DVERTAGLAS (Style: Responses: J2/arws): Responses: J2/arws): Responses: J2 = supp 11+ or strong hands; JNT= supp 4+c; Dec lead in Partner's Suit Catagory: Red Responses: J2 = supp 11+ or strong hands; JNT= supp 4+c; Suit 3rd/Sh 3rd/Sh Catagory: Red Name Circle (Style): Index suit = Nat GF Subseq Actuate Country: Portugal Nump cue: 7-10.4 +c; Jump in new suit = Nat GF Subseq Actuate Katue Event: Open European Teams Championship 2024 Nump cue: 7-10.4 +c; Jump in new suit = Nat GF Subseq Actuate Vs. Nt Open European Teams Championship 2024 Nump cue: 7-10.4 +c; Jump in new suit = Nat GF Subseq Actuate Vs. Nt Open European Teams Championship 2024 Nump cue: 7-10.4 +c; Jump in new suit = Nat GF Subseq Actuate Vs. Nt Style (Strong Nather) Responses: Cue-bid Stayman forcing: 2 level sign off Kag Ace Mc or A (KKK at V S- Mc W Nt. Kr or MK (Ws Mather Strong Nather) 10 = 41 + cards UMBAL Responses: Cue-bid Stayman forcing: 2 level sign off Kag No. Kr KKK at V S- Wr 10 = 41 + cards UMBAL 10 = 41 + cards UMBAL Responses: Cue-bid Stayman forcing: 2 level sign off Kag No. Kr KKK at V KK W 10 = 41 + cards UMBAL
Seeponses: 24=supp 11+ or strong hands; 2NT= supp 4+c Sate 3rd/Sh 3rd/Sh Category: Red New suit. Not NF VT Attude County: Portugal Ump cue: 7-10 4+c; Jump in new suit = Nat GF Subseq Attude Attude County: Portugal NTT OVERCALL (2nd/4th Live; Responses; Reopening) LED> Second Players: Paulo Sarmento - João Barbosa NTT OVERCALL (2nd/4th Live; Responses; Reopening) LED> Second Second Second Responses: Cue-bid Stayman forcing; 2 level sign off Ace Mc or Ac (4M 5 + dmy the K)Ask for atholick or count 1e - 2 - cards Responses: Cue-bid Stayman forcing; 2 level sign off Ace Mc or Ac (4M 5 + dmy the K)Ask for atholick or count 1e - 2 - cards Responses: Cue-bid Stayman forcing; 2 level sign off Ace Mc or Ac (4M 5 + dmy the K)Ask for atholick or count 1e - 2 - cards Responses: Cue-bid Stayman forcing; 2 level sign off Ace Mc or Ac (4K at M 5 +) 3k for unblock or count 1e - 2 - cards NUMP OVERCALLS(Style; Responses; Unusual NT) Ib AK T for KIT 1f % C/FT/AT 1f % C/FT/AT UMP OVERCALLS(Style; Responses; Unusual NT) Ib AK If % Ven N Lif % Leven Lif % Leven UMP OVERCALLS(Style; Responses; Reopening) 20 Acd Codd Declarer's
New suit: Nat NF HT Mthude Count/stitule County: Portugal ump cue: 7-10 4+c; Jump in new suit = Nst GF Subaai Attlude Attlude Event: Open European Teams Championship 2024 Players:
Hump cue: 7-10 4+c; Jump in new suit = Nat GF Subseq (DHer: Attitude Attitude Attitude Event: Open European Teams Championship 2024 NTT OVERCALL (2nd/4th Live; Responses; Reopening) LEADS Payers: Paulo Sarmento - João Barbosa NTT OVERCALL (2nd/4th Live; Responses; Reopening) LEADS SYSTEM SUMMARY Add/4th Live; Responses; Vac-bid Stayman forcing; 2 level sign off Ace Ack or Ax (at M 5+ deny th K) Ask for unblock or count 1 = 2 + cards Responses; Cue-bid Stayman forcing; 2 level sign off Ace Ack or Ax (at M 5+ deny th K) Ask for unblock or count 1 = 2 + cards NTT and over=transfer Inv+ King K20 or AX (AKx at N 5+) Ask for unblock or count 1 = 4 + cards UMP OVERCALLS(Style; Response; Unusual NT) 10 H70 or KT T/K/I/AT 1 = 4 + cards UMP OVERCALLS(Style; Response; Unusual NT) 10 H70 or KT T/K/I/AT 1 = 4 + cards UMP OVERCALLS(Style; Response; Unusual NT) 10 H70 or KT T/K/I/AT 1 = 4 + cards UMP OVERCALLS(Style; Response; Unusual NT) 10 H70 or KT T/K/I/AT 1 = 4 + cards UPP OVERCALLS(Style; Response; Instay Attal Mather adual to the unably of that unable stards 2 = 10 + 13 (GREEN VS RED) 2 = 10 + 13 (GREEN VS RED) Ver 1 : 2 = 2 + i = M = Adual Stat transfer Inv+ Keen
