 tricks**

OPENING THAT MAY REQUIRE DEFENSE

- 2♣ > 0-4 LT's any suit or 24⁺ NT
- 2♦ > **Multi > Weak (6cards with ♥ or ♠)**
or **NT (22-23) or Strong (3LT's with ♣ or ♦)**
- 3NT Gambling > Solid Minor (AKQxxxx or better)
without outside features
- 4♣, 4♦ > 8 (NV) or 9 (Vul) Playing Tricks
- 4♥, 4♠ > 7 (NV) or 8 (Vul) Playing Tricks

SPECIAL COMPETITIVE BIDDING

On 3rd/4th pos openings > Inv 2 Way Rev Drury

After Fit ♥, ♠ • New Suit > Control.

- 2NT > Inv with Balanced hand.

Jump Shifts: • Inverted Minors

- Inv Bergen Raises
- Jacoby 2NT

Over 4♠ Opening > 4 NT -> 2 Suited Hand

- 3rd position 1 level openings show 7⁺ hcp
- 4th Position all Weak hands shows 11-14 hcp

<u>1.</u>	<u>2.</u>	<u>3.</u>	<u>4.</u>	DESCRIPTION	RESPONSES * <i>Naturals, except :</i>	REBIDS	Changes for <i>Passed Hand</i>
1♣		2	4♥	11+/20 H	<ul style="list-style-type: none"> Inverted Minors Walsh (1♥ or 1♠ don't denies longer ♦ 's) 	After 1♣-1♦ <ul style="list-style-type: none"> 1NT > balanced hand (possible 4 c Major) 1♥/♠ > Natural and unbalanced hand 	
1♦		4	4♥	11+/20 H	<ul style="list-style-type: none"> CheckBack Stayman 		
1♥		5	4♦	(7) 11+/20	<ul style="list-style-type: none"> 1 NT <i>f</i> > 3/12- • '2/1' > <i>Gf</i> 2 NT <i>f</i> > 4+ tr. support 13+ (Jacoby 2NT) 3 NT > 3 tr. 4333 13-16 • Doub Jump > Splinter Bergen Raises (3♥ 0-6, 3♦ 7-9, 3♣ 10-12) 	> <ul style="list-style-type: none"> 2 NT it's <i>catch-all</i> 3x > sing • 4x > 5-5 3♥ > 17+ B • 3 NT > 15-17 B • 4♥ > 11-14 B 	<ul style="list-style-type: none"> 2♣ > <i>Drury</i>-4 c Fit 2♦ > <i>Drury</i>-3 c. Fit 2♥ > 5-9 HCP 3 c. 2NT > 5-5 in Min. 3♣/♦ > 6 C Inv
1♠		5	4♦	(7) 11+/20	Same as 1♥		
1 NT		-	-	15/17 H; ± Bal Possible Distribution Any 4333 Any 4432 5332 (5c ♣/♦) 5332 (5/3 in Majors) 5422(5 Minor/4 Major) 6322(6 Minor/3 Major)	<ul style="list-style-type: none"> 2♣ > <i>Stayman</i> (<i>Don't promise 4 card Major</i>) When opener bid 2♦: Smolen 2♦/♥ > Transfer ♥/♠ 2♠ → trx ♣ • 2 NT → trx ♦ 3NT > To play 4♥/♠ > To play 4 NT > Quant. 	> <ul style="list-style-type: none"> 2NT (Normal Inv. Hand) Smolen > (L2 > 5 cards, Sign off, L3 > 4 cards, Forc.) 3♥/♠ > 4t Min • 2 NT > Max 4-3-3-3 3♣/♦ > Max 4t Dbtl in bided suit Denying the transfer promise 3+ C with 1+ Honour 	
2♣	✓			0-4 LTs or 24+ NT	<ul style="list-style-type: none"> 2♦ > Waiting • other > Good suit (6+ Cards) 	SLAM CONVENTIONS AND SEQUENCES	
2♦	✓			6Cards Weak (6-11) with ♥ or ♠ Or NT 22 or 23 Or Strong- 3LT's w/ ♣ or ♦	<ul style="list-style-type: none"> 2♥ > Relais NF • 2♠ > 3+♥ NF 2 NT <i>f</i> > Ask Description New minor suit > Natural & Forcing Support in M (L3) > Pre-empt • 3 NT > To Play 	<ul style="list-style-type: none"> Roman Key Card Blackwood <ul style="list-style-type: none"> 3/0 • 4/1 • 2 • 2 + Q 5 NT > 2 Key Cards + 1 Useful Void 6 x (Under Suit) > 1 or 3 KC + 1 Useful Void 6 on Playing Suit > 1 or 3 KC + 1 Void above 	RKC BW 5 Key cards for Fit or Responder Last Bided Suit
2♥	✓	5	5-4+ with ♥+m 5-4+ with ♠+m Weak (6-11) 11-14 in 4 th Seat	<ul style="list-style-type: none"> 2 NT <i>f</i> > Ask Discription 3♣ > <i>Pass or Correct to 3♦</i> Other new suit > Natural & Forcing Support (L3) > Pre-empt • 3 NT > To Play 	<ul style="list-style-type: none"> Direct to 5 Level Exclusion Blackwood 3/0 • 4/1 • 2 • 2 + Q 		
2 NT			20-21 H; ± Balanced	<ul style="list-style-type: none"> 3♣ > Puppet Stayman • 3♦/♥ > Transfer 3♠ > Minor Suit Stayman 4♣/♦ > Bw ♣/♦ (30/41) 4♥/♠ > To play • 4 NT > Quant. 			
3x		7	-	PREEMPT	<ul style="list-style-type: none"> other suit > Nat and Forcing 3NT > To play 		
3NT	✓	7-8	-	Gambling Solid Minor Suit Denies Lateral Defence	<ul style="list-style-type: none"> 4♣ To pass or correct 4♦ Ask for Singleton > 5m = sing in other m > 4NT = No Singleton 		
4♣/♦		8+	-	8/9 playing tricks			
4♥/4♠		8+		7/8 playing tricks			
4NT	✓	-	-	Ace Asking	<ul style="list-style-type: none"> 5♣ > 0 • 5♦ > 1 • 5♥ > 2 Same Colour 5♠ > 2 Same Rank • 5NT > 2 Same Shape 	<ul style="list-style-type: none"> DOPI ROPI 	

• **PRE** > Pre Empt • **GF** > Game Forcing • **F1** > 1 Round Forcing • **NF** > Non Forcing • **Seq** > Sequence • **m** > minor • **Nat.** > Natural • **Cb** > Cue-bid • **tb** > trial-bid