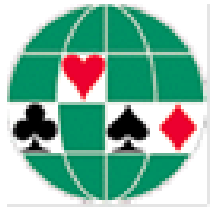


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive, follows CUE=F1; New suit NF at 2-lvl
Jump CUE = 4-card INV raise; J/S = FIT showing
Jump raise = mixed 4-card raise; 2NT/1M = best 4-card raise
RESP doubles = 2-other suits (usually 5-5)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Over 1m/M: (15)16- 18, system on
Balancing over 1m = (10)11-14
Balancing over 1M = (10)11-16
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive, aggressive with passed partner (except UNFAV) and FAV in all seats.
(1x)-2NT: 2-lowest 5+5+
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) - 2m = NAT (1m) - 2d = majors
(1M) - 2M = OM + 5m
(1c) - 3c = NAT
(1M) - 3M = long solid suit, looking for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Asptro vs STR; Mohan vs WK
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Very aggressive PRE style (except UNFAV)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> = even, low =odd	3 <sup>rd</sup> = even, low =odd	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> = even, low =odd	
Subseq	ATT, low with interest	ATT, low with interest	
Other: 4 <sup>th</sup> from odd, low from even in own 5+ card shown suit			
During the play: J, 10, 9= 0/2 higher through declarer.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), AKJ10	AKx, AKJx+, AKQ	
King	AK, KQx(+)	AKJ10x; KQJ(x); KQ10x	
Queen	QJx(+)	QJ9x, KQ109x, AQJx(+)	
Jack	J10x(+), KJ10x	(A/K)J10x; J108x	
10	109x(+), H109x(+)	Same	
9	9x, 9xx, 98xx	Same	
Hi-X	Sx, xSxx, Sxx	Same	
Lo-X	HxSx, HxxxS, xxS	HxSx, H10xS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Discrg	Hi/Lo = Odd	Hi = Discrg
Suit 2	Hi/Lo = Odd	STD S/P	STD S/P
3	STD S/P		Hi/Lo = Odd
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Remainder count = UD			
STD Smith Signal against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Usually shows opening values and shortness in opener's suit			
Follows: new suit=NF; jumps=INV; CUE=F-2NT; NT=bal			
Resp DBLs over major promises 4 cards in the other major			
May be offshape/weaker in balancing seat			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles; Responsive Doubles;			
Most doubles are for T/O			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> Natural – Green
<b>NCBO:</b> Brazil
<b>PLAYERS:</b> Adriano Rodrigues João Paulo Campos

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NAT 5-card majors; longest minor
NAT Weak 2d/M
Very aggressive PRE with passed partner (except UNFAV) and in 1 <sup>st</sup> seat FAV
Frequent upgrades
<b>INT:</b> 15-17, Frequent upgrades
<b>2/1:</b> GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
ART bids after interference over our opening bid (#1)
2-suited overcalls (#2,#3)
1M in 3 <sup>rd</sup> /4 <sup>th</sup> seat may be light (9+) and 4-card only
2d over 1m= ART 5+[-5(4)+] 5-8
2h over 1m= ART 5+[-4+] 9-11
2S over 1m= ART, Club INV
J/S over 1M= NAT, INV, except 1h-2s=nat GF
2C over 1m/1M= ART GF tend to be balance if not C
Many FIT bids in COMP
Many ART 2NT in COMP
<b>SPECIAL FORCING PASS SEQUENCES</b>
Always below our forced level
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1c		3	7H	3 cards only on BAL. hands w/o 5M or 4d With 4-4 in the minors we open 1c	1d over 1c denies 4M if not GF 2c= GF, c raise or BAL (may have 4M) 2d/7=5+[4+] weak/INV 2s= INV raise; 3c= PRE	2-way CB over any 1-lvl rebid. (xyz) Transfers over 2NT rebid.	J/S = fit-showing
1d		4(3)	7H	Can be 3 cards only if 4-4-3-2	Same as over 1c	Same as over 1 }	Same as over 1 }
1M		5(4)	7H	5+cards, may be 4-card in 3 <sup>rd</sup> /4 <sup>th</sup> seat when the longest 4-card minor suit is worse than the M.	1NT=up to 11; 2}=GF, 5+}; BAL or 4+card SUPP 2/1= GF; J/S= NAT, INV 2NT= SUPP, 10-13 3+cards or 7-9 4+cards w/ shortness DBL jump: SUPP 1 <sup>st</sup> step=one void, other= SING up the line	1M-1NT-2c = may be short (2+) 1M-1NT-2NT = GF, may have 6M or 5M4x After 1M-2c relay structure	2c/2d = Drury fit; ¾ cards Other J/S = fit-showing 2NT= minors
1NT			7H]	15-17 (semi)Bal. Freq. upgrades if 6m or 5-4 hand type	Puppet Stayman; 2D TRF maybe 4-4 majors invite; 2S=c 2NT=d may have 4major 3M= SPL 5+4+ minors; 4c/d= TRF for h/s		
2c	✓	0	7H	ART GF*. 22+ if bal – *can stop in 2nt	2H = ART Double Negative; 2D=waiting Kokish sequences	After 2c-2d: 2h=either 5+h or BAL; 2s=NAT 2NT=5+c; 3c=5+d; 3d=5d4c; 3h=6c4d; 3s=6d4c; 3NT to play over 2h, spl c over 2d, 4c/d/h 3 suited hands 2c-2h-3s = 5+h4s	
2d/M		6(5)	No	Weak, may have side suit. Very aggressive with passed partner or FAV	Relays ask min/max and suit 4 cards Jump shift= 2-suited; raises= tactical 3h/c inversion over 2s;		
2NT			7H	20-21 bal, usually not 6m or 5-4	Special Stayman, accept transfers with 3 cards, 4x=transfer 4s=rkc clubs, 4nt-clubs weaker,		
3m		6(5)	No	preemptive Very aggressive with passed partner or FAV	4om= asks SPL; raises= tactical; new suit= NAT F1 3d over 3c asks about suit quality		
3M		7(6)	No	preemptive Very aggressive with passed partner or FAV	Raises= tactical; new suit= NAT F1		
3NT	✓		No	1 <sup>st</sup> /2 <sup>nd</sup> seat: Solid minor, no side A's or K's	c= P/C; 4NT= jump with 8cards 4d: asks SPL (4NT= no SPL; 5m= own suit, SPL om)	<b>HIGH LEVEL BIDDING</b>	
						Cuebids up the line (1 <sup>st</sup> /2 <sup>nd</sup> equally); Splinters; Serious 3NT over 3M fit (3s/NT inversion with H fit) ART 3NT= slam interest w/o SPL over 3M fit when very limited Serious 4m with minor fit (bypass= non serious)	
						RKCB 1430 / EX RKCB 0314/; In COMP: pass= 1 <sup>st</sup> step Jump to 5NT without fit= pick a slam	