Other: Data: Data: Players: Paulo Sarmento - João Barbosa INT OVERCALL (2nd/4th Live; Responses; Reopening) LEAD SYSTEM SUMMARY Crad/4th Live; 15-18 Lead Vs.Suit Vs.Nit Vs.Nit CRURAL APPROACH AND STVLE Responses: Curcuic bid Stayman forcing; 2 level sign off Acc Acc or Ax (at VI 5 4 enty HK (Ak for Attilude) 2 OVER 1 RESPONSES GF Responses: Curcuic bid Stayman forcing; 2 level sign off Acc Acc or Ax (at VI 5 + 0 the vibiock or count 16= 4 + cards Responses: Curcuic bid Stayman forcing; 2 level sign off Acc Acc or Ax (at VI 5 + 0 the vibiock or count 16= 4 + cards Responses: Curcuic bid Stayman forcing; 2 level sign off Acc Acc or Ax (at VI 5 + 0 the vibiock or count 16= 4 + cards Responses: Curcuic bid Stayman forcing; 2 level sign off Acc Tor KUT T/KUT/AT 19(+5 + cards UMP OVERCALLS(Style; Responses; Unusual NT) 10 HT9 ot Tx T9/KUT/AT 15T=12.14.14. CREEN AND 4TH POSITION Ver 1 * 2 ext-ext, 2 ext-e
Instructure Image: Construction of the structure System SumMary Instructure Leads Vs.Suit Vs.NT CenterAL APPROACH AND STVLE Responses: Cue-bid Stayman forcing; 2 level sign off Ace Acc or Ak (akv of b + derv the k) Ask for attuide 2 OVER 1 RESPONSES GF Responses: Cue-bid Stayman forcing; 2 level sign off Ace Acc or Ak (akv of b + derv the k) Ask for attuide 2 OVER 1 RESPONSES GF Reapening: 11-14 may be semi-bal (over 1 = 12-16) Queen QV KK or QV 1= 4 + cards NIBAL WP OVERCALLS(Style; Responses; Unusual NT) 10 HT3 et T.x TPS/QT9/KT9 15T= (1-1) + ALL (RED) Dwar 14: 2 e+neingior, 2 e+neingor, 2 e+neingor, 2 e+neingor, 3 e+neingors atrong Hix Even 1ST = 0.1 - 13 (GREEN VS RED) Dwar 14: 2 e+neingior, 2 e+neingor, 3 e+neingors atrong SignALS IN ORDER OF PRIORITY 2 = 18-19 BAL Dwar 19: 2 e+i+2, 2 a+nimiors, 3 e+nimors atrong SignALS IN ORDER OF PRIORITY 2 = 18-19 BAL Dum (uit n or + asks for the quality of the had Suit preference Suit preference 2 = 18-19 BAL Unip Quee (it n or + asks for stopper with solid suit 3rd Suit preference Suit preference 2 = 4 ANY G
Ind/4th Ives 15-18 Lead Vs.NT GENERAL APPROACH AND STYLE Responses: Cue-bid Stayman forcing; 2 level sign off Ace Ack or Ax (at N 5+ deny the K) Ask for attitude 2 OVER 1 RESPONSES GF Reopening: 11-14 may be semi-bal (over 1 + 12-16) Queen QX KGX or QX 1 + 4 + cards UNBAL Jack Jack Jack Tor KIT T/RT/KIT/ATT 1 + 4 + cards UNBAL Jack Jack Tor KIT T/RT/KIT/ATT 1 + 4 + cards UNBAL Jack Jack Tor KIT T/RT/KIT/ATT 1 + 4 + cards UNBAL Jack Jack Tor KIT T/RT/KIT/ATT 1 + 4 + cards UNBAL Jack Jack Tor KIT T/RT/KIT/ATT 1 + 4 + cards UNBAL UMP OVERCALLS(Style; Responses; Unusual NT) 10 H TO or TX T9/KT979 15T=(14/15:17 8AL) (REED) Ver 1 * 2 + ++ anajor, 2 + enajor,
Ind/4th lives 15-18 Lead Vs.Suit Vs.NT GENERAL APPROACH AND STYLE Responses: Cue-bid Stayman forcing; 2 level sign off Ace Ack or Ax (at N 5+ deny the X) akk for attitude 2 OVER 1 RESPONSES GF Reopening: 11-14 may be semi-bal (over 1 = 12-16) Queen QX K0x or QX 1 = 4 + cards UNBAL Jack Jack Jack Tri NT/XT/XT 1 = 4 + cards UNBAL Jack Jack Tri NT/XT/XT 1 = 4 + cards UNBAL Jack Jack Tri NT/XT/XT 1 = 4 + cards UNBAL Jack Jack Tri NT/XT/XT 1 = 4 + cards UNBAL Jack Jack Tri NT/XT/XT 1 = 4 + cards UNBAL UMP OVERCALLS(Style; Responses; Unusual NT) 10 H TO T X T9x/GT9/KT9 15T=(14/15-17 BAL (RED) Dver 1 + 2 = ++najor, 2 = majors, 2 = ++, 2 = ++, 2n+=miors 9 9x 1 = 79x/GT9/KT9 15T=(1-13 (GREEN VS RED) Dver 1 + 2 = ++najor, 2 = majors, 2 = ++, 2 = ++, 2n+=miors 6 dd Odd 2 = 18 - 19 BAL 2 = 18 - 19 BAL Dver 1 + 2 = ++najor, 2 = majors, 2 = ++, 2 = ++, 2n+=miors 2 = astay for stoper with solid suit 3rd Suit preference Suit preference 2 = 18 - 19 BAL Dver 1 + 2 = + +najors Z = Anno, S = asto rs stope rwith solid suit 3rd Suit preference Suit preference 2 = 6 CARDS, 8 - 10 HCP (CONSTRUCTIVE)
