

COMPETITIVE Bids

Overcalls – Naturales (or two suiters)

- Naturais; 4+ c. ⇒ 8/17 H • 2♣ = natural over 1♣

Responses

- Cue bid ⇒ F1 (w/wout fit), **jump Cue “invitational or better, 4+ cards”**
- New suit ⇒ **F1**, **except**: a) “passed”, b) 2m/1M
- Supports if partner 1Heart or 1 Spade:
- a) **2NT – MixRaise (7-9h, 4c+)**
- b) **Jump Cue – invitational or better, 4+ cards.**
- c) **jump on a new colour** ⇒ if **minor**= Fitbid, if **major**=Preempt

Jump Overcall: PREEMPT

Jump overcall with Cue-bid : ask H to 3NT

Overcall/Réveil in 1 NT

2nd /4th Position ⇒ 15+/18 **Réveil** ⇒ 10/15

If over minor *: Stayman / transfers (system-on)

If over major *: Transfers + “transfer Stayman (exc. 2♠)”

Bicolours: ⇒ *Michael’s precises*

- 2♦ over 1♣/♦ = majors • 2 NT = lowers
- cue over 1Major= other M +club; 3♣ = other M+ Diam.

Overcall over Strong 1 NT is MultiLandy

- X = 4M, 5+ minor, 8+ Or 18h+, any
- 2♣ = Majors • 2♦ = Multi
- 2♥ = Bic. ♥ + minor • 2♠ = Bic. ♠ + minor
- 2 ST = ♣ + other • 3♣ = ♦ + major • 3♦ = strong Ms
- Overcall over weak 1NT is “Landy+Transfers”**
- X = points 14+ ; 2♣ = Majors; 2♦/♥/ST/3♣ = Trfs
- 2♠ – Bic.minor • 3♦ – Bic. Strong Majors

Resp. to X=2♣ ambiguous; 2x = NF; 3x = GF (5+ c)

After opps Double over 1♥ or 1♠

- 2♥/♠ = natural, 4-6 H • 3♥/♠ = Preempt
- 1NT/2♣/2♦/2♥ - Transfers (good support –Trsf, ilim.)
- Redouble = 10+ pts , no fit
- 2NT** = fit 4c., **Truscott** • **3M-1** = fit 4c., **mixraise**

- Naipes c/salto após X = fit-bid (nível 3*)//spltt.(nível 4)**
- ** Após Interv. Adv em naipes – “2ST MixR” + Fit-bids**
- * Nota– após X, não há fit-bid em “3M-1” – é MixRaise**

LEADS and CARDING

LEADS

- 1-3-5 on colour // 1,2,4 on NT contract (internal seq.)
- 1-3-5 on partner’s suit

Subsequent Attacks

- “2nd pos” - *atitude*
- “4th pos” - “1-3-5” and “10 promissor - HHT or HT9”

Normal Leads:

Saída	Trunfo	Sem Trunfo
Ás	ARx.... ARH...	ARx.... ARVx...
Rei	AR. RD.... RDV...	RDV.... RD109. *ARV10
Dama	DV.... ADV...	DV.... ADV.... *RDx...
Valete	V10.... RV10...	V10.... RV10.... AV10...
10	10x. ... R/D109...	Idem
9	9x.	9x. 98x
high – x	xx. xxxx	xx. xxx. xxxx
small – x	xxx. xxxxx	Hxx. Hxxx.... HHxxx...

CARDING

	On lead	On defense	1 ^a Discard
ST	LOW=E	LOW= E	o/e
	UDCA; Echo Smith – high on 2nd trick o/e if short on dummy		
TR	LOW= E	LOW= E	o/e
	UDC * Except: overcall suit, rebid or short on dummy > O/E		

COMPETITIVE Doubles

- negative ⇒ till 4♥
- competitive ⇒ till 4♥
- Support **DBL e RDBL** (w/ 3 cards p’s suit , but not minimum)
-
- DBL overcall 1NT is *competitive (points)*

Convention Card

Category



Federação
Portuguesa
de Bridge

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(155)

