DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENI	NG LEADS STY	'LE			
Aggressive, follows CUE=F1; New suit F except 2-level		Lead		In Partner's Suit	CATEGORY: Natural – Green	
Jump CUE = 4-card INV raise (mixed if 2nt is available);	Suit	$3^{rd} = eve$	n, low =odd	$3^{rd}$ = even, low =odd	NCBO: Brazil	
Jump raise = pre 4-card raise; 2NT/1M = best 4-card raise	NT	ATT, low	with interest	ATT, low with interest	PLAYERS:	
RESP doubles = 2-other suits (usually 5-5)	Subseq	ATT, low	with interest	ATT, low with interest	Jose Roberto Brum	
J/S = FIT showing	Other: During the play: J, 10, 9= 0/2 higher through declarer.			her through declarer.	Roberto Barbosa	
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1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
(15)16- 18, system on	Lead	Vs. Suit		Vs. NT	SISTEM SOMMAKI	
Balancing over $1m = (10)11-14$	Ace	AKx(+),	AKJ10	AKx, AKJx+, AKQ	GENERAL APPROACH AND STYLE	
Balancing over $1M = (10)11-16$	King	AK, KQ	κ(+)	AKJ10x; KQJ(x); KQ109	5-card majors; 1D= 4D4M or 5+D; 1C = 2+	
	Queen	QJx(+)		QJ9x, KQx+, AQJx(+)	Weak 2M	
	Jack	J10x(+),	KJ10x	(A/K)J10x; J108x	Very aggressive PRE with passed partner (except UNFAV)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+),	H109x(+)	same	and in 1 <sup>st</sup> seat FAV	
2-lvl = PRE	9	9x, 9xx,	98xx	same		
3-lvl = PRE	Hi-X	Sx, xSxx	, Sxx	same		
2NT = 2 lowest unbid $5+5+$	Lo-X	HxSx, H	xxxS, xxS	with interest	<b>1NT:</b> 14+-17	
	SIGNA	LS IN ORDER (	OF PRIORITY	Y	<b>2/1:</b> GF	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's l	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
NAT over 1m, Michaels over 1M	1	Hi = Encrg	Hi/Lo = Od	ld Hi = Encrg	2D opening: BAL 18-20, denies 5M	
1x - 3x = long solid suit, asking for stopper	Suit 2	Hi/Lo = Even	S/P	S/P	Many Transfers in COMP	
	3	S/P		Hi/Lo = Even	J/S over 1M= NAT, INV	
	1	Same	Same	Same	3NT op = good 4M opening	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				2S over 1m= Inv O/m	
2C = M's; 2D = 1 long M; 2M = M+m; 2NT = m's	3				Jump om over 1m = fit-showing	
	Signals (	including Trump	s):	•	·	
		ler count = UD	•			
	Smith Si	gnal agaisnt NT;				
	DOUBL	ÆS				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES	(Style; Respon	nses; Reopening)		
CUE = 2-suited; NT = BAL; DBL =T/O				ness in opener's suit		
		new suit=NF; ju				
				in the other major		
VS. ARTIFICIAL STRONG OPENINGS	May be offshape/weaker in balancing seat				SPECIAL FORCING PASS SEQUENCES	
DBL = Majors; NT = minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				Always below our forced level / In game COMP at 5-lvl	
Very aggressive PRE style (except UNFAV)	1m-(1S)-DBL = denies 4H; 1m-(1H)-DBL = promises 4S+				(3m)-DBL/y-(5m) / (P)-P-(2/3x)-DBL/y-(game)	
V 1 /	Negative doubles; Responsive Doubles;					
OVER OPPONENTS' TAKEOUT DOUBLE	Most doubles are for T/O				IMPORTANT NOTES	
Transfers						
2NT= INV+ raise / 1M						
					PSYCHICS: Rare	
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	A R T	MIN	NE G.							
OP EN IN G	I F I C I A L	NO. OF CA RDS	DB L T H RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1C		3	7S	2+ cards; may have longer D	2C= GF, Inv+ raise; 2H = M's	2-way CB over 1NT rebid.	J/S = fit-showing			
					2S= INV om; J/S om = fit -showing	Transfers over 2NT rebid.				
						1C-1M-3M-1= FG BAL raise				
1D		4(3)	7S	5+ or 4D4M	Same as over 1C	Same as over 1C	Same as over 1C			
110		4(3)	7.5	5+ 01 4D4W1	Same as over 1C	Same as over 1C	Same as over 10			
1M		5(4)	7S	5+cards, may be 4-cards in 3 <sup>rd</sup> /4 <sup>th</sup> seat when the	1NT=up to 11; 2C=GF, 5+C or BAL or 3-raise INV	1M-1NT-2C = gazzilli	2C = drury fit; 2D/3C= NAT			
		C(1)	. 5	longest minor suit is worse than the M.	2/1= GF; 2NT= inv+ 4- card raise	1M-1x-2NT = 6M4m 16+	Others J/S = fit-showing			
				rongest minor suit to worse than the nav	J/S= NAT, INV	1M-1x-3m = 5+5+15-16	2NT= Big raise			
1NT			7S	14+-17 (semi)Bal.	Stayman; transfers; 3C=puppet; 3R=SPL M,D+C					
					3S = minors; 4C/D = 4M; 4H/S = to play					
2C		0	7S	ART GF. 23+ if bal	2H = Negative; 2D=waiting	After 2C-2D: 2H=either 5+H or BAL; 2S=NAT				
						2NT=5+C; 3C=5+D; 3D=5D4C; 3M = NAT;				
						3NT/4x = 3-suited; $2C-2H-3S = 5S+4H$				
2D		2	7S	ART BAL 18-20 denies 5M	2H = 4+S; 2S= F-> 2NT; 3C= puppet					
					3D = 5H4S; 3M = 5OM					
2M		6(5)	No	Weak, may have side suit	New suit=F1; 2NT=asks; raises=tactical	Over 2NT: 3C=any MIN; 3D = 1m				
						3NT= AKQ or AKJ; others=NAT 4+cards				
2NT			7S	20-22 bal, usually not 6m or 5-4	Puppe Staymant, TRF; 4C =6+m or STR bal w/o M	ov. 3C: 3D = 1M; 3H w/o M; 3NT=5H				
					4D/H/S = transfers					
BNT			No	Good 4M						
						HIGH LEVEL BIDDING				
						Cuebis (1 <sup>st</sup> /2 <sup>nd</sup> equally); Splinters				
						Non-serious 3NT after M fit				
						4S = RKC asks if trump is H/C				
						RKCB 0314 / EX RKCB 0,1,2 - In COMP, pass= 1 <sup>st</sup> step				