


DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2level; Reopening)		
1/1 F1	2/1= NF	Jump Raise=PRE
Cue bids and 2NT used as support in many situations		
1st JUMP CUE: 4-card supp 8-9,		
FIT SHOWING Jumps		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; Reopening)		
2nd,4th Live15-18 pts		
PH overcall of 1NT: 5m - 4M		
Reopen – 11-14(m) 11-15 (M) . 2♣: stayman/TRFs		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
2♥/♠... = natural- weak		
1♣ - 2♦ =Majors (in 4th: 2♦: natural)		
1M - 2NT: 5-5+♣/♦ . 1m – 2NT: ♥ and other minor		
2NT reopen: 19-20.		
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♣/♦ - 3♣/♦ = natural		
Reopen 1♣/♦ p - p -2♣/♦ = Majors		
VS. NT (vs. Strong / Weak; Reopening; PH)		
2♣ = ♥-♠ , at least 5- 4 (2♦ asks longer suit)		
2♦ = 1 major ( ♥ or ♠ ) 2NT ?m, 3♣, 3♦ natural		
2♥/♠ = 5+♥/♠ + 4+ minor		
2NT: 5-5+ ♣/♦ Double: penalty.(9-14 NT)		
Dbl : penalty		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		
Jump (3): Dist. 2NT:15-18.		
2♥/♠ -CB : ask stop ; 4♣/♦ = other M+♣/♦; 4CB/4NT: ms		
2♦ - ( 3♦): ♣/♥ - (4♣): ♣/♠ e (4♦): ♥/♠ 3M (4M/NT)= minors		
3♣/♦ - (4♦)=♥/♠ 4♣ = M+other m. 3M- 4♣/♦ =m+1M		
VERSUS ARTIFICIAL STRONG OPENINGS		
1♣: D: Majors; 1NT : Minors		
2♣: D Majors; 2NT: Minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
1♣/♦ DBL – NAT - Jump (weak nat)		
1♥/♠ DBL ; 2NT =4c SUPP 10+		
1♥/♠ - (DBL) other jumps at 3 or 4 level = fit show.		
1♥/1♠ DBL – Transfers from 1NT to 2♦/♥		
Jumps by PH: Fit show except jump in other M		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd e 5th	= (Xxx if supported)	
NT	2nd/ 4th	=	
Subseq	S with interest	=	
Other	Vs NT, A asks CT/UB;K asks ATT		
	Vs 5 level K asks CT, A aks ATT		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Axx+	AKJ(10), AKQx, Ax	
King	AK KQx(+)	AK(x), KQ(x) ;	
Queen	QJX(+)	QJx, AQJx+	
Jack	J10(x)(+); KJ10x(+)	AJ10x; KJ10x; J10x	
10	109(x)(+); H109x(+)	same	
9	9x; ; 98(x)(+)	9x; ; 98(x)(+) 9xx	
Hi-x	Sx; xxS(x)	Sx; xSx; xSxx; Sxx;	
Lo-x	HxS; HxxxS	xxxS(x)(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=Encourage	Lo/Hi= Even	Lo=Encourage
Suit 2	Lo/Hi= Even	Suit Pref	Lo/Hi= Even
3	Suit Pref		Suit Pref
1	=	=	=
NT 2	=	=	=
3	=		=
Signals			
Hi-lo in trumps: usu interest in ruff			
Upsidedown Count, ATT and Remainder			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Light with classic shape; Reopening may be slightly unshaped			
Double of M emphasizes M.			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
1♣- (1♦) - D = 4♥ e 4♠ 1♣/♦ - 1♥ - D = 4♠ 1♣-1♠ D (4+♥)			
4th suit DBL; ; INV DBL			
1x –1y-D-RD- H in partner's suit (usu Hx)			
1/2NT- P – 3NT- D= asks ♠lead. After Stayman ♦lead			
(4♣) - (DBL) = OPT, (4♠) – 4NT: T/O			

	<b>INTERNATIONAL CONVENTION CARD</b>
CATEGORY: NATURAL BRAZIL Paula Correa - Diego Brenner	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1♥ / ♠ - 5 card Major 2♦/♥/♠ - Natural – Weak  1NT Opening: 14+/-17 pts	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
INVERTED 1♠/1NT RESP TO 1♥; (1♥-1NT = 5♠, ) 1♥-1♠=5-11 pts, 0-4 ♠      1♠ - 1NT – 5-11  TRANSFER After 1M - (DBL); O/C of 1M ((DBL) ; FIT-SHOWING JUMPS PH (also in COMP) – 4c support 2NT: T/O in many situations  "TRANSFER LEB" :AFTER 1NT-(2X) (nat) 1♥/♠ - 1♠/2♣/♦(ov) – 2NT : 4 card support INV+ GOOD-BAD 2NT; SCRAMBLE 2NT, L/D BIDS 1♣/♦ - (1NT) - 2♣ majors 1♥/1♠ - (1NT) – 2♣ / 2♦ = minor bid and other M DRURY: 2♣ /2♦	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
2/1 F1 in competition Game Try: long and short	
PSYCHICS: rare	