Responses: Cue-bid Stayman forcing; 2 level sign off Ace Ack or Ax (at bl 5 + deny the K) Ask for attitude 2 OVER 1 RESPONSES GF NTI and over=transfer inv+ King KQx or AX (Ack at bl 5 + deny the K) Ask for attitude 14 = 2 + cards Leopening: 11-14 may be semi-bal (over 14=12-16) Queen Que X KQx or ZX 14 = 4 cards UNBAL UMP OVERCALLS(Style; Responses; Unusual NT) 10 170 ot Tx T3/Q73/KT9 15T=(14)15-17 BAL (RED) UVE 12 2+=majors, 2*=+1, 2*=++2, 2*=++2, att=minors 9 9x T39/Q73/KT9 15T=12-14 ALL GREEN AND 4TH POSITION Ver 12 2+=majors, 2*=++2, 2*=++2, att=minors 9 9x T39/Q73/KT9 15T=10-13 (GREEN VS RED) Ver 12 2+=majors, 2*=++2, 2*=++2, att=minors strong Hix Even 15T=10-13 (GREEN VS RED) Ver 12 2+=majors, 2*=++2, 2*=++2, att=minors strong SIGNALS IN ORDER OF PRIORITY 2*= 18-19 BAL Ump cue: 1* 0*=+3 ads for the quality of the hand Partner's Lead Discarding 2*= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Ver 12 2+=majors, 2*=+4, 2*=+4 3*d Suit preference Suit preference Suit preference 2*= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Ver 12 2*=0 Attuide Low Encourage 2*= 6 CARDS. 8-10 HCP (CONSTRUCTIVE)<
2NT and over=transfer inv + King KQx or AK (AKx at Ivl 5+) Ask for unblock or count 14= 2+ cards Reopening: 11-14 may be semi-bal (over 14=12-16) Queen Qix IV Qx or Qix 14= 4+ cards UNBAL Back Jir or KJT J/Y/KYJAT IV/e 5+ cards IST=(14)15-17 BAL (RED) Ver 14: 24=major, 24=major, 24=major, 24=majors, 27=+++, 24=++, 24=++major, 24=majors, 27=+++, 24=++, 24=++major, 24=majors, 27=+++, 24=++, 24=++major, 24=++, 24=++major, 24=++, 24=++, 24=++, 24=++, 24=++, 24=+++, 34=majors, 27=+++, 24=++, 24=++, 24=+++, 34=majors, 27=+++, 24=++, 24=++, 24=+++, 34=majors, 27=+++, 24=++, 34=majors, 27=+++, 24=++,
In the order of the semi-bal (over 1 + 12-16) Que Qix KQ or Qix 1 + 2 + cards UNBAL Jack JT or KIT JT/KIT/AIT 10/e + 2 cards UNBAL UMP OVERCALLS(Style; Responses; Unusual NT) 10 H19 ot Tx T19x/(97)/K179 1ST=(14)15-17 BAL (RED) Ver 1 + 2 + 2 + majors, 2 + = ++, 2 + +, 2 nt = majors strong H × E ven 1ST = 12 + 13 (GREEN VS RED) Ver 1 + 2 + 2 - majors, 2 + = ++, 2 + = nt = nors, 3 + = minors, 3 = minors strong H × E ven 1ST = 12 + 13 (GREEN VS RED) Ver 1 + 2 + 2 + - , 2 + = ++, 2 + = minors, 3 + = minors, 3 = minors strong H × E ven 1ST = 10 + 13 (GREEN VS RED) Ver 1 + 2 + 2 + - , 2 + = +, 2 + = minors, 3 + = minors, 3 = minors strong H × E ven E ven StGNALS IN ORDER OF PRIORITY Ven + 2 + cards Ven + 2 + cards Ven + 2 + cards Reopening: Modified Ghestem Suit.1st Attitude Low Encourage SPECIAL BIOS THAT MAY REQUIRE DEFENCE Statter in 4 or * asks for stopper with solid suit 3rd Suit.1st Attitude Low Encourage 2 + 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Statter in 4 vertary Energing 2rd Guant Count Count 2 + 6 CARDS. 8-10 HCP (CONSTRUCTIVE)
Back JT or KJT JT/KJT //KJT IV/e = 5+ cards IUMP OVERCALLS(Style; Responses; Unusual NT) 10 HT9 or Tx T9x/(T9/KT9 15T=(14)15-17 BAL (RED) Ver 1: 2 2 +++, 2 += ++, 2 += ++, 2 += ++, 2 += ++, 2 += ++, 2 += ++, 2 += majors, 2 += ++, 2 += majors, 2 += ++, 2 += majors, 2 += ++, 2 += ++, 2 += majors, 2 += ++, 2 += ++, 2 += majors, 2 += ++, 2 += ++, 2 += ++, 2 += ++, 2 += majors, 2 += ++, 2 += majors, 2 += ++,
UMP OVERCALLS(style; Responses; Unusual NT) 10 HT9 ot Tx T9x/QT9/KT9 1ST=(14)15-17 BAL (RED) Over 1: 2+0+fmajor, 2++najors, 2+++, 2+0+++, 2nt=majors strong 9 9× T9x/QY3X/H98 1ST=12-14 ALL GREEN AND 4TH POSITION Over 1: 2+0+fmajor, 2+++, 2+0+++, 2nt=majors strong Hi-x Even 1ST=10-13 (GREEN VS RED) Over 1: 2+0+fmajor, 2+++, 2+0+++, 3+0minors, 3+0minor, 3+
