



	after our overall 1 level, 1NT= T/O to suit overcaller's; it's = 1NT forcing.			
	1NT - (Dbl) P = opener must bid RDL or any 5th suit			
<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	Psychics: rare			
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>				
usually 5+ cards; 6- 18 HCP; if advancer Passes= Rubenshol (#1) i	<b>LEADS AND SIGNALS</b>			Category:
f advancer DBL = Capeletti (#2) cue = F1; jump raises = pre	<b>OPENING LEADS STYLE</b>			Country: Brazil
1NT after 1 level overall it's like a T/O Dbl and F1.		Lead	in Partner's Suit	Event: World Team Olympiad
1NT after 1♥-P-1♠=1NT forcing, shows 4+♠ and 5+♣/♦	Suit	A, Q or 10= shows an even suit		Players: Guilherme JUNQUEIRA - Alcio MAIA
Reopening: 1NT = 13-15, may be unbal and without stop; DBL = 8-12 or 16+ in 4TH pos 2♣= like 2♣ opening bid		K, J or 9=shows an odd suit		<b>SYSTEM SUMMARY</b>
		x(x) (x)(x)x (x)(x)xx; (H)x; (10)x		<b>GENERAL APPROACH AND STYLE</b>
		H(x)x; Hx(x)x		5 card majors/1♥ 1♠ openings may be weak good 4 cards in 3rd/4th pos;
	NT	small with interest		1♣ with 4♣ + 4♦; decent weak -two bids in 1/2 rd pos; PRE may be very weak
		A, Q or 10= shows an even suit		f nvul x vul in 1/3rd pos. 1♣/1♦ openings may be light in 1/2/3rd pos. if n vul;
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>		K, J or 9=shows an odd suit		weak NT except VULxNVUL.
16-18HCP= same development;	Subseq			Transfers after 1x (dbl) and after 1 level overall; 2/1 = GF.
RESPONSES: system on; transfer to opp suit = asks for 2nd stop	Other:			1NT over 1 M opening = NF; shaped T/O and neg. DBL;
in 4th pos= 13-15HCP, development is NAT				2NT = T/O DBL.in many comp. auctions; SUPP. DBL sometimes.
	<b>LEADS</b>			2♣ = FG, indeterminate
	Lead	Vs. Suit	Vs. NT	1NT Openings: 12-14 all pos. 3rd pos. NVULxVUL = 9-11 or 15-17 hcp,
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	Ace	even suit;		in 3rd pos.,not obligatory to open 9-11 hcp.
1-Suit: weak; Reopen= intermediate	King	odd suit; promises A or R Q		VULxNVUL=15-17hcp always ( 1,2 & 3 <sup>rd</sup> pos.)
if VulxNvul =intermediate strenght.	Queen	even suit; promises K or J		2 OVER 1 Responses:FG
2-Suit: (1x) - 2NT = strong 2-suiter	Jack	odd suit; promises Q or 10		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
	10	even suit; promises J or 9		*Brown Sticker conventions 2♦= 5+♥one suit or 5+♠/4+♣/♦; Note#999
Reopen: 3 level = at least AQJ 7 <sup>o</sup> and one side honor.	9	odd suit; promises 10 or 8,		2♥=4+♠/4+♥; 2♠= 5+♠ one suit or 5+♥/4+♣/♦; all openings 3-10 hcp,
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>	Hi-x	xSx; xxSxx		never VULxNVul, only in 1,2 & 3 <sup>rd</sup> pos. 1&2 <sup>nd</sup> pos.VULxNVUL 2♦/♥/♠ =