OPEN	TICK IF ART.	MIN NO. OF CARD	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♥	11-21 HCP NATURAL	1NT=6-10 ; 2NT=INV ; 3♣ =6-9 w/ 5♣	1m-1M- 2m-2Lower = RELAY FG except 1♦-1♠-2♦	Jumps = Fit showing
				3♣/3♦ and 4♣/4♦ BAL	2♣=GF support ; 2♠: 6♦ + INV 2♥: majors 2♦ inv with ♣	2 way checkback (also over 1♣-1♥-1♠ ; wolf sign off	4th suit, 2wcb, relay=F1
				4M - 4♣-4♦ = 1♦	3♦/♥/♠=PRE; 3NT=16-17HCP	4th suit=FG (except over REV);	
						1NT rebid over 1♦: bal, can have M.	
1 ♦		3	4♥	11-21 HCP NATURAL	1♦- 2♣: GF ; 2NT 11-12 HCP no major 2♠: 6♣ + INV 2♥: majors		=
					3♣ inv with ♦		=
1 ♥		5	4♦	11-21 HCP NATURAL	1♠=RLY (5-11HCP; 0-4♣, no SUPP; 1NT=5♠; 2NT= 4c SUPP10-14	Splinter by opener after 2/1 12-14, 4c SUPP	=
					3♠ ANY SINGL 10-11 3nt/4♣/♦ SINGL ♠/♣/♦7-9;	1♥-1♠-1NT: 4♠ min; 2♠: 16-17+	2♣/2♦: 10-11 3/ 4c SUPP
						After 2NT Jacoby, 4... singl. except 1♥/2NT/3NT =	2NT = 6♣ INV
						Singl ♠	
1 ♠		5	4♦	=	Same as 1♥ but 4♣/♦/♥ spl 7-9 ; 3NT ANY SING 10-11	(1♥/♠)- (1♠1NT)- 3... 5-5 except 1♥-1NT-3♣	Fit showing Jumps
						2NT: Strong. No other 5 card suit	
1NT				BAL 14+/-17 HCP	2♣ stayman; 2♦/♥//NT transfer 2♠inv. in NT or ♣;	After stayman,3♣ ? dist, 3♦:shows 5c minor	
				Possible 5M or 6m	3♣- asks 5M; 3♦:5♦-5♣; 3♥/3♠= singleton 5m+4m	SMOLEN	
					4♣ majors 4♦/4♥ TRANSFER 4♠ weak, minors	1NT ( Dbl ) Rd :TRF to 2♣, to pass or bid 2. sys on	
					4NT – QUANT		
2 ♣	X			ART, FG or BAL 22+HCP	2♦: 6+ 2♥: 0-5 no Ace.	After 2♦, 2♥ nat or bal, 2♣ nat, 2NT:5+♣, 3♣: 5+♦	
					2♠/2NT = 5c+ suit ♠/♥. 3♣/♦ 6c suit	3♦: 5♦- 4♣, 3♥/♠: 6♣-4♦ and 6♦-4♣. 4x: 4-4-4-1	
2♦/♥/♠		6		5-11 HCP (Possible 5c NV)	2NT relay; 2 other suit = F1;	3♦/♥/♠/NAT. 4level: 6-5	
				May have side suit: 4+c			
				=			
2NT				20-21 BAL	3♣ modif STAYMAN;3♠ minors/4♣/♦/♥/♠ TRANSFER	After 3♣, 3♦ denies♥, 3♥:4/5♥, 3♠: 5♠, 3NT:2Ms	
						SMOLEN	
3 ♣/♦		7		NAT PRE possible 6c NV	3... = NAT F1; 4Minor=usu cue; 4 Major: nat		
3 ♥/♠		=		=	=		
						HIGH LEVEL BIDDING	
						RKCB: 1430- 5♣ (1-4) 5♦ (0- 3) 5♥ (2) 5♠ (2 +trump Q)	
3 NT	X	7		Solid minor. No outside A or K	4/5♣/6♣ = P/C; 4♦ = ? singl; 4♥/♠ =to play ; 4NT = ? 8 cards	5NT: 1-3Kc+void; 6x: 2Kc+void; 6 Trump (2Kc+ void higher)	
						TRUMP-QUEEN asking (AFTER RKC )	
						EXCLUSION 03-14	
						JUMP 5NT: GSF; NJ5NT: Asks A; 5NT AFTER 4NT GS INV	
4♣♦♥♠		7		NAT PRE		DIPO at 5-level;DEPO at 6-level or above trump suit	
						AUTOSPLINTER	
4NT	X	8		SOLID MINOR ,1 Ace			
				9 tricks NV and 10 Vul			