Diver 14: 24=++major, 24=majors, 24=e++, 24=#+, 2nt=majors 9 9x T9xx/9xx/H38 1ST=12-14 ALL GREEN AND 4TH POSITION Diver 14: 24=majors, 24=e++, 24=e++, 24=majors strong Hi-x Even Even 1ST=10-13 (GREEN VS RED) Diver 14: 24=e++, 24=majors, 24=e++, 24=e++, 24=emajors, 24=e++, 24=majors, 24=e++, 24=emajors, 24=emajor, 24=emaj
by er 1+: 2+=majors, 2*=++, 2+=++, 2+=majors, 2tr=majors, 2tr=4+, 2+=+, 2+=+,
by er 1*: 2*=++, 2*=minors, 2*=minors, 2*=minors, 3*=minors strong Lo-x Odd Odd 2*= 18-19 BAL by er 1*: 2*=++, 2*=minors, 2*=minors, 3*=minors strong SIGNALS IN ORDER OF PRIORITY Image: Comparison of C
Signals Signals IN ORDER OF PRUERTY Responses: First step or 2NT ask for the quality of the hand Partner's Lead Declarer's Lead Discarding Signals Signals Attitude Low Encourage SPECIAL BIDS THAT MAY REQUIRE DEFENCE DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) 2nd Count Count Count 24= 18-19 BAL DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) 2nd Count Count Count 24= ANY GF Imp cue: in or or asks for stopper with solid suit 3rd Suit preference Suit preference 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) //s. NT(vs. Strong/Weak; Reopening; PH) 2nd Count Count Count Count Count Declarer's Lead NV: Preempts 3M = 0-7hcp (Weaker than 2M) //s. NT(vs. Strong/Weak; Reopening; PH) 2nd Count Count Count NV: Preempts 3M = 0-7hcp (Weaker than 2M) //see Major; 2M= 4 Major; 2M=M+m Signals (including Trumps): Reverse count and attitude NV: Preempts 3M = 0-7hcp (Weaker than 2M) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Nur are suppresenter and suppresenter and suppresenter and suppresenter and suppresenter and suppresenter and suppresenteres are natural; 2MT is usually a choice of 2sults <td< td=""></td<>
Partner's Lead Declarer's Lead Discarding keopening: Modified Ghestem Suit:1st Attitude Low Encourage SPECIAL BIDS THAT MAY REQUIRE DEFENCE DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) 2nd Count Count Count 24= 18-19 BAL ump cue: in • or • asks for stopper with solid suit 3rd Suit preference Suit preference 24= ANY GF 19- 34= Natural preempt NT: 1st Attitude Attitude Low Encourage 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) 75. NT(vs. Strong/Weak; Reopening; PH) 2nd Count
Responsing: Modified Ghestem Suit: 1st Attitude Attitude Low Encourage SPECIAL BIDS THAT MAY REQUIRE DEFENCE DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) 2nd Count Count Count Count 24= 18-19 BAL Direct and JUMP CUE BIDS (Style; Responses; Reopening) 2nd Suit preference Suit preference 24= ANY GF 1a) - 3 = Natural preempt NT: 1st Attitude Attitude Low Encourage 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Vor weak or strong/Weak; Reopening; PH) 2nd Count Count Count Count Count Dout 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Vor weak or strong No Trump: 3rd Suit preference Suit preference Suit preference Suit preference Suit preference NV: Preempts 3M = 0-7hcp (weaker than 2M) Vor weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Del = Points; 2NT= 4+6m; 3+=6++4+6; 3+=6++4+6 Natural suit preference DOUBLES NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) NV vs V: 3x p
