



INTERNATIONAL CONVENTION CARD

CATEGORY: NATURAL
EVENT: ALL

SILVA NETO, João de Deus & MACHADO, Mauricio

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

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

INT Opening: 15-17 pts, can have five cards major
2 OVER 1 Response: GF only 1♥-2♥ and 1♦-2♠

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D = MULTIT (may be 6c♥/♠6-10, 23-24 BAL or 4-4-4-1 21+)
2H/S = 2 suit at least 5-5, ♥/♠ + minor, 6-10
INVERTED 1♥/INT RESP TO 1♥; (1♥-INT = 5♠)
DRURY: 2♣/2♦
MICHAELS cuebid over (1♥/♠) opening: OM + minor
Cue bid cuebid over (1♣/♦) opening: majors

2NT LEBENSOHL AFTER: INT - 2X), opening (2 weak) and (1M) – DBL – (2M)

NAMYATS: 3NT = like natural opening bid 4♣ or 4♦

4♣/4♦ = 4♥/4♠ strong opening bid

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2/1 FT in competition
Game Try: long (may be 3 cards)
1X – (1/2Y) – cuebid = support, at least invitational
PSYCHICS: rare

LEADS AND SIGNALS

OPENING LEADS STYLE	Lead	In Partner's Suit
Suit	3rd from even, lowest from odd	=
NT	4th	=
Subseq	Small with interest	=
Other: Vs NT: A asks CT, K asks ATT, Q to play the J or CT		
Vs 5 level or slam K asks CT, A asks ATT (AK leads K)		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(=)	AKJ10(+)
King	AK KQx(+)	AKx(+); KOx(+)
Queen	QJx(+)	AQJx+; KO109; KOJx(+)
Jack	J10(x)(+); KJ10x(+)	AJ10x; KJ10x; J10x
10	109(x)(+); H109x(+); 10x	idem
9	9x;	9x; 98(x)(+); 9xx
Hi-x	Sx; xxxS; HxSx	Sx; xSx; xSxx; Sxx;
Lo-x	HxS; xxS; HxxxxS; xxxxS	xxxxS(x)(+)

SIGNALS IN ORDER OF PRIORITY

UDCA	Partner's Lead	Declarer's Lead	Discarding
1	Low=Encourage	Hi/Lo= Odd	Odd=Encourage
Suit 2	Hi/Lo= Odd	Suit Pref	Even= Suit Pref
3	Suit Pref	=	=
1	=	=	=
NT 2	=	=	=
3	=	=	=

Signals (including Trumps)

Hi-to in trumps: with interest in ruff or Suit Pref

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Light with classic shape; Reopening may be slightly unslapped
Cue bid = only forcing response bid

SPECIAL: ARTIFICIAL & COMPETITIVE (RE-)DOUBLES

1♠-(1♦)-D = 4♥e4♠ 1♠/♦-1♥-D = 4♠1♠-1♠D (4+♥)

4th suit DBL: SUPP DBL/RDBL; INV DBL

1(x) – 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

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2level; Reopening)

Aggressive at level 1

1/1 F1 2/1 = NF Jump Raise=PRE Jump shift = NAT, GF

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

INT OVERCALL (2nd/4th live; Responses; Reopening)

2nd/4th 15-18 pts (follows like 1NT opening)

Reopen – 12-15 (follows NAT, no Stayman, TRFs, etc)

JUMP OVERCALLS (Style: Responses: Unusual NT)

Weak, 6+ cards (at 2 level follows like 2 opening bid)

1M - 2NT: ♣/♦ . 1m - 2NT: ♥ and other minor

2NT reopen: 19-21. JUMP (reopen) INTERM:

DIRECT and JUMP CUE BIDS (Style: Responses: Reopen)

(1♥/♠) – 2♥/♠: Other M and m 1X – 3X asks stopper

(1♣/♦) – 2♣/♦: majors Reopen 1♣/♦ - P - P - 2♣/♦ = Majors

Vs. NT (vs: Strong/ Weak; Reopening: PH)

2♣ = one suit (2♦ = asks)

2♦ = majors

2♥/♠ = 5+♥/♠ + 4+ minor (2NT asks minor) 3 suit = weak

2NT: minors Double: penalty. Reopening: same

Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL = T/O 2NT: 15-18 (3♣/♦/♥/♠ = TRF – to OP suit=stayman)

(2♦): 3♦ = 2 STP, 4♣ = ♣ + M, 4♦ = ♥ + ♠, 3♥/♠ = strong

(2♥/♠): 3♥/♠ = 2 STP, 4♣ = ♣ + M, 4♦ = ♦ + M, 4♥/♠ = ♣ + ♦

(3♣/♦): 4♣/♦ = ♥ + ♠, (3♥): 4♥ = ♠ + m; (3♠): 4♠ = ♣ + ♦

3NT = to play

Vs ARTIFICIAL STRONG OPENINGS – we play CRASH

Vs 1♠: 1NT = ♦ + ♥ or ♣ + ♠ (Color)

2♣ = ♣ + ♦ or ♥ + ♠ (Ranking) 2♦ = ♣ + ♥ or ♥ + ♠ (Shape)

