



Style: sound when vul		Lead	In Partner's Suit	
Responses : 1/1 F1 ; jump raise=PRE ; cue=F1	Suit	4th	same	
2/1 NF ; some jump shifts=fit-showing or support	NT	4th	same	
JUMP-CUE = 4-card supp distr. values	Subseq	small with H (interest)	same	
JUMP=INTERMEDIATE	Other:	against NT A: unblock H or count. King: Attitude.		Category: NATURAL - GREEN
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		note [5]		Country: BRAZIL
2nd bal 15+-18 - system on but	LEADS			Event: ALL EVENTS
transfer to opener M suit = both minors 5-5	Lead	Vs. Suit	Vs. NT	Players: PAIN Leda, MELLO Sylvia
1x -P - 1y - 1NT - - T/O Double other 2 suits (5-5) weak	Ace	AKx(+); Axx+	AKJ10(+)	SYSTEM SUMMARY
Reopening: 1NT : 12-15	King	AK KQx(+)	AKx(+); KQx(+)	GENERAL APPROACH AND STYLE
	Queen	QJX(+)	AQJx+; KQ109	Natural with 1♥/♠ - 5 card Majors
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10(x)(+); KJ10x(+)	AJ10x; KJ10x; J10x	Natural weak 2♠/♥/♣ - 6 cards, may have side suit
1-Suit: WEAK ; New suit=F1; 2NT=asks	10	109(x)(+); H109x(+)	same	Openings can be light on 3rd seat:
2-Suit: 2NT: ♣♦ 5-5 over M. ♥/other m over m	9	9x; ; 98(x)(+)	9x; ; 98(x)(+) 9xx	Relay over Minor rebid by opener ART-FG
Reopen: 2ST 19/20 HCP bal; JUMP - intermediate	Hi-x	Sx; xSx; xSxx; Sxx	Sx; xSx; xSxx; Sxx;	Checkback Stayman; Inverted Minors;
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	HxS; HxxS(x)(+) xxS	xxxS(x)(+)	1NT Openings: 15-17 HCP Bal
MICHAELS CUE: (1M)-2M=OM+m 5-5 ; Response: 2NT asks	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response FG unless responder rebids suit
(1m)-2m=Natural; (1M)-3M= asks for stopper		Partners Lead	Declarer's Lead	Discarding
1m)-3m=Natural pre	Suit:1st	Hi=ENCRG	Hi - O	Hi =ENCRG
Reopen= 1m-2m = 2Majors	2nd	Hi - E	SP	Hi - E
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	SP		SP
2♣=♥+other suit ; (9c) Responses: 2♦=relay; 2NT=inv 3-card♥	NT: 1st	Hi=ENCRG	Hi - O	Hi - ENCRG
supp; 3♣=FG ; others=NAT	2nd	Hi - E	SP	Hi - E
2♦=♠+other suit (9c) ; Responses: 2♥=relay; 2NT=inv 3-card♠	3rd	SP		SP
supp; 3♦=FG ; others=NAT	Signals (including Trumps): Trumps: Hi-lo shows interest in ruff			FIT-SHOWING JUMPS by PH and COMP
2NT=minors	SMITH ECHO (some situations)			TRANSFER AFTER 1M - (DBL); O/C of 1M ((DBL) ; 1M (2OM); 1M(2M)
Jump overcalls=weak	DOUBLES			LEBENSÖHL: AFTER 1NT-(2X) and (2X)-DBL;
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			1M -2m (2NT) : 4 card support INV up
T/O Double; Jump: good hand ; Note [4]	Light with classic shape; Reopening: may be slightly unshaped			SPECIAL FORCING PASS SEQUENCES
2M -(3M) : OM/♣ - (4♣) ♣/♦ - (4♦) : OM/♦	CUE-BID is F1 and promises rebid;			(WK1NT)-DBL-(2...)-Pass:
2♦ -(3♦) : ♣/♥; - (4♣) : ♣/♠ - (4♦) : ♥/♠				(2/3...)-DBL (5...): AT UNFAVOURABLE OR EQUAL VULNERABILITY
2NT: bal 16-19. SUIT: transfer. Transfer to op: stayman				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Against 1♣: DBL=♣+M; 1NT=2-suiter w/o ♣; 2NT=minors	NEG DBL THRU 4♥ ; 1♣-(1♦)-DBL=4+ cards in both Ms;			"DRURY"(2♣-10-11 (3/4c, 2♦: 6-9 (4c))
Jumps=weak	1m-(1♥)-DBL=exactly 4♠ ; 1m-(1♠)-DBL Suggests 4+♥;			SCRAMBLING 2NT; "GOODBAD 2NT"
Against 2♣: DBL=♣+M; 2NT=2-suiter w/o ♣; 3NT=minors	RESP DBL thru: 4♥; (4♠)-DBL=OPT DBL; (4♠)-4NT=T/O;			Game try - long and short.
Jumps=weak	SUPP DBL/RDBL when RHO interferes; MAX DBL when there is no			2NT T/O in many situations
OVER OPPONENTS' TAKE OUT DOUBLE	room to invite; "4th SUIT DBL" ; INV double after M -(DBL) -M support			Competitive 2/1 responses F1
1m-(DBL): 1x =F1; 2NT=inv+ w/ supp; RDBL=10HCP+ (can have support)	L/D DBL against high-level contracts AND NT;			Psychics: Rare
JUMP SHIFT - PRE (FIT IF PH)	1/2NT) - pass - (3NT) - DBL suggests a ♠ lead.			
1M-(DBL): transfers above 1♠ up to 2M. JUMP OM 4c support INV;	1x-1y-Dbl-Rdbl = A/K/Q of Ptnr's Suit, 2 cards usually			
2NT : 4c support 12+	DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS
2♦/M - (DBL) - transfers (2NT UP) - L/D Bids	OVERCALLS (Style; Responses; 1/2 Level; Reopening)			OPENING LEADS STYLE
OPENING BID DESCRIPTIONS	Style: sound when vul			