DIRCT and JUMP CUB BIDS (Style; Responses; Reopening) 2nd Count Count Count 24= 18-19 BAL ump cue: in • or • asks for stopper with solid suit 3rd Suit preference Suit preference 20= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) 1•) - 3• = Natural preempt NT: 1st Attitude Low Encourage 20= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) 2.5. NT(vs. Strong/Weak; Reopening; PH) 2nd Count Count Count 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) 2.6. Major; 2.4 = 1 Major; 2M=M+m 3rd Suit preference Suit preference TRANSFER RESPONSES OVER 14 OPENING Ver weak No Trump: 3rd Suit preference Suit preference NV: Preempts 3M = 0-7hcp (weaker than 2M) Ver weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Ver extoring No Trump: DOBLES Natural suit preference NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Ver strong No Trump: TAKEOUT DOUBLES(Style; Responses; Reopening) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) V/S. SPEEMPTS(Doubles, Tumps; Nr bids) Takeout doubles in almost all situations Sign and all situations /S. material addit addition addition addit addition addition addition addition addit
and Suit preference NY: Prempts 3M = 0-7hcp (weaker than 2M) NY vs V: 3x preempt may be wild and with 5 cards (0+hcp) NY vs vs Su preempt may be wild and with 5 cards (0+hcp) NY vs vs Su preempt may be wild and with 5 cards (0+hcp) NY vs vs Su preempt may be wild and with 5 cards (0+hcp) Suit preference Suit preference NY vs V: 3x preempt may be wild and with 5 cards (0+hcp) Su present may be suit preference Suit prefer
1 $ + 3 = $ Natural preemptNT: 1xAttitudeAttitudeLow Encourage2 $ = 6 \ CARDS. 8-10 \ HCP (CONSTRUCTIVE)$ 2 $ + 5 \ CARDS. 8-10 \ HCP (CONSTRUCTIVE)$ 2 $ - 6 \ CARDS. 8-10 \ HCP (CONSTRUCTIVE)$
75. NT(vs. Strong/Weak; Reopening; PH) 2nd Count Count Count 24= 6 CARDS. 8-10 HCP (CONSTRUCTIVE) Over weak or strong No Trump: 3rd Suit preference Suit preference TRANSFER RESPONSES OVER 1 + OPENING Over weak or strong No Trump: Signals (including Trumps): Reverse count and attitude NV: Preempts 3M = 0-7hcp (weaker than 2M) Over weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Oble Points; 2NT= 4++6m; 3+=6+4+4; 3+=6+4+4 Natural suit preference NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Oble Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) /S.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations Second of 2suits /S minor: 4+=m+M, 4+=majors; vs major: 4++M, 4+=++M Responses are natural; 2NT is usually a choice of 2suits SPECIAL FORCING PASS SEQUENCES Over Double, 2NT is LEB Ven clear situation, pass ask partner to double and DBL invites strongly to bid
Were weak or strong No Trump: 3rd Suit preference Suit preference Suit preference TRANSFER RESPONSES OVER 1 OPENING Were weak no strong No Trump: Signals (including Trumps): Reverse count and attitude NV: Preempts 3M = 0-7hcp (weaker than 2M) Over weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Oble Points; 2NT= 4#+6m; 3#=6#+4#; 3#=6#+4# Natural suit preference NU vs V: 3x preempt may be wild and with 5 cards (0+hcp) Over strong No Trump: DUBLES DUBLES NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) Interval attitions /S.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations Interval attitions /s minor: 4#=m+M, 4#=majors; vs major: 4#=#+M, 4#=#+M Responses are natural; 2NT is usually a choice of 2suits SPECIAL FORCING PASS SEQUENCES /D wer Double, 2NT is LEB When clear situation, pass ask partner to double and DBL invites strongly to bid
Major; 2M=M+m Signals (including Trumps): Reverse count and attitude NV: Preempts 3M = 0-7hcp (weaker than 2M) Over weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Oble Points; 2NT= 40+6m; 30=60+40+; 30=60+40+ Natural suit preference DOUBLES Over strong No Trump: DOUBLES DOUBLES Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) Image: Comparison of the comparison of
