

CONVENTION CARD

(Category GREEN; 2x1 ; Natural)

PEDRO SALGUEIRO (2♠) – NUNO SALGUEIRO (3♥)

OPENINGS	ANSWERS	REBIDS
1♣ = 3+ / 11+	Natural	1NT= 6 -10 / 2NT = 11 (both balanced and denies Majors)
	Inverted minors with CRISS CROSS 3♣ = preemptive (0-7) 2♦ = 8/11 2♣ = 12+	After 2♣ = 12+ <ul style="list-style-type: none"> • 2♥ / 2♠ = 12-14 balanced with stopper in ♥♠ • 2NT = 12-14 balanced with stoppers in ♥+♠ • 3♣ = Unbalanced, any strength • 3♥ / 3♠ = 18-19 balanced with stopper in ♥♠ • 3♠ = 18-19 balanced with stopper in ♠ • 3NT = 18-19 balanced with stoppers in ♥+♠ • 4♣ = Minorwood (Control Asking Bid / CAB)
	System ON after DBL	
	Walsh: with weak hand, after 1NT rebid, to bid 2/3♦ shows hand with +♦ (NF).	
	1 Major	After 1NT » 2♣ Checkback asks for Majors (support or other Major) <ul style="list-style-type: none"> • 2 Major = 3 cards support, denies other Major • 2 other Major = 4 cards suit, denies 3 Major opener • 2♦ / 3♦ = 3 cards support + • • 4 in the oM (min / Máx) • 2 / 3 NT = no Majors (min / Máx)
1♦ = 3+ / 11+	Natural	1NT/2NT (balanced and denies Majors)
	Inverted minors with CRISS CROSS 3♦ = preemptive (0-7) 3♣ = 8/11 2♦ = 12+	After 2♦ = 12+ <ul style="list-style-type: none"> • 2♥ / 2♠ = 12-14 balanced with stopper in ♥♠ • 2NT = 12-14 balanced with stoppers in ♥+♠ • 3♦ = Unbalanced, any strength • 3♥ / 3♠ = 18-19 balanced with stopper in ♥♠ • 3♠ = 18-19 balanced with stopper in ♠ • 3NT = 18-19 balanced with stoppers in ♥+♠ • 4♦ = Minorwood / CAB
	System ON after DBL	
	1 Major	After 1NT » 2♣ Checkback asks for Majors (support or other Major) Idem
1♥ = 5+ / 11+	1NT = F1	
	2/1 = GF	
	Limited splinters up to 4♦	
	2 Ways Drury 2♣ = 3 cards 10/11 H; 2♦ = 4 cards 10/11 H	
	Trial-Bids (ask for help in the suit)	After 1♥ - 2♥ - 3 X is Trial Bid asking for help <ul style="list-style-type: none"> • Suit repeat denies • Any other suit confirms
	4 th suit GF	
	Bergen Raises (with 4+ c): 3♥ = Preempt according to VUL 3♣ = 7/9 3♦ = 10/12	
Jacoby 2NT (FG 13+ without singleton or void)	3 x = single or void 4 x = good new side suit 3♥ = 17+ 3NT = 13/16 balanced 4♥ = 11/15 sign off	
1♠ = 5+ / 11+	Same development as 1♥ opening	

1NT= (14)15/17 Very rare A/K singleton May have Major 5	2♣ = Asking 8-9 H (may have no Majors)	If 2♣ is doubled: <ul style="list-style-type: none"> • Redouble = 4 cards Clubs >>> punitive • Pass = No Clubs stopper. If partner RDL we bid normally • 2♥ / 2♠ = 4 cards H or S with Clubs stopper • 2NT = to play with Clubs stopper • 3♣ = two Majors with Clubs stopper • 3♦ = two Majors without Clubs stopper
	2♦/♥ = transfers Hearts / Spades	In jump: 4 cards fit; 2NT: max. with 4 cards fit If transfer is doubled: <ul style="list-style-type: none"> • Pass = 2 cards without defense • 2♥ / 2♠ = 3 cards H or S with stopper • 2NT = defense with 2 cards • 3♥ 3♠ = 4 cards H or S • 3♣ 3♦ = cue bid 4 cards fit and prefers partner to play
	1ST - 2♦ 2♥ - 2♠ = 5/5 Majors >>> invitation 1ST - 2♥ 2♠ - 3♥ = 5/5 slam attempt >> controls	Smolen - after 1NT - 2♣ - 2♦ <ul style="list-style-type: none"> • 2♥ = weak 0-7H with 4 Spades and 5 Hearts • 2♠ = weak 0-7 with 5 Spades and 4 Hearts • 3♥ = invitation 8-9H with 4 Spades and 5 Hearts • 3♠ = invitation with 5 Spades and 4 Hearts
	2♠ = Minors (Weak or Strong)	Bid best fit. If Partner bid a Major is singleton/void and Strong
	2NT = 1 Minor (Weak or Strong)	Mandatory to 3♣ >>> if partner bids: 3♥ = Slam try in ♣ 3♠ = Slam try in ♦
	4♦ / 4♥ = Texas Hearts / Spades	Bid game in best fit
	4♣ = Control Asking Bid	By steps
4NT = Quantitative		