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-21HCP NATURAL	1NT=6-10 HCP 4♣; 2NT=11-12HCP 4♣; 3♣=6-9 5♣	1♣--1M- 2♣--2D = RELAY; CHECK-BACK [1]	JUMP= FIT showing
1♣				3♣/♦ AND 4♣/4♦ BAL	2♣=10+ HCP with supp;3NT=16-17HCP	4th suit=FG (exceptions over reverse/ jump)	
1♣				with 4M-4♣-4♦- OPEN 1♦	with 4♣; 1/1=NAT;3D/H/S=PRE	after 2NT by opener, wolf sign off ;	
1♦		3	4♥	11-21 HCP NATURAL	2NT 11-12 HCP may not have 4c support		JUMP= FIT showing
1♥		5	4♦	11-21 HCP NATURAL	1♠=RELAY (5-11HCP ; 1NT=5♠; 2NT=4-CARD SUPP	splinter by opener after 2/1 12-14, 4c support	1♠ - natural 4c suit; 1NT nat
1♥					FG NO SINGL; 3♦=4-CARD SUPP INV; 3♣=FG 4Card	1♥-1♠-1NT: with 5♥-4♠ 12-15 and 2♠: 16+	JUMP= FIT showing
1♥					SUPP + sing; 3♥=6-9 HCP with 4-CARD SUPP;	After 2NT by resp, 4x singleton	2♣ 3-4card support 10-11; 2♦ 6-9 4c st
1♥					3♠10-11 any singleton ; 3NT,4♣/4♦ SPL 7-9		2NT- 6♣ 10-11; 3♥ - 7-9 5c support
1♠					4♣/♦/♥ splinter 7-9 ; 3NT any singleton 10-11 (4♣=?)	1♠-1NT- 3♥: 5-5; 1♠ - 1NT - 3♣: NAT or 4♥	same as 1H
1NT			4♥	BAL 15-17 HCP (possible 5M / 6m)	2♣ stayman; 2♦/♥/♠/NT transfer	After stayman,3♣ asks dist, 3♦ shows 5 card m	
1NT					3♣- 5♣-4♦; 3♦:5♦-4♣; 3♥/3♠= 5♦-4♣- 3♥/♠	to escape 1NT doubled [2]	
1NT					4♣/4♦ TRANSFER to ♥/♠; 4♠ weak 2 m suiter	4NT quantitative possible: new suit FG	
1NT					4NT - QUANT	SMOLEN, retransfer,	
2♣	x			ART, FG or BAL 22+HCP	2♦: 6+ No good suit; 2♥: 0-5 no ace.		
2♣					2♠/2NT = 5cards ♠/♥. 3♠/♦ good 6 card suit		
2♦		6		WEAK 5-11 HCP	NEW SUIT = F1; 2NT=aks ; RAISES=NF, SPL	2♦ - 2NT: 3♣=MAX (3♦=asks other suit);	
2♦				may have side suit (4c/5c)		OTHERS=NAT, 4 level resp: 6-5 min	
2♥		6		same	same	same	
2♠		6		same	same	same	
2NT				20-21 BAL	3♣ STAYMAN;3♦/♥ TRANSFER; 3♠/3ST (2 SUITER)	SMOLEN	
2NT					4♣/♦/♥/♠ - transfer to ♥/♠/♣/♦		
3♣		7		NAT - PRE - Could be 6 cards NV	NEW SUIT=F1		
3♦		7		same	3♥/♠ = NAT F1;MINOR = CUE.		
3♥		7		same	same		
3♠		7		same	same		
3NT		7		SOLID MINOR	4/5♣ = P/C; 4♦ = asks sing; 4M =TO PLAY.	note [3]	
4♣		7		NAT PRE			
4♦		7		NAT PRE			
4♥		7		NAT PRE			
4♠		7		NAT PRE			
4NT				SOLID MINOR, 10 TRICKS 1 ACE			
5♣				NAT PRE			
5♦				NAT PRE			

