	yle; responses: 2/1 level; reopening)						
General Sty	rle = Sound can be leading direct						
Reponses:	Reponses: Cue-Bid = Forcing raise						
New Suit =	Forcing						
In Balancin	g Position: Same						
Take-out do	uble:						
General St	rle = sound/ shaped						
Responses							
1NT overcal	s 15-17 in all positions						
Responses	Bid as 1NT opening						
Jump Overc	alls: (Style; responses; unusual NT)						
1-Suit : Nat	ural;						
Responses - New suit = forcing							
2-can be w	2-can be weak or shape with two other suits						
Direct and J	ump cue Bids (Style; responses; reopen)						
Direct Cue	Bid = 2 other suits bigger except 1Clubs-2clubs is natu						
Vs NT (vs	Strong/weak; reopening; pH						
Allways mu	ltiland						
Vs preem	pts (doubles, cue-Bids; jumps; NT bids						
	ubles thru 4 diamonds						
Vs Artifici	al Strong Openings						
Natural							
Over Oppor	ents take out double						
	ents take out double						
	s – cappelletti						

Over 1NT opening system is on

Leads and Signals					
Opening Leads - style	A LA				
Lead In Partner's Suit	WORLD BRIDGE SERVEDATION				
Suit 3/5 th 3/5 th	WORLD BRIDGE FEDERATION				
NT 4 th 4 th	Renato Ilibio Fernandes BRA&500103				
Subseq	Maria Cecilia Malt BRA&500059				
Other 2nd from 4 small					
Leads	System Summary				
Lead Vs. Suit Vs. NT	General approach and Style 2/1				
Ace AKx:Axxx(+) AK:AKx(+)	2/1l, 5-card Majors				
King KQ;AK; KQ109x KQ;AKJ10(x);	Longer Minor – 1clubs if 3.3				
Queen QJ; QJx(x) QJ; QJx(+); $AQJx(+)$;	Weak raises over majors				
Jack J10; J10x(+); KJ10x(+)	1NT response over Hearts are spades 5+				
10 109; 109x(+); H109x(+); 10x 109;	1NT response over spades F1				
9 9x; 98x(+) 98x(+)	1 Spade over hearts opening are 4or less spades and F1				
	1NT over minors not forcing				
Hi-x Sx; xxS Sx; Sxx; xSxx	1NT Opening: 15 – 17				
Lo-x HxS; HxSx(+); xSxx(+) HxS;	2 over 1 response: FG				
	<u> </u>				
Signals in order of Priority Partner's Lead Declarer's Lead Discarding	Special Bids that may require defence				
Partner's Lead Declarer's Lead Discarding Hi = Enc Counting over trump lo-	2 clubs Opening = strong Game Force - any suit,(s) any shape				
rii - Eric Counting Over trump 10-	2any other suit Opening = Weak { 6+ (6-10 HCP)				
	3NT Opening = Gambling				
Natural cards	2NT Overcall = two lower unbid suits				
Natural Caras	Michaels Cue-bids direct is other major and minor				
	Over opening 1 club- 2clubs are natural				
Signals (including trumps):	Over opening 1 club – 2 diamonds are majors				
Takeout Doubles (Style; responses reopening)					
Sound with classic shape	Negative Doubles to 4 diamonds				
Cue = F	RKC1430				
New suit = F1					
Reopen: same as above Special, artificial and competitive doubles/redoubles					
Responsive Dbl:AfterT/O Dble thru 4 diamonds; after	Important notes that don't fit elsewhere				
Responsive obj. After 170 obje till 4 diamonds, after	Slam approach =cuebid, splinters, josephine, exclusion KC,				
	Bergen raise or splinter				
	Psychics:rares				

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1club		3	4 heart s	11 - 21 HCP	Single raise stronger than double raise	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing;	Cue bid for overcall = forcing with support
1Diamond		3	4hea rts	11 - 21 HCP	Single raise stronger than double raise	As above	As above
1Hearts		5	4Dia mon ds	11 - 21 HCP	1NT 5+ spades F1. 2NT = FG with trump support 1 spades = 4 or less spades F1 2 clubs= FG can be 3cards of clubs 3clubs= support 4º 8-9Hcp 3 diamonds invite with 4 cards support 10-11 Hcp 3 spades= any void 3 NT = void in spades Over double responses in transfer	3nt =ask response up the line	
1 spade		5	4hea rts	11 - 21 HCP	1 NT F1 2NT = FG with trump support 3clubs = support 4º 8-9Hcp 3 diamonds invite with 4 cards support 3 hearts= any void Over double responses in transfer		
1NT			4Dia mon ds	15 - 17 balanced	Transfers: can have 5 cards major. Stayman 2clubs and puppet		Over overcall natural
2Clubs	х		4Dia mon ds	Artificial, strong - Game Force, any suit,(s) any shape	2 hearts= negative 2 diamonds= wating	DOPI – ROPI	
		-			,		

2 diamonds		6	4Dia mon ds	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3nt any maximum	Natural
2 hearts		6	4Dia mon ds	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3nt any maximum	Natural
2 spades	(6	4Dia mon	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3nt any maximum	Natural
2NT			4Dia mon	20 - 21 balanced	Transfers; puppet 3 spades= 2 majors suits		Natural
3Clubs	(6	M-1	Pre-emptive	New Suit forcing		
3Diamond	<u> </u>	7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
		′		•	-		
3 Hearts		7		Pre-emptive	New Suit forcing	RKCB 1430 Josephine Exclusion	
3Spades		7		Pre-emptive	New Suit forcing		
3NT		7(6)		Gambling	Natural	Cue bid	
4Clubs		7		Pre-emptive	Natural		
4Diamond		7		Pre-emptive	Natural		

