

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2level; Reopening)
Agressive at level 1
1/1 F1 2/1= NF Jump Raise=PRE Jump shift = NAT, FG
CUE= INV with 3 card support or 12+ any dist
JUMP CUE: 4-card supp distr. values INV
1NT = 8-10 2NT = 11-12 3NT = 13-15
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)
15-18 pts (follows like 1NT opening)
Reopen – /4 th 12-15 (all responses, including 2♣, are naturals)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6+ cards (at 2 level follows like 2 opening bid)
2NT reopen: 19-20.JUMP (reopen) INTERM:
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1♥/♠ – 2♥/♠: Other M and m - 1♥/♠ - 3♥/♠ asks stopper
1♣ – 2♣: NAT 1♣/♦ - 2♦ Majors 1♣/♦ ♠ and other minor
VS. NT (vs. Strong / Weak; Reopening; LANDY
2♣ = Majors (At least 5 - 4)
2♦ = One suited Major
2♥/♠ = 5 cards in Biddeed Suit and at least 4 in a minor suit
2NT: minors Double: penalty. Reopening: same
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
2NT LEBENSOHL AFTER: 1NT - 2X), opening (2 weak) and (1M) – DBL – (2M)
3NT = to play
3NT = to play
VS ARTIFICIAL STRONG OPENINGS – Natural
OVER OPPONENTS' TAKEOUT DOUBLE
1♥/♠ - (DBL): CAPP – transfers from 1NT to below support
2NT =Inv+ with 4 cards support; Support any level = preemptive
JUMP = INV with 4 cards support, good 5 cards (Fit-showing)
RDBL = 10+ pts, interest in penalty

LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	=	
NT	4th	=	
Subseq	S with interest	=	
Other : Vs NT: A asks CT, K asks ATT, Q to play the J or CT			
Vs 5 level K asks CT, A asks ATT (AK leads K)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Axx+	AKJ10(+)	
King	AK KQx(+)	AKx(+); KQ10x(+)	
Queen	QJ10(+)	QJ10, AQJx+;	
Jack	J10(x)(+); KJ10x(+)	AJ10x; KJ10x; J10x	
10	109(x)(+); H109x(+)	same	
9	9x	9x; 98(x)(+) 9xx	
Hi-x	Sx; xxx(S)x	Sx; xSx; xSxx; Sxx;	
Lo-x	HxS; HxxS; xSx; xxxS	xxxS(x)(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Discourage	Hi/Lo= Odd	Hi=Discourage
Suit 2	Hi/Lo= Odd	Suit Pref	Hi/Lo= Odd
3	Suit Pref		Suit Pref
1	=	=	=
NT 2	=	=	=
3	=	=	=
Signals (including Trumps):			
Hi-lo in trumps: with interest in ruff or Suit Pref			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Light with classic shape; Reopening may be slightly unshaped			
Cue bid = only forcing response bid			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
1♣- (1♦) - D = 4♥ e 4♠ 1♣/♦ - 1♥ - D = 4♠ 1♣-1♠ D (4+♥)			
4th suit DBL; SUPP DBL/RDBL ; INV DBL			
(1x) – 1y-(DBL)-RDBL = H in partner's suit (usu Hx)			
1/2NT- P – 3NT- DBL = asks major lead. After Stayman, ♦ lead			
DBL of 3NT with 2 suits bid by us asks leader to lead his own suit.			
With one bid suit, asks lead in that suit			
(4♠) - (DBL) = OPT, (4♠) – 4NT: T/O			
L/D DBL against slam: ask abnormal lead, usu dummy's first suit			



INTERNATIONAL CONVENTION CARD

CATEGORY: NATURAL
BRAZIL

EVENT : All

CYSNEIROS Fernando M Graça Poncioni - Orlando Correa Fernando Teixeira

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♥/♠ - 5 card Major
2♦/♥/♠ - Natural – Weak
Agressive openings 1st and 3rd seat NV

1NT Opening: 15-18 minus pts
2 OVER 1 Response: FG except direct rebid ♣/♦ over 1♥/♠