Over weak No Trump: Smith Eco at No Trump (high card likes) NV vs V: 3x preempt may be wild and with 5 cards (0+hcp) Dbl= Points; 2NT= 4+6m; 34=6+44; 34=6+44 Natural suit preference International Strump Dver strong No Trump: DOUBLES International Strump Dbl= Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) International Strump Vs. PREEMPTS(Double; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations International Strump Vs. Prezently, 44=majors; vs major: 44=4+M, 44=+4M Responses are natural; 2NT is usally a choice of 2suits International Strump Th biddings natural, over 2NT 15-17: System on After 1M/INT (X) XX: X=Penalty Septenatural Strump; NT bids Septenatural Strump; NT bids Over Double, 2NT is LEB Ven clear situation, pass ask partner to double and DBL invites strongly to bid Septenatural Strump; NT bids
Dbl= Points; 2NT= 4♥+6m; 3♦=6♦+4♦; 3♦=6♦+4♠ Natural suit preference Dbl= Strong No Trump: DOUBLES Dbl= Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) /S.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations /s minor: 4♦=m+M, 4♦=majors; vs major: 4♦=♦+M, 4♦=♦+M Responses are natural; 2NT is usually a choice of 2suits /T biddings natural, over 2NT 15-17: System on After 1M/1NT (X) XX: X=Penalty Over Double, 2NT is LEB When clear situation, pass ask partner to double and DBL invites strongly to bid
Over strong No Trump:DOUBLESOble Strong hand; 2NT= both minors; 3m= pre-emptTAKEOUT DOUBLES(Style;Responses;Reopening)/S.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)Takeout doubles in almost all situations/s.minor: 4+=m+M, 4+=majors; vs major: 4+=+M, 4+=+MResponses are natural; 2NT is usually a choice of 2suits/s minor: 4+=m+M, 4+=majors; vs major: 4+=+M, 4+=+MResponses are natural; 2NT is usually a choice of 2suits/T biddings natural, over 2NT 15-17: System onAfter 1M/1NT (X) XX: X=PenaltyOver Double, 2NT is LEBWen clear situation, pass ask partner to double and DBL invites strongly to bid
Action of working working in the maps Action of working working working in the maps Dble Strong hand; 2NT= both minors; 3m= pre-empt TAKEOUT DOUBLES(Style;Responses;Reopening) /S.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations /s minor: 4+=m+M, 4+=majors; vs major: 4+=+M, 4+=+M Responses are natural; 2NT is usually a choice of 2suits /T biddings natural, over 2NT 15-17: System on After 1M/1NT (X) XX: X=Penalty Over Double, 2NT is LEB When clear situation, pass ask partner to double and DBL invites strongly to bid
YS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles in almost all situations Indecut doubles in almost all situations /s minor: 4+=m+M, 4+=majors; vs major: 4+=++M, 4+=+M Responses are natural; 2NT is usually a choice of 2suits Indecut doubles Vr biddings natural, over 2NT 15-17: System on After 1M/1NT (X) XX: X=Penalty SPECIAL FORCING PASS SEQUENCES Over Double, 2NT is LEB Undecut double and DBL invites strongly to bid
/s minor: 4+=m+M, 4+=majors; vs major: 4+=+M, 4+=+M Responses are natural; 2NT is usually a choice of 2suits VT biddings natural, over 2NT 15-17: System on After 1M/1NT (X) XX: X=Penalty Over Double, 2NT is LEB Ven clear situation, pass ask partner to double and DBL invites strongly to bid
After 1M/1NT (X) XX: X=Penalty SPECIAL FORCING PASS SEQUENCES Over Double, 2NT is LEB When clear situation, pass ask partner to double and DBL invites strongly to bid
Over Double, 2NT is LEB When clear situation, pass ask partner to double and DBL invites strongly to bid
/S. ARTIFICIAL STRONG OPENINGS SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES If pass and reopen, invites partner to play 1 more level
/s lvl 2 strong oppenings: 2NT/3 4/3 = 2suits, same color/rank/others Doubles and redoubles usually show cards/points
