

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, up to 15, MAY BE VERY LIGHT
Responses
Cue=F1; 1N=Lebensohlish; 2N=4+cards supp, inv+;
NewSuit=NF, JumpRaise=constructive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat = 3suited overcall (3+cards in each suit) MAY BE WEAK
Reopen = (10) 12-15 SysON
Live Sandwich seat = TO, natural follow-ups
Reopening: natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M jump overcall = 2suited M+M+1
2NT = strong 2suiter with ♥/♣; ♠/♦; ♣/♥; ♦/♠
Sandwich NT (takeout)
Reopen: Natural, with undiscussed sequences and follow-ups
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE = 2suited overcall with suit under and suit above suit X
JUMP overcall = ask for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
MultiLandy
2♣=MM; 2♦=M or strong Mm 2suiter; 2M=M+m; 2N=mm
3m=PRE; DBL=4M5+m
Reopening: DONT (2♣=♣+X / 2♦=♦+M / 2♥=MM / 2♠=♠)
X = 1suited hand; same style if running from 1NT (X)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels / non Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C-1N=same as 1N-X; 2C+=same as after 1N
2C-CRASH; X=color; 2D=rank; 2N=shape 2suit overcall
2D=CRASH; X=color; 2N=rank; 3C=shape
OVER OPPONENTS' TAKEOUT DOUBLE
Natural
Advancer 2N=comp+ 4+ card supp / M; preempt in C or D / m
In other situations, tends to ignore double

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5 suited or NT	
NT	1/2/4	(may be SP if fit shown)	
Subseq	1/3/5 (att thru declarer)		
Other: Honour leads may be asking for a count or unblock or may be SP			
LEADS			
Lead	Vs. Suit and NT	(rare variations)	
Ace			
King	AK;KQ(x)	AKJT(x)	
Queen	QJ(x)	KQT9(x)	
Jack	JT(x);	QJ98(x)	
10	HHT(x)	JT87(x)	
9	HH9(x)		
Hi-X	Xx		
Lo-X	HxX;HxXx;xxX;xxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	std	SP	uda
Suit 2	Udc	udc	SP
3	SP		
1	std	(SP)	udca
NT 2	udc	(udc)	SP
3	SP		
Signals (including Trumps):			
Following declarer trumps cashing tends to be suit preference			
Reverse Smith (small encourage lead suit) by leader at trick 2*			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
POWER take-out double, natural responses			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL			
Support DBL only by advancer and after 1 level overcall only			
Support RDBL only by advancer and after 1 level overcall only			
Double tends to be penalty oriented only after our side preempts			

CONVENTION CARD	
	<i>Versão 1.0</i>
CATEGORY:	RED
NCBO:	PORTUGAL / ARBL
PLAYERS:	Alberto Nobre 1920 Miguel Ramos 2306
SYSTEM SUMMARY	
2/1 + Variable NT	
GENERAL APPROACH AND STYLE : Light Initial Action	
5+M (F-1NT resp); 1♣=3+; 1♦ = tends to be unbalanced	
1m-2M=5♠4/5♥ (comp / inv); 2/1 GF/1M	
Preempts in 1st/2rd/3rd MAY BE VERY WEAK NV	
Non Jump overcalls MAY BE VERY LIGHT	
1N = 9-11 (1/2 white) / 15-17 = 1/2/3 unFAV + 3rd RED	
12-14 = other seats / Vuls	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Multi 2♦ (if weak version) tends to be VERY weak ;	
2M=around 10-13 6+card suit	
1N=15-17; 2N=18-19	
2♣= GF	
VARIABLE NT (9-11 / 12-14 / 15-17)	
3M=Gambling no side stopper ; 4m=natural	
Special defence to Opp Multi 2♦ opening	
(1x) – 1N = T.Out 3+ cards in every other suit MAY BE WEAK	
(1x) – 2x = 2suiter x+1 and x-1 suits MAY BE WEAK	
(1x) – 2x+1 = 2suiter touching suits MAY BE WEAK	
(1x) – 2x+2 = 2suiter touching suits MAY BE WEAK	
(1x) – 2N = strong 2suited overcall	
1♣=natural or balanced outside NT opening range	
Transfers after 1♣ opening starting from 1♦ (or X)	
1m-1N or above are the same regardless the opened minor	
SPECIAL FORCING PASS SEQUENCES	
When dbl is take-out or transfer	
After any invitational plus sequence	
IMPORTANT NOTES	
Multi weak M MAY BE 5 cards and MAY hold side suit	
XYZ; SnapDragon;	
PSYCHICS: Very rare (not expected, not encouraged)	