(483)

SYSTEM RESUME

• Natural

- ♥, ♠ ⇒ 5 • ♦ ⇒ 4+ c. • ♣ ⇒ 2+ c.
- 1 NT ⇒ 15/17H • 2 NT ⇒ 20/21H
- 2♣ ⇒ Strong any • 2♦ = multi • 2♥/♠ = 2 suiter weak

OPENINGS MAT REQUIRE DEFENSE

- 2♣ = strong any • 2♦ = Multicolor
- 2♥/♠ = 5 major +4+ minor
- 3 ST = Unicolor minor indet. gambling
- 4♣/4♦ - Namyats • 4♥/♠ = Preempt

SPECIAL COMPETITIVE BIDS

- 1♠ – 1NT – 2NT= GF any, unless 55
- Bicolours: *Ghestem*
- Lebensohl* in competition • *Gladiator* over Multi
- 2♣/♦ – after 1m/1M/1 NT

Two way checkback

Responses jump:

- Major support artificial – Bergen type (2NT / 3♣/♦)
- Very weak jump shift* – **only in “competition”**

Defense overcall 2♦ Multi :

- DBL = 13-15 bal. or 19+ (*resp. Lebensohl*)
- 2♥/♠ - short 3x = natural
- 2NT = 16-18 • 4♣/♦ = bic w/♠ (1^av) or ♥ (2^av)

After 1Ntopening, overcall by opps:

- Rubensohl* em competition • DBL = competitive
- Stayman* – on 3♦, if overcall is 2♥, and on 3♠, if overcall is 2♠.