W vs Str 1♠: X= 5+♥, 1♦=5+♠, 1♥/1♠/1NT=2suits: color/rank/others At high level, double show good hand and wants partner to bid IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
A=1minor, 2♦=1Major; 2♥/2♠/2NT=2suits same color/rank/others When 1♠/♦ openings are overcalled at level 1 or doubled, double and redouble
/ul vs Str 14: X=strong; 1NT=+other,2+=Majors,2*/+=M+m,2NT=minor shows exact suits
OVER OPPONENTS' TAKE OUT DOUBLE
When Opps DBL 1m opening, transfers from RDBL Psychics:
When Opps DBL 1M opening, transfers from 1NT Image: Control of the

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Image: Probability of the sector of	OPEN	IF	OF	DBL.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		
Image: Probability of the standard of the stan	1♣				11-21 2+	1♦=4+♥; 1♥=4+♠;1♠=4+♦ or bal without majors;1NT=11 bal NF	1 ♣ -1♦-1♥=3+♥; 1 ♣ -1♦-1 ≜ = unbal		
Image: Section of the section of th						2♣= GF (balanced or ♣); 2♦=inv with 6+♥ or ♠; 2NT= weak ♣ or ♥/♠ GF	1♣-1♥-1♠=3+♠		
Image: Probability of the second s						3♣= limit raise (invite the balanced range)	1♣-1X-2NT= a) Strong ♣ or Strong ♣ + support	IF LHO bids: transfers by responder	
Image: Section of the section of t								1m-(1♥)-1♠ = 8+ with 0-3♠	
Image: Section of the sectin of the section of the section	1+		4	7♥	11-21 4+♦	1NT= GF (balanced or Club or Diamond support)	1♦-1♥-1ቋ= 5♦+4ቋ	Same	
Image: Note of the second s						2 ♥/ ♠= 6 cards limit	1♦-1M-2M= may often have 3 cards support		
IPS7101 StevRest-ends (MT) som faringPrice 2er Stev 10 11Passed hand 2er days 6-ber, 2e2 cards 10.11II<						3 ≜ = 6 cards limit	1♦-1M-2 ♣= 11-15 ♦+ ♣ or any 16+		
Image: Section of the sectin of the section of the sectin							1♦-1M-2NT= Strong ♦ or Srong ♦ + support		
Image: Section of the Section of t	1♥		5	7♦	11-21 5+♥	1e= 4+ cards; 1NT= semi forcing	1♥-1≜-2♣= 5♥+4♣ 11-15 or any 16+	Passed hand: 2♣=drury 8+3+c ; 2♦=2 cards 10-11	
Image: Sec: Sec: Sec: Sec: Sec: Sec: Sec: Se						2♣/♦= GF; 2≜=5+≜ & 5+m or 6≜ GF	1♥-1NT-2♣= same as above		
Image: Marking State M						2NT= limit with 3 ot 4 cards or 13-15 bal with 3 cards	1 ▼-1≜-2NT= 6▼+ 4m 16+		
Image: Section of the section of t						3 ≜ = 12-14, 4 cards support GF bal	1♥-1NT-2NT= same as above		
Image: Note of the second s						3 += 10-15, 4 cards support with singleton	1♥-2♣ = GF with ♣ or bal or fit ♥		
Image: Note of the second s						3♥= Mixed raise			
Image: Note of the sector of the sector with one day upImage: Note day upImage: Note day up1 NTImage: Note of the sector o						3≜/3NT/4 = void in			
Image: Note of the sector of the sector with one day upImage: Note day upImage: Note day up1 NTImage: Note of the sector o									
1 NT N N 16 16-17 (12-14 (10-13) Balanced 24-5 Stamm 2, 24-Transfer or spealing sequence (NT2-2-24-24-K Mm.Max Atter X XX0=strong pass-root forcing 1 N 0 0 10 24-5 Transfer or spealing sequence (NT2-24-24-34-X Mm.Max Atter X XX0=strong pass-root forcing 1 N 0 0 24-5 Transfer or spealing sequence (NT2-24-24-34-X Mm.Max Atter X XX0=strong pass-root forcing 1 N 0 0 0 24-5 Stamm or op 64 in M or 64-waak (NT2-24-24-34-X Mm.Max) Atter X X0=strong pass-root forcing 1 N 0 0 0 34-55 Stamm or op 64 waak (NT2-24-24-34-X Mm.Max) Atter X X0=strong pass-root forcing 2 N N 0 0 0 34-55 Stamm or op 64 waak (NT2-24-24-34-X Mm.Max) Atter X X0=strong pass-root forcing 2 N N 0 0 0 0 Atter X X0=strong Pass-root forcing Atter X X0=strong Pass-root forcing 2 N N 18-19 Balanced 24-44 Mp.Strong Pass-root forcing Pass-root forcing NT2-42-24-34 Km.Max Atter X.X0=strong Pass-root forcing 2 N N N Atter X.X0=strong Pass-root forcing Pass-root forcing NT2-42-24-34-	1♠		5	7♥	11-21 5+	3 ≜ = limit with 6+♥	1♠-1NT-2♠=5+♠-4+♣ ; 1♠-1NT-2♣-2♦-2♠=6+♠ 11-14	Same	