over M= modified Michael's(#3); (1M)-2M:OM+m (4+M/6+m);	Lo-x	xS; HxS; HxxxS		8-12 hcp 6+cards, in 3&4 <sup>th</sup> pos = 12-15 hcp, 6+cards.
(1m)-2m:4M+6+om; (1m)-3m= 5-5 ♥+♠, defensive values;(1M)-3M= 5-5 ♣+♦,defensive	<b>SIGNALS IN ORDER OF PRIORITY</b>			1NT-(dbl)-P = opener must RDBL or bid suit 5 <sup>o</sup> .
(1x)-2NT= any very strog 5-5 or + (excluding opener's suit)		Partners Lead	Declarer's Lead	(1M) - 3M = defensive 5-5 ♣ and ♦
	Suit:1st	Hi=DISCRG	Hi/lo=O	(1m) - 3m = defensive 5-5 ♥ and ♠
	2nd	Hi/lo=O	S/P	(1x) - 2NT= any 5-5 (excluding opener's suit), very strong
	3rd	S/P	Hi=DISCRG	2NT = T/O DBL.in many comp. auctions; SUPP. DBL sometimes.
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	NT: 1st	Hi=DISCRG	Hi/lo=O	1M - 2NT = FG with 4 support trumps; 1m - 2NT = 16+hcp 3.3.3.4 cards
2♣=♥+any; 2♦=♠+any; 2NT= one suit ♣ or ♦; 3♣= 5-5 ♣+♦,def. values,	2nd	Hi/lo=O	Hi=DISCRG	weak jump raises in comp.; single jump in new suit in comp = INV.;
3♦= 5-5 or+ ♥/♠ Defensive values. Dbl =Penalty.	3rd	S/P	S/P	3NT opening = 9 tricks; 4NT opening = aces asking;
	Signals (including Trumps): Trumps:Hi-lo shows interest in ruff			
	"SMITH SIGNAL"			
	<b>DOUBLES</b>			
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
DBL= T/O; CUE OR JUMP SHIFT: 5-5, STRONG; NT = nat	Distributional style; cue promises a rebid; jump suit= invitational;			
1♣/♦/♥- (3♠)- 4♣/♦/♥/= transfers, 4♠= aces asking and 4NT=quantitative.	negative DBI until 4♥; responsive;until 4♥			
	REOPEN: 8-12 or 16+ HCP			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	1♣/♦- (1♥)- Dbl = without 4+♠;			after a FG sequence and opponent's bidding at high level:
Against 1♣: 1NT=m's; 2♣= m+M; 2♦=M's; DBL= 3-suited hand(may be 5.4.3.1)	f partner is passed, may be too light w/ distributional values			DBL shows a minimum not interesting hand;
Against 2♣: 2NT=m's; 3♣=M+m;3♦=M's; DBL= 3-suited hand(may be 5.4.3.1)				PASS is forcing with interest
				(2/3x) - 3y - (5x) - PASS = forcing.(2/3x) - DBL - (5x) - PASS = Forcing;
	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			Forcing pass when opponents bid beyond our forced level;
	responsive and negative DBI thru 4♥; 1x - (DBL) - RDBL=penalty oriented			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	OPT DBL; SPL DBL; POS DBL;			FOURTH SUIT= FG; TWO-WAY DRURY;
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	Lightner Dbls.			LEBENSHOL IN MANY SITUATIONS
RDBL=penalty oriented; Capeletti over 1 M's opening(#4);				SPLINTERS BIDS IN FG. SITUATIONS = DISTRIBUTIONAL VALUES
				Transfers bids after opps Dbl our 1 major opening, others :
				1♣-(Dbl)-1NT=good ♣ raise;1♦-(Dbl)-1NT= ♣ suit, 2♣= good ♦ raise.