HIGH LEVEL BIDDING

RKCBLACKWOOD - 5♣ (1-4) 5♦ (0- 3) 5♥ (2) 5♠ (2 + TRUMP QUEEN)

5NT: 1A+void; 6x: 2A+void; 6 trump (2A+ void above trump)

TRUMP-QUEEN asking (AFTER RKC) 1st BID : NO Q. 6TRUMP: Q

6th bid: Q and side king

5NT: GSF

DIPO at 5-level;DEPO at 6-level or above trump suit

EXCLUSION BLACKWOOD

Supplementary notes file (Notes.txt) PAIN Leda, MELLO Sylvania (BRAZIL)

Brazil - Ladies - PAIN Leda and MELLO Sylvania

NOTE [1]- CHECKBACK STAYMAN

1m 1♥

1ST 2♣

?

2♦ Min with 4♠-3♥-3-3

2♥ Min 3♥

2♠ Min, 4♠-3-3-3 very good spades

2ST Min, neither

3♣ Max, neither

3♦ Max, 4♠-3♥-3-3.

3♥ Max, 3♥

1m - 1♠

1ST 2♣

?

2♦ Min with 4♥-3♠

2♥ Min 4♥

2♠ Min, 3♠

2ST Min, neither 4♥/3♠

3♣ Max, neither 4♥/♠

3♦ Max, 4♥-3♠

3♥ Max, 4♥

1m - 1M

1NT - 2NT: FORCES TO 3♣ TO PASS OR SHOW SHAPE (FG)

Note 2

DEVELOPMENTS WHEN 1NT IS DOUBLED (penalty)

pass - to play

Rd - transfer to 2♣ to show suit

2♣/♠/♥ - suit bid + higher ranking

2♠ - INV with ♠

NOTE 3

DEVELOPMENTS WHEN 3NT GAMBLING IS DOUBLED

3ST DBL ?

Pass to play

Rdbl asks suit

4♣/♠ proposes sacrifice if opener has the other suit

NOTE4

DEFENCE AGAINST 3NT GAMBLING

Pass with bal hand

Double 2 touching suits 5-5 (4♣ asks)

4♦ Bicolor 5-5 ♦/♥

4♥ Bicolor 5-5 ♥/♠.

4♠ Bicolor 5-5 ♠/♣

4♣ Bicolor 5-5 ♠/♠.

4♦ Bicolor 5-5 ♥/♣

4♥/♠/5♣/♦ Natural,

Note5 - LEADS

We lead highest from touching honours except with AK , AK(+) against NT, and KQ109 against NT.

We tend do lead small with xxx or xxxx in partner's suit but if we raised it we usually lead high