DBL = ♣: Jumps = NAT, weak; Other = NAT

Vs 2♣: DBL / 2♦ / 2NT = C / RA / SH: Other = NAT

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ pts. penalty interest

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=6-9, 2NT=10-11, 3NT=12-14 (no major); 2♠/♠=10+HCP 3♠/♠=6-9 with 5 cards support (INVERTED MINORS); 1/1 = NAT; 2♠ = GF; Jump Shift = NAT INV; Double jump shift = PRE	1m-1M, 2m: Lowest = RLY, F1 2way Checkback; After opener reverse lowest = neg 4th suit=GF; after 2NT, Other minor = RLY 1NT rebid over 1♥/♥: BAL, can have M	Jumps = Fit showing 4th suit = ART, F1
1♥/♠		5	4♥	11-21 HCP NATURAL (Possible 4c or light 3rd)	1♥-1♠=RLY 0-4♠-5-11; 1♥-1NT=5+♠, 5+ HCP; 1♠-1NT = 5-11, SF 1♥-2♠/3♦ and 1♠-3♥/♥ = 6c, INV; 2♠ = GF, except if rebids 2♥/♠=6-9 pts; 3♥/♠=8-9 pts 4c SUPP; 4♥/♠=4+c SUPP, PRE 2NT = 4c SUPP 10+ bal; 1♥-3♠ and 1♠-3NT=4c SUPP with any void 3♠=INV with 3c SUPP or GF 4c SUPP with SINGL/void or GF 4OM333 1♥-3NT/4♠/♦ = 10-12 singl ♠/♠/♦; 1♠-4♠/♦/♥ = 10-12 singl ♠/♦/♥	Splinter by opener after 2/1 12-14, 4c SUPP 1♥-1♠-1NT: with 5♥-4♠ 11-17 and 2♠: GF After 2NT Jacoby: 3♠ = Max NAT or 6cM 3X=Max NAT; 3♥/♠=MIN, no singl4X = MIN singl After 3♠, 3♦=?; 3♥/♠=INV 3c SUPP, 3OM=any void 3NT=4OM-333, 4♠/♦/♥=Singl ♠/♦/♠/♠ 4c SUPP	2♠/2♥: 10-11 3/ 4c SUPP 2NT = 6♠ INV Jumps = Fit showing
1NT			4♥	BAL 15-17 HCP	2♠ = Puppet Stayman; 2♥/♥/♠/NT transfer to ♥/♠/♠/♦ 3♠ = 5+♠-4♦; 3♦ = 5♦-4♠-2-2; 3♥/3♠ = 5+♦-4♠-3♥/♠ 4♠ = majors; 4♦/♥ = TRF to 4♥/♠; 4♠ = minors; 4NT = QUANT	SMOLEN: 3OM=SUPP with slam interest After TRF: suit= GF, jump=singl with slam interest, 2NT=game INV, 4NT=slam INV, 5NT=pickup slam	
2♠	X			ART, GF May be BAL 24+HCP	2♦: 6+ HCP w/o good suit; 2♥: 0-5 HCP no Ace; 2♠/2NT = 5+c suit ♠/♥, 3♠/♦ 6c suit	After 2♦: follows natural After 2♥: 3♠=5♥-4♠; Others = NAT	
2♦	x			MULTI-WEAK M (6-10) or 23-24 BAL or 4-4-4-1 20+	2♥/2♠ = P/C, 2NT = Relay, at least invitation	After 2NT: 3♠ = ♠, 3♦ = ♥ max, 3♥ = ♥ min ; 3ST: 20-21 BAL; 3♠/4♠/4♥/4♠ = 3 suit with sing above	
2♥/♠		5		6-10 HCP, 5+♥/♠ - 5+minor	3♠/♦ = P/C, 2NT = Relay, at least invitation	After 2NT: 3♠ = NAT, 3♦ = NAT 5-5, 3♥/♠ = ♦ 6-5	
2NT				20-21 HCP BAL	3♠ = Puppet Stayman; 3♦/♥ = transfer to ♥/♠; 3NT = to play; 3♠=minors, at least 5-4; 4♠/♦/♥/♠=NAT, slam interest; 4NT=BARON	After 3♠: 3♦ = 1 or 2 4c M; 3♥/♠=5c; 3NT=no 4c M	
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♠ = 1-4, 5♦ = 0-3, 5♥ = 2, 5♠ = 2 + trump Q 5NT = 1/3 KC + void; 6x = 2/4 KC + void; 6 Trump = 2/4 KC + void higher	
3NT	X	7		Preempt NAT bid 4♠ or 4♦	4/5♠ = P/C; 4♥ = Ask singleton; 4♥/♠ = to play	TRUMP-QUEEN asking (AFTER 5♠/♦ response); TRUMP = No Q; 5NT = Q and no side king, other bid: Q and king of the suit.	
4♠/♦	X			Strong opening 4♥/♠	4♦/♥ = TRF to 4♥/♠	DOP1 at 5-level; DEPO at 6-level or above 5 trump suit	
				Defensive values; 8/9 winners		EXCLUSION RKCB	
4♥/♠		7		NAT PRE		JUMP 5NT = GSF; NJ5NT = Asks key-cards; 5NT AFTER 4NT = GS INV	
4NT	X			Blackwood		RKCB: key-cards: 5♠ = 1-4, 5♦ = 0-3, 5♥ = 2, 5♠ = 2 + trump Q	
5♠/♦		8		NAT PRE			