## SUPPLEMENTARY NOTES – G. JUNQUEIRA & A. MAIA

1♣ OPENING:

Responses:

- 2♣ = GF. 4+ majors cards it's OK.
- 2♦/♥/♠ = Inv, 6+ cards
- 3♣ = 5-10 hcp, 5+♣ cards.
- 3♦/♥/♠ = Pre.

After 1 major response:

- 3♦ = 3 major supp, 6+♣, F1 – strong hand.

After 1 level response, 1NT rebid:

- 2♣ = pup to 2♦
- 2♦ = GF. Relay.

1♦ OPENING:

Responses:

- 2♦ = GF. 4+ majors cards it's OK.
- 2♥ = 5+♠/4+♥ Inv.
- 2♠/3♣/♥ = 8-11 hcp, 6+ cards.
- 3♦ = 5-10 hcp, 5+ cards.

After 1 major response:

- 3 other major = 3 major supp, 6+♦, F1 – strong hand.

After 1 level response, 1NT rebid:

- 2♣ = pup to 2♦
- 2♦ = GF. Relay.

After 1♣/♦ - 1x; 2♣/♦: bid first suit free it's GF relay.

1 ♠/♥ OPENING:

Responses:

1NT = not forcing  
2/1 = GF.  
Jump shifts = Inv. 8-11 hcp, 6+ cards.  
2NT = 4+ maj. Supp. GF. Any shape/strength.

All Splinters bids are in the suit below the short suit, 9-12 hcp,

Ex: 1♥ - 3NT = short ♣; 1♠ - 3NT = short ♣

RUBENSHOL/RUBENS TRANSFERS:

After our overcall and DBL or passes by responder, suit below cue = Nat;  
1NT = like a take-out Dbl. to overcaller suit, F1. Suit, including cue, above = Transfer.

CAPELETTI TRANSFERS:

After our 1 major opening and DBL by opps, suit at 1 level = Nat; 1NT = ♣;  
2♣ = ♦; 2♦ = ♥ or good supp if 1♥ opening.

MODIFIED MICHLES:

Over ♣/♦: 2 cue = 4+♥/♠ & 6+ other minor. Subsequent auction: 2NT = relay; cue = GF.

Over 1♥: 2♥ = 4+♠ & 6+♣/♦. Subsequent auction: 2NT = relay; cue = GF.

Over 1♠: 2♠ = 5+♥ & 5+♣/♦. Subsequent auction: 2NT = relay; cue = GF.

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

NAMES: G. JUNQUEIRA - A. MAIA

COUNTRY: BRAZIL

EVENT: ALL

OPENING BID OF 2♦ IN 1, 2 & 3 SEAT – ALL VULNERABILITIES EXCEPT VUL x NVUL.

SHOWS: 3 – 10 HCP, 5+ ♥, ONE SUIT OR 5+ ♠ / 4+ ♣/♦.

DETAILED DESCRIPTION: IN 1 & 2 SEAT NORMALLY 6-10 HCP.

It's not mandatory to opening all hands always.

It all depends on common sense, suit quality and vulnerability.

## RESPONSES & REBIDS IN UNCONTESTED AUCTIONS

WITH WHAT HANDS WILL RESPONDER PASS THE OPENING BID ?

Weak hands, common sense.

MEANINGS OF OTHER RESPONSES AND REBIDS:

- 2♦ 2♥ = Pass/Correct
- 2♠ = Relay, not GF.
- 2nt = Puppet 3♣, sign off ♣, ♦ suit initiation or major suit, slamish.
- 3♣ = Puppet 3♦, GF. w/ ♣/♦ unicolor or ♦ sign off.
- 3♦ = Majors support, invitation.
- 3♥ = Pass/Correct, Pre.
- 3♠ = Bid 4♥ or 4 in your minor.
- 3nt = To play.
- 4♣ = Bid your major in transfer, 4♦ to 4♥ or 4♥ to 4♠.
- 4♦ = Bid game in your major.
- 4♥ = To play.
- 4♠ = To play.

## COMPETITIVE AGREEMENTS

RESPONSES AFTER OPPONENT'S DBL:

- PASS = Partner will pass with 4+♦.
- RDBL = Penalty, with♦.
- 2♥ = Pass/Correct
- 2♠ = and higher, System on.

**RESPONSES AFTER OPPONENT'S OVERCALL:**

After 2 ♥/♠, DBL= Pass/Correct, others = System on.

After 2NT, DBL= Penalty; 3♣= Relay and others = System on.

**REBIDS AFTER 4<sup>a</sup> HAND DBLs THE RESPONSE:**

**2♦ - (PASS) - 2♠ - (DBL) :**

Pass = 1<sup>o</sup> Step

RDBL = 2<sup>o</sup> Step

3♣ = 3<sup>o</sup> Step

3♦ = 4<sup>o</sup> Step and continuing.

**2♦ - (PASS) - any - (DBL) :**

Natural, common sense.

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

NAMES: G. JUNQUEIRA - A. MAIA

COUNTRY: BRAZIL

EVENT: ALL

OPENING BID OF 2♥ IN 1, 2 & 3 SEAT – ALL VULNERABILITIES EXCEPT VUL x NVUL.

SHOWS: 3 – 10 HCP, 4+♥/4+♠.

DETAILED DESCRIPTION: IN 1 & 2 SEAT NORMALLY 6-10 HCP.

It's not mandatory to opening all hands always.

It all depends on common sense, suit quality and vulnerability.