OPEN	ARTIF.	MIN CARDS	NEG. X THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7h	11+ 2+cards	Transfers	After 1-1-1 cheaper of 1♠/2♣=forces 2♦/2♣	
				May hold longer ♦ if bal		In this sequence 2♣/2♦ = ART GF any	
1♦		4	7h	11+ 4+cards	1M = natural; other = transfers		
1♥		5	6s	11+ 5+cards	1N=F1; 2N=Jacoby;	2♣=modGAZ F1;	2♣=3card revDrury
					3♣=mixed raise 3♦=quasi GF		
1♠		5		11+ 5+cards	1N=F1;2N+=same as after 1H	2♣=modGAZ F1;	
1NT			4h	Bal 9-11 may hold 5M/6m	2♣=Stay (garb;crawl); 2N=GF; 2♦♥♠3♣=to play	1N-2♣;2♦-2♥=P/C; 1N-2♣;2x-2♠=inv 5♠	
				Bal 12-14 may hold 5M/6m	Stay;Xfer; Smolen;	Relais after Stayman;	Transfer Lebensohl
				Bal 15-17 may hold 5M/6m			
2♣	x		7h	Any GF	2♥=dblNeg; 2♠=same*;2N+=xferGF; 2♦=semipos;	Opener 2M rebid stronger than 3M	
					2♣-2♦;3M=NF; 2M=GF; 2N=20-21 NF	After 2N rebid, same as after 2N opening	
2♦	x	5		Weak 2M or bal 22-23 or minor	2/3/4M=P/C; 3m=NF; 2Nrelay	3♣/♦/♥/♠=min♥min♠max♠max♥;	
						After 2N rebid, same as after 2N opening	
2♥		6		6+cards mild opening values	2N=relay;other=GF		
2♠		6		6+cards mild opening values	2N=relay;other=GF		
2NT				Bal 18-19 may hold 5M	3♣=MuppetStayman;		
					3♠=xfer3NT(to play or minors or ♦ signoff)		
					3N=C signoff or 3suiter; 4♣/♦/♥/♠=♥/♠/♣/♦	4N (if not a response) is signoff suggestion	
3♣		7 (6)		Natural pre-empt	Raise only Non Force	4♦=ace asking	FAV=5+cards
3♦		7 (6)		Natural pre-empt	Raise only Non Force	4♣=ace asking	FAV=5+cards
3♥		7 (6)		Natural pre-empt	Raise only Non Force	4♠=ace asking	FAV=5+cards
3♠		7 (6)		Natural pre-empt	Raise only Non Force	4♣=ace asking	FAV=5+cards
3NT	x			Gambling	4♣=P/C; 4♦=askShort(4N=noShort)		
				Solid minor no side stopper			
4♣		8 (7)		Natural Preempt			
4♦		8 (7)		Natural Preempt			
4♥		8 (7)		Natural pre-empt			
4♠		8 (7)		Natural preempt			
4NT	X	wild		Minor 2suiter			
5♣		wild		To play		HIGH LEVEL BIDDING	
5♦		wild		To play		RKCB 3041 (5♥=2 / 5♠=2+Q/5N= 2+void / 6x=1+void)	
5♥		wild		To play		DOPI / ROPI	
5♠		wild		To play		MinorWood (step=DOES NOT WANT TO ANSWER ACES)	
						Non Serious 3NT	