PSYCHICS

- rares

	<u>2.</u>	<u>3.</u>	<u>4.</u>	DESCRIPTION	RESPONSES * Naturais, excepto :	REBIDS	Alterações após passe inicial
1♣		3	4♥	11 ⁺ /20 H	• Walsh • on 1♣* (* 10 - 1C/E – posible 3 cards). • 1♣/♦ - 2♥ = 5Sp/4⁺ He, 6-9 / 2♠ = 10-11 • Very weak jump shift on competition (2♥/♠)	• 1♣-1♦-1NT posible 4 card major (2♣/2♦ two way checkbck) • 1m / 1M-1NT (2♣ relais / 2♦ GF, same) • 2NT posible 4Card major (3 o.m. = checkback) • 1m-2m-2M=honour(s) Jump= splinter • 3ST =can be “Gambling”	• Naípe c/ salto = naípe + fit
1♦		3	4♥	11 ⁺ /20 H	• Apoios invmin, • “1♣-2♦”or • “1♦-3♣” = fit – 7 a 10 1m-2m= 11⁺ points	⇒	
1♥		5*	4♦	(9) 11 ⁺ /20 H	• 1NT=F1 • 2/1=GF (2♠ 6c, 3-6H) • 2NT=fit 4⁺cardsGF • 3♣=fit 4⁺ cards 6-9 • 3♦ = fit 4⁺ cards invitational • 3M= preempt • 3oM = fit 4⁺ ,splinter	• trial bids: ask help • 1M – 1ST – 2ST GF (90%)	• 2♣ = Drury (reverse) 3/4+;
1♠		5*	4♦	(9) 11 ⁺ /20 H	• 3NT= Fit 3°, 15-17h or “any void.” • 4M = preempt. • 4x – fit 4⁺ cards ,Splinter *- 1E-4C e 1C-4E “Nat”	• o/ 2NT : • 3♣/♦ = sing/void indeterminated.- mín / máx • 3M = SuperMáx. slamish • 3oM= 5/5 closed 2nd suit slamish • 3NT = 16/18, Bal, . • 4x=strong 5/5 • 4 M= to play	• over 1C/1E - “3/4 x”- Fit-Bid
1NT		-	-	15/17 H	• 2♣ = Stayman (may no majors) • 2♦*/♥ = Texas • 3♣ - Puppet; • 3♦ - Bic ♥/♠, Invitational or better • 3♥/♠* - 1/3 – 3/1/ 4-5 in minors, GF	⇒	
					• 2♠/ST* – Unic ♣=weak/strong // *♦ or Bic ♣/♦ weak	⇒	• 2♦=no M 4 th (3♥/♠ = Smolen) •
					• 4♣* - Bicolour ♥/♠, “Slamish” • 4♦/♥ - Trsfrs ♥/♠ • 4♠ = “Quantitative” • 4NT = BW	⇒	• 2♥ = 4♥ (ev/ 4♠ -resp: 2♠ = 4♠, F1) • 2♠ = 4♠, deny 4♥
						⇒	• On puppet 3diam can have 4cards M
						⇒	• Após correção- 3♦ - Bic ♣/♦ Forte; 3♥/♠/ST-4♣ (Unic. Forte.. Sing ♥/♠/m)
						⇒	• 4♣* - a) 4♦ ask short (steps) b) 4♥/♠ no interest ,
							c) 4NT(for He)/5♣ (for Sp) – BW6K .
2♣	☑	-	-	Strong any GF	• 2♦ =waiting bid 2♥/2♠/3♣/♦ =5⁺ cards, good suit • 2NT= 14⁺ points	⇒	• 2NT = 24,+ • 2♥/♠ e 3♣/♦ – GF
2♦	☑	-	-	Multicolor (5+ c)	• 2♥/♠ = to play if p’s suit; 2NT= ask.; 3♣/♦ = Forcing; • 3♥/3♠ = pass or correct • 4♣/♦ = ask transfer/Nat	⇒	• Sobre “2♦” – “3♥/♠” is Strong, NF” and “2♥/♠” is GF
2♥		5+		Bic.M m, 5/4 ⁺ , 3-10H	• 2♠ = nat, NF • 4♣ = splinter • 2ST= ask GF; • 3/5♣ = pass/correct.; • 3♦ = fit ask F1		• 3♣/♦ = minimum; • 3♥/♠ = Máx. 5/5 Clubs/Diamonds;
2♠		5	-		• Same		• 3ST= 544 Máx (9,10 h);
2NT		-	-	20/21 H pode ter maior 5°	• 3♣ = Muppet • 3♦*/♥ =Texas (*corr. ♥ 2//♠ 2) • 3♠ (2) =Transfer to.3ST • 3ST(2) Transfer p. 4♣ • 4♣ e 4♦ - Bic. ♥/♠ (ST/GF) • 4♥/♠ - Bic ♣/♦, sing ♥/♠ > 4NT “neg., to play”. • 4 NT = BW	⇒	• 3♦ = 1 or 2 majors 4 > 4♣/♦ 4/4 Ms (Slm/GF) • 3♥ = No*
						⇒	• 3♠/ST - = 5♠/5♥ - Após “3ST” -5 C), 4♦ obriga a 4♥.
							• After 3♥ - 3♠ oblige 3ST***, 3NT is 5♠ & 3 or 4♥.
							4♣/♦ = 6-4 Majors (6♥/6♠); 4♥/♠ = 6 ⁺ ♣/♦ +4M, Slam Try
							*** -a) 4♣ - Ask m >4Om5 ⁺ 4Sp/Di) b) 4♦ =m 5 ⁺ (4♥ Ask)
							• (1) 4♣/♦ e 4♥/♠ = Minors, Smolen 6/4 e 5/4, sing. ♥/♠)
							• (2) 4♣/♦ signoff 4♥/♠ = Unicolor ♣/♦, Slam Try
3x		6*	-	PRE; * 3ª Pos° : 5 ⁺ c.	•		SLAM SEQUENCES
3ST	☑	7	-	PRE Uni minor destructive	• 4♣ = pass or correct; 4♦ - ask short • 4♥/♠ = to play		⇒ BW 5 chaves
4♣/♦	☑	-	-	PRE construtive on ♥/♠ (8 1/2 tricks)	• 4♦/♥ =relais, strong >short in steps • 4♥/♠ =to play		• Interrogativas sucessivas (D,R's)
4♥/♠		7	-	PRE normal	• New suit= CAB		• DOPI / DEPO