## RESPONSES & REBIDS IN UNCONTESTED AUCTIONS

WITH WHAT HANDS WILL RESPONDER PASS THE OPENING BID ?

Weak hands, common sense.

MEANINGS OF OTHER RESPONSES AND REBIDS:

- 2♥ pass = sign off.
- 2♠ = To play.
- 2nt = Relay, GF.
- 3♣ = Puppet 3♦, w/ ♣+♦ slamish; ♦ sign off; fix. Major, slamish.
- 3♦ = Majors support, invitation.
- 3♥ = Pre, to play
- 3♠ = Pre, to play
- 3nt = To play.
- 4♣ = Unicolor ♣, GF, ask cues.
- 4♦ = Bid game in your longest major.
- 4♥ = To play.
- 4♠ = To play.

## COMPETITIVE AGREEMENTS

RESPONSES AFTER OPPONENT'S DBL:

PASS = Natural.

RDBL = Penalty.

2♠ = To play,  
and higher, System on.

**RESPONSES AFTER OPPONENT'S OVERCALL:**

After 2♠, DBL= penalty. others = System on.

After 2NT, DBL= Penalty;

2NT= Relay and others = System on.

**REBIDS AFTER 4<sup>th</sup> HAND DBLs THE RESPONSE:**

2♥- (PASS)- 2nt- (DBL) :

RDBL = 5+5, Min.

Others, natural, system on, ignore DBL opponent's

2♥- (PASS)- PASS- (DBL) :

RDBL = Max, 5+5.

2♥ - (PASS)- PASS - (DBL) :

PASS- (PASS)- RDBL = PENALTY.

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

NAMES: G. JUNQUEIRA - A. MAIA

CONTRY: BRAZIL

EVENT: ALL

OPENING BID OF 2♠ IN 1, 2 & 3 SEAT – ALL VULNERABILITIES EXCEPT VUL x NVUL.

SHOWS: 3 – 10 HCP, 5+ ♠, ONE SUIT OR 5+ ♥ / 4+ ♣/♦.

DETAILED DESCRIPTION: IN 1 & 2 SEAT NORMALLY 6-10 HCP.

It's not mandatory to opening all hands always.

It all depends on common sense, suit quality and vulnerability.

## RESPONSES & REBIDS IN UNCONTESTED AUCTIONS

WITH WHAT HANDS WILL RESPONDER PASS THE OPENING BID ?

All hands that guesses partner has spades (weak), and others weak hands, common sense.

MEANINGS OF OTHER RESPONSES AND REBIDS:

- 2♠ 2nt = Relay, not GF.
- 3♣ = Puppet 3♦, w/ ♣/♦/♥/♠ unicolor slamish or ♣+♦ GF, or ♦ sign off.
- 3♦ = Majors support, invitation.
- 3♥ = Majors support, pass/correct, Pre.
- 3♠ = Bid 4♠ or 4 in your minor.
- 3nt = To play.
- 4♣ = Bid your major in transfer, 4♦ to 4♥ or 4♥ to 4♠.
- 4♦ = Bid game in your major.
- 4♥ = To play.
- 4♠ = To play.

## COMPETITIVE AGREEMENTS

RESPONSES AFTER OPPONENT'S DBL:

- PASS = Partner will pass with ♠, if not, correct..
- RDBL = Penalty, strong..
- 2NT = Relay, and higher, System on.

**RESPONSES AFTER OPPONENT'S OVERCALL:**

After 2NT, DBL= Penalty; 3♣= Relay and others = System on.

**REBIDS AFTER 4<sup>a</sup> HAND DBLs THE RESPONSE:**

2♠- (PASS)- 2NT- (DBL) :

Pass = 1<sup>o</sup> Step, ♥+♦ min.

RDBL = 2<sup>o</sup> Step ♥+♣ min

3♣ = 3<sup>o</sup> Step ♥+♦ max

3♦ = 4<sup>o</sup> Step ♥+♣ max  
and continuing.

2♠- (PASS)- any - (DBL) :

Natural, common sense.

VUL x NVUL IN 1<sup>a</sup> & 2<sup>a</sup> POS. 2♦/♥/♠ OPENING = 8-12 HCP.  
IN 3<sup>a</sup> & 4<sup>a</sup> POS. = 13 -15 HCP.