2♣ Strong If balanced 22-23 17+ with solid suit (5 losers)	2♦ = relay 2♥ / 2♠ = 5 Hearts or Spades w/ 2 Key Cards 3♣ / ♦ = 5 Clubs or Diamonds w/ 2 Key Cards 2NT = 8+ balanced	After Overcall >>> DOPI / ROPI over Suit: Doble = negative (- 8 points) Pass = 8+ Suit or 2NT = natural, 8+	over DOBLE: RDBL = negative (- 8 points); Pass = 8+ Suit or 2NT = natural, 8+
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2♦ = FG Any distribution 24+balanced or 3/4 losers	Roman Controls (Ace = 2 / King = 1) 2♥ = max 1 Control (King) 2♠ = 2 Controls (1 Ace or 2 Kings) 2 NT = 3+ Controls balanced 3 X = 3+ Controls, 5 cards on X	After Overcall >>> DOPI / ROPI over Suit: Doble = negative (- 8 points) Pass = 8+ Suit or 2NT = natural, 8+	over DOBLE: RDBL = negative (- 8 points); Pass = 8+ Suit or 2NT = natural, 8+
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2♥ = Weak 6 cards 5 - 10H	2NT = Asking 3♣ = ask for shortness 2♠ = natural, F1 3♦ = natural, F1	After 2NT >> OGUST (strength / top cards by steps) 3♦ = short in a minor 3♠ = short in Spades
2♠ = Weak 6 cards 5 - 10H	2NT = Asking 3♣ = ask for shortness 3♦ = natural, F1 3♥ = natural, F1	After 2NT >> OGUST (strength / top cards by steps) 3♦ = short in a minor 3♥ = short in Hearts

2NT = (19)20/21 May have Major 5	3♣ = Puppet Stayman 3♦/♥ = Transfers 3♠ = Stayman to minors 3NT = to play 4♣ / 4♦ = Minorwood (CAB) 4♥ = 5/5 in ♣ / ♦ and short in Hearts	After 2NT - 3♣	
		3♦ = at least 1 Major	3♥ 3♠ = 4 cards in the other Major 4♣ = 4 cds both Majors. Slam attempt 4♦ = 4 cds both Majors, Opener bids 3NT = to play
		3♥ = 5 cards Hearts	3NT = to play 4♥ = to play

4♠ = 5/5 in ♣ / ♦ and short in Spades 4NT = Quantitative		3♠ 4♣ 4♦ = controls, slam interest
	3♠ = 5 cards Spades	4♠ = to play
		4♣ 4♦ 4♥ = controls, slam interest
	3NT = No Majors	4 X = controls, slam interest
After 2NT - 3♠ = Stayman to minors <ul style="list-style-type: none"> • 3NT = denies Clubs and / or Diamonds • 4♣ / 4♦ = 4+ Clubs or Diamonds. Responder decides • 4NT = at least 4-4 Clubs and Diamonds. Responder choose 		

3NT Preempt Minor	Pass = to play 4♣ = Pass or correct 4♦ = ask for singleton	After 4♦ = ask for singleton 4♥ / 4♠ = singleton or void Hearts or Spades 4NT = denies singleton 7=2=2=2 5♣ = singleton or void Clubs or Diamonds
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3X Preempt 7(6) cds	3Y = forcing, natural Over minor attempt to play 3NT; Over Major attempt to slam	Support on Y = fit 3 cards vis or 2 Key cards 3NT = solid suit New suit = fit at Y and control X (Ace or King) Repeat X = all other situations
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4 X Preempt 8(7) cards

DEFENSIVE AND COMPETITIVE BIDDING

Two Suits Overcall	Danish: 1♣ » 2♣ = natural / 1♣/♦ » 2♦ = Natural 1♣/♦ » 2NT = ♥ + ♦ or ♥ + ♣ 1♣ » 3♣ = ♦ + ♠ 1♣/♦ » 3♦ = ♥ + ♠ 1♥/1♠ » 2 NT = Minors 1♥/1♠ » 3♣ = Other Major + 5♣ 1♥/1♠ » 3♦ = Other Major + 5♦
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DEFENSE vs Two Suits Overcall	1X – (Two Suits overcall) - ? X = penalty at least to one of the suits Lower Cue bid = fit in X, 10+ Upper Cue bid = 4 th suit, 10+ 4 th suit = natural, NF Fit to X = weak 6-9
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DEFENSE Vs 2♦ MULTI	2 nd position: DBL = 13/15 or 19+ 2NT = 16/18 bal. w/ stopper both Majors 2♥/♠ = natural (promises 5 cards) 3 X = natural 3NT = strong with 5/5 on minor suits	Over Double »» 2NT is Lebenshol Over 2NT »» system ON Over 3NT chooses best minor suit
	4 th position: Over 2♥ = DBL » opening with ♠ Over 2♠ = DBL » opening with ♥ 3 X = natural 2NT = 16/18 bal	System ON
	6 th position: 2NT = Minors 2/3 X = natural suit	