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

INVERTED 1♠/1NT RESP TO 1♥; (1♥-1NT = 5♠)
DRURY: 2♣ /2♦
GAMBLING 3NT
MICHAELS cuebid over (1♥/♠) opening
2NT LEBENSOHL AFTER: 1NT - 2X), opening (2 weak) and (1M) – DBL – (2M)
CAPPELLETTI: transfers after 1M opening - (DBL)
2♦ - Multi
2♥ _ Heart and Minor weak
2♠ - Spade ansand round(Heart or Club)
2NT – Diamonds and black(clubs or spades)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Game Try: long and short
1X – (1Y/2Y) – cuebid = support, at least invitational
PSYCHICS: rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/♦		3	4♥	11-21 HCP NATURAL	1NT=6-10, 2NT=11-12, 3NT=13-15 with 4 cards support (no major);	1m-1M- 2m-2Lower = NAT F1 (may be 2 cards)	Jumps = Fit showing
				3♣/3♦ or 4♣/4♦ BAL = 1 ♣	2♣/♦=12+ HCP 3♣ =6-9 with 5 cards support (INVERTED MINORS);	Checkback; After 1NT or 1♠ over 1♥ bid by Opener, After opener reverse Lowest bid = negative. 2NT by reponder forces 3♣ bid	4th suit = ART, FG
				4M - 4♣-4♦ = 1♦	1/1 = NAT; 2♣ = FG, Jump Shift = INV; Double jump shift = PRE	4th suit=FG; after 2NT, 3♣=RLY 3♦=RLY w/ support	Natural supports
						1NT rebid over 1♦: bal, can have M. Over	
11-21 HCP	1♥-1♠=RLY 0-4♠	Splinter by opener		11-21 HCP NATURAL	1♥-1♠=RLY 0-4♠ 5-11;; 1♥-1NT=5+♠; 1♠-1NT = 5-11	Splinter by opener after 2/1 12-14, 4c SUPP	
(Possible 4c	1♥-2♠ and 1♠-3♥	1♥-1♠-1NT: with	In 3th	(Possible 4c or light 3rd)	1♥-2♠ and 1♠-3♥ = 6c INV; 2♠ /2♦ = FG, except if rebids	1♥-1♠-1NT: with 5♥-4♠ 11-17 and 2♠: FG	In 3th 2♣/2♦:10-11
	2♥/♠=6-7 pts;	4X=singl.			2♥/♠=6-7 pts; 3♥/♠=7-9 pts 4c SUPP; 4♥/♠=4+c SUPP,	4X=singl. (1♥/3NT= Singl ♠)	
	2NT= 4c SUPP 10-		Jumps = Fit		2NT= 4c SUPP 10-15 bal; 3♦=4c SUPP INV; 1♥-3♣ and 1♠-		Jumps = Fit
	JUMP in other suit		After double		JUMP in other suit 6 cards invitational		After double
	3NT/4♣/♦ = spl 7-9				3NT/4♣/♦ = spl 7-9 singl M/♠/♦; 4NT = RKCB		
1NT			4♥	BAL 15-18 minus HCP	2♣ = Stayman; 2♦/♥/♠/NT transfer to ♥/♠/♣/♦	After Stayman,3♣ 5 cards minor 3♦ ask	
				Possible 5M or 6m	3♣ Puppet (? 5 car major 3♦ = 5- 4 on minors(3Herts ? five card suit) 3♥/3♠= slamish em ♣/♦	SMOLEN; 3OM=SUPP with slam interest	
					4♦/4♥ = TRANSFER to ♥/♠; 4NT = QUANT	After TRF: New suit= FG, jump=singl with	
						2NT=game INV, 4NT=slam INV;	
						Break Transfer - Like	
2♣	X			ART, FG or BAL 22+HCP	2♦: 5+pts 2♥; 2♥ 0-4 no ace/ 2 ♠ positive 5 card suite with 2 Honors 2 NT 5 ♥ 2 honors 3♣/♦ 6 cards with 2 honors	Natural - After interference pass 6+ DBL 0-5, Over double pass 6+ RDBL 0-5.	
					Opener bid 2NT 22-23 3NT 24-25 4NT 26 – 27 over 2♦ 4 minor 3 suited with singl or void in the other minor 4 Major 3 suited with singl or void in the other Major		
2♦		0		Multi 5-22 HCP	2♥ - Pass Correc 2♠ - Inv to 4♥ 2NT Relay forcing	Over relay 3♣ ♥ and MAXmaximo 3♦ ♠ And Maxe maximo 3♥ Min 3♠ Min 3 suited jump suit below void or singleton	Answers to puppet After 3♣: 3♦=AT least 1 major suit 3♥ 5♥5 ; 3♠ 5 cards ;3NT no major reponder pass or make a transfer
						Over 2♥ 2♠ bids at 3 level shows three suited below void or singleton	
						2NT 21-22 banced hhand follows3♣ = PUPPET Stayman; ;3♦/♥ = transfer to ♥/♠;	
2♥		5		5-10 hcp hearts and minor at least 5-5-	Responder command bidding 2NT ask minor		
2♠		5		5-10 hcp spades and ♣ or ♥ At lest 5-5	Responder command e bidding 2NT ask other suit		
2NT				5-10 hcp ♦ and a black suit	Responder command bidding		
3♣		6		NAT PRE	3suit = NAT F1	HIGH LEVEL BIDDING	

3♦/♥/♠		7		NAT PRE (could be 6c NV 3rd)	3Major = NAT F1; 4Minor = usu cue; 4Major = NAT	RKCB: key-cards: 5♣ = 0-3, 5♦ = 1-4, 5♥ = 2, 5♠ = 2 + trump
						5NT = 2 kc+void; 6x = 2kc+void +Q trump; 6
3NT	X	7		Solid minor. No outside A or K	4/5♣/6♣ = P/C; 4♦ = ? singl; 4♥/♠ = to play; 4NT = ? 8 cards	TRUMP-QUEEN asking (AFTER 5♣/♦ response): 1st BID = No
						5NT = Q and side king higher, other bid: Q
4 suit		7		NAT PRE		and king of the suit, DIPO at 5-level; DEPO at 6-level or above trump suit
						Avalrelli – 0-3 1 4
4NT	X		A	Avarelli		
5♣/♦		8		NAT PRE		JUMP 5NT = GSF; NJ5NT = Asks key-cards; 5NT AFTER
						4NT – CS INV