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*

2   = + 8+ cards (4+-4)

2   = 1 maj (6/7 cards)

2- = - / minor (5/3+ cards)

2 NT   = χ / φ(5 /5 +)

Landy in 4th

VERSUS PREEMPTS (SS1)

Over Opponents Take-out Double of 1/

● 3♥/ ‾=PRE. , 2 Clubs 7/9 3 cards, 2D 7/9 4 cards

● 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; A and Q asks Attitude

LEADS

Leads	Vs Suit	Vs NT
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
King	AK, KQ (+), KQJ (+)	AKJT (+), KQJ(+) KQT
Queen	QJ(+),AQJ(+)	KQ x(x) QJ (+), AQJ x
Jack	J x, J10 (+)	J x, J10 (+)
10	10 x, 10 9 (+)	10 x, 10 9 (+)
9	9 x, 9 8 x	9x(x), 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 4or 4H if spades

Competitive Double And responsible Double

Support Double and Redouble=3 cards part suit (M)

SPECIAL FORCING PASS SEQUENCES
1*x* /Opp/ Overcall / **Pass** = Maybe penalty

Category

(green circle)

Federação Portuguesa de Bridge

MARIA JOÃO LARA – M. CAPUCHO

NATURAL

Natural   '2/1' *GF*   1NT *F1*

= 2+ c.   = 4+ c.

, = 5+ c.   1 NT = (14)15-17 HCP (may have 5 card M or 6 card m)

SPECIAL BIDS

2 D MULTI – (SS11)

WALSH

4TH SUIT FORCING GAME

DEFENSE AGAINST MULTI (SS10)

REVERSE DRURY (SS5)

LEBENSOHL (SS11)

SPLINTERS AND FIT BIDS IN COMPET

CACHALOT (SS6)

X Lightner

PSYCHICS

Rare

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

1.	2.	3.	4.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with passed hands
1		2	4	11+HCP (5cl and 5Sp weak or strong)	2 ♣ - Positive -3♣= PRE / 2/ = Strong ; 3♥/♠= Splinter	Walsh; Cachalot	Cachalot SS6
1		4	4	11+HCP	2♦=Positive,;3♦=PRE / 2/ = Strong); 3♥/♠= Splinter	Walsh; Cachalot	Cachalot SS6
1		5*	4	10+HCP	Single raise – 3 cards (7/9)1NT=F1;2/1GF;Jacoby 2 NT= GF; Bergen (SS3);Splinter(4//3♠)	After 2/1;2 NT=12/14 or 18/19; 3 NT=15/17;help suit game try, Check Back (SS4) Reverse Drury (SS5)	Bergen
1		5*	4	10+HCP	Same but 4 H to play	Same	Bergen
1 NT			4	14/17 (possible5M,6 m)	Stayman (SS7);TEXAS,;2♠ and 2nt – (SS 8)3/= invitation / 3♥/♠=GF-Slam Try ;4 = Gerber; 4 = majors(weak);4 H or Sp to play; 4NT = invitational.	After transfer opener bid 2Nt with max 3 cards, double raise with 4 cards and 3NT with 4 cards max	SS11 Lebensohl
2		0		GF;24 + or any GF	2♦=neg;2 NT=8+or 2 kings ; Aces CESAR; DOPI	2NT=24+bal hand (then same is 2N opening	SS9
2		0		Multicolor (weak M,22-23 bal	2 ♥/♠=Pass or correct;2 NT= relay;3 m =F1 ; SS11	2NT-3♣=Min(♥);3♦=Min(♠) ;3♥ =Max(♠) ;3♠=Max(♥)	
2		5	4♦	19+ HCP unicolor or 4/5 loosers	2NT=Negative;3♥=Fit,Strong,w/1+aces; 3 Suit=Natural,Positive; 4♥=Fit,Strong without aces; 3NT=BAL, Positive; 3♠/4♣/4♦= Splinter	Natural	
2		5	4♦	Same	same	Natural	
2 NT				(19) 20/21(possible 5M or 6 m)	3= puppet;3♦/♥Transfer;3♠ =5♠+4♥;4♣-; 4 NT- inv	Opener accepts with 2 cards, other suit with 3 cards and 3Nt with 4 cards	
3		6		Preemptive	Any suit F1R		
3		6		same	same		
3		6		same	same		
3		6		same	same		
3 NT		7		Gambling – no side stoper			
4-		8		PRE			
4-		7		PRE			

SLAM APPROACH AND CONVENTIONS

4 NT= BW – 5 aces and Q- For H 41/30 Other suit 30/41
After 4Nt asks for K – if Spades specific K
5 NT = 1Ace + 1 Useful Void
6 X (under trump) = 2A +a void suit X

DOPI

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