DEFENSE vs 2 Weak Major Opening	Double = 12-15H with the other Major 2NT = 12-15 H balanced, no Major 4 th 3♣ = 16+ without other Major 3♦ = 16+ with other Major Cuebid = askd partner to bid NT with a stopper on the opening suit
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LEBENSCHOL	After Partner reverses After 1NT opening and opponent's overcall	
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DEFENSE vs 1NT » DBL	At 2 level »» 0-7H 2♣ = 4♣+4♦; 2♦ = 4♦+4♥; 2♥ = 4♥+4♠; 2♠ = 4♠+4♣ PASS = mandatory RDBL, if punitif » Pass; if not then bid on cross suits: 2♣ = 4♣+4♥; 2♦ = 4♠+4♦ RDBL = Mandatory for 2♣, and pass or correct
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DEFENSE vs Opponent's Takeout DBLs	Bergen Raises OFF Inverted Minors ON After Partner opening in Major: Support = 3 cards 5-7H Jump = 4 cards less than 7H 2NT = 4 cards 8-10H Other Major = invitation 8+ RDBL = 11+ without fit; could have 2 cards
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DEFENSE vs 1 X »1NT opponent overcall	Over 1 minor opening Double = punitive (from 8+)	Opener pass if weak. If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2♣ = searching Majors, at least 4/4 H/S from 6+	2♦ = partner chooses ♥ / ♠ = minimum at level 2, good open at level 3 3♣ 3♦ = natural, no Majors
	2♦ / 2♥ = transfer to Hearts or Spades	Respects transfer. Only exception if void on the suit
	2♠/3♣ = transfer to Clubs or Diamonds (minimum 5 cards)	Idem
	2NT = two minor suits 5/5	
	Over 1 Major opening Double = punitive (from 8+)	Opener pass if weak. If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2/ ♣ ♦ ♥ ♠ = Texas	Respects transfer. Only exception if void on the suit
	2NT = two minor suits 5/5	Opener bids natural
	3♣ 3♦ = forcing with 5 cards on minor and fit on the Major	If slam interest» controls; if not bids match
	3 Major = preempt, weak	

DBL's / RDBL's	Supportive; any strength till 4♦ level	
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DEFENSE vs NT opening	Cappelletti Doble = penalty 2♣ = Unicolor 2♦ = 2 Majors suits 2♥/2♠ = that Major + minor 2NT = minors	2♦ = relay 2NT = asks for minor; 3M = fit
	Landy in 4th seat Doble = 12 - 14 balanced 2♣ = 2 Majors suits 2NT = minors	

DEFENSE vs Preempts 3X	Leaping Michaels 3 minor » 4 minor = bicolor Majors 3 minor » 4 other minor = 1 Major + Other minor 3 Major » 4 minor = that minor + Other Major 3 Major » 4 Major = bicolor minors
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DEFENSE vs 1 Club Strong	Double = two Majors, at least 4/4 depends on vulnerability 1 / ♦ ♥ ♠ = natural, 5 cards 1NT = two minors, at least 4/4 depending on vulnerability	
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BLACKWOOD & SLAM TRY	03 / 14 = 5 keys + Queen DOPI, ROPI, Josefine, Controls 5NT = 1 Ace and useful void; 6x = 2 Ace and useful void Exclusion Blackwood »» asking at 5 th level (void suit)	Asking for trump Queen 5 NT or 5 in trumo = denies Q 6 in trump = Q w/o K in suit lower than trump 6 in suit lower than trump = Q of trump and K of that suit
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LEADS

1/3/5 suit; attitude approach
 1/2/4 NT, internal sequences, J denies and 10/9 promises

CARDING

Reverse counting (UDCA), Odd / Even discards, attacks with interest (3rd) and without interest (1st card)
 Ace lead asks attitude; King lead asks counting
 Ace lead and singleton in dummy: preferential
 Ace lead and RDVxx in dummy: preferential

vs Suits

xx xxxx
 xxx xxxx
 AKx T9x
 KQx KJT x
 QJx KT9x
 JT9

vs Notrump

xx xxxx
 xxx xxxxx
 AKJx AQJx
 AJT9 AT9x
 KQJx KQT9
 QT9