Image: Marking Sector Image: Marking Sector Image: Marking Sector Marking Sector <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>									
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Image: Normal System Image: N									
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Image: Normal System Image: System System <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>									
2eXImage: Normality Survey Sur							1NT-2♦-2♥-3♣ = 5♠ and any XX		
Image: Section of the section of th									
Image: Normal SystemImage: Subscription System	2♣	X			18-19 Balanced				
Image: Norm of the second s								After 2x: X=Takeout; 2NT/3x=transfers	
2*XImage: Marked Sector									
Image: Normal SystemImage: Normal System <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>									
Image: Normal System	2+	X			Any GF	2♥= positive; 2≜= negative; others = suit in transfer			
Image: Normal SystemImage: Normal SystemImage: Normal SystemImage: Normal SystemImage: Normal System2 NTVVVVVVVV3 CVVVVVVVV3 CVVVVVVVV3 CVVVVVVVV3 CVVVVVVVV3 VVVVVVVVV3 VVVVVVVVV3 VVVVVVVVV3 VVSodo poning in 4 v or 4 beVVVVV4 VVVVVVVVV4 VVVVVVVVV4 VVVVVVVVV4 VVVVVVVVV4 VVVVVVVVVV4 VVVVVVVVVV4 VVVVVVVVVV4 VVVVVVVVVV4 VVVVVVVVVV <td>2♥</td> <td></td> <td>6</td> <td></td> <td>Weak constructive</td> <td>2€= Ask for short; 2NT= Ask for number of €</td> <td></td> <td></td>	2♥		6		Weak constructive	2€= Ask for short; 2NT= Ask for number of €			
Image: Normal SystemImage: Normal System <th< td=""><td>2♠</td><td></td><td>6</td><td></td><td>Weak constructive</td><td>2NT= Ask for short; 3e= Ask for number of ♥</td><td></td><td></td></th<>	2♠		6		Weak constructive	2NT= Ask for short; 3 e = Ask for number of ♥			
3e $6(5)$ Wild NV vs V (1) <td>2 NT</td> <td></td> <td></td> <td></td> <td>20-22(23) balanced</td> <td>3≜= Puppet; 3♦= 5+♥; 3♥=5+♠; 3≜= one or both minors</td> <td>2NT-3≜-3♥= No Majors</td> <td></td>	2 NT				20-22(23) balanced	3 ≜ = Puppet; 3♦= 5+♥; 3♥=5+♠; 3≜= one or both minors	2NT-3 ≜ -3♥= No Majors		
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$3 \vee$ $6 / 5$ Wild NV vs VMild NV vs V $3 \bullet$ $6 / 5$ Wild NV vs VMild NV vs VMild NV vs V $3 \bullet$ $6 / 5$ Wild NV vs VMild NV vs VMild NV vs V $3 v \vee$ x v Good opening in 4v or 4 \bullet RCKB 14-30High Level Bid $4 \bullet$ 7 $re-emptiveMild NV vs VMild NV vs VMild NV vs V4 \bullet7re-emptiveMild NV vs VMild NV vs VMild NV vs V4 \bullet7re-emptiveMild NV vs VMild NV vs VMild NV vs V4 \bullet77re-emptiveMild NV vs VMild NV vs V4 \bullet77re-emptiveMild NV vs VMild NV vs V4 \bullet77re-emptiveMild NV vs VMild NV vs V4 \bullet777$	3♠		6(5)		Wild NV vs V				
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4e 7 Pre-emptive 4+ 7 Pre-emptive Exclusion RCKB (03-14) 4+ 7 Pre-emptive D1P0 (X=1/4; P=0; 2; 2+Q) 4+ 7 Pre-emptive DEPO (X=even; P=odd)	3♠		6(5)		Wild NV vs V		High Level Bidding		
4• 7 Pre-emptive Exclusion RCKB (03-14) 4• 7 Pre-emptive D1P0 (X=1/4; P=0; 2; 2+Q) 4• 7 Pre-emptive DEPO (X=creater) 4• 7 Pre-emptive DEPO (X=creater)	3 NT	X			Good opening in 4♥ or 4♠				
4♥ 7 Pre-emptive D1P0 (X=1/4; P=0; 2; 2+Q) 4● 7 Pre-emptive DEPO (X=even; P=odd)	4♣		7		Pre-emptive		4 ≜ RCKB 14-30 in ♥ ♦ ♣		
4. 7 Pre-emptive DEPO (X=even; P=odd)	4♦		7		Pre-emptive		Exclusion RCKB (03-14)		
	4♥		7		Pre-emptive		D1P0 (X=1/4; P=0; 2; 2+Q)		
4NT Minors 6+5+ High level RKCB trump+1: odd/even/even+q	4♠		7		Pre-emptive				
	4NT				Minors 6+5+		High level RKCB trump+1: odd/even/even+q		