



Responses : 1/1 F1 ; jump raise=PRE ; cue=F1	Lead	In Partner's Suit	
After (1x) - 1M - (Dbl) - transfers	Suit	4th	same
2/1 NF ; jump shift=fit-showing	NT	4th	same
JUMP-CUE = 4-card supp distr. values	Subseq	4th	same
Reopening : 1NT=11-16 HCP ;JUMP=INTERMEDIATE	Other: Vs NT, A asks CT/UB;K asks ATT		Category: Natural - GREEN
	9 and J versus suit contract may be a void		Country: BRAZIL
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS		Event: ALL EVENTS
2nd=16-18 HCP bal ; 4th = 12-15 HCP bal	Lead	Vs. Suit	Vs. NT
Responses: stayman,transfers	Ace	AKx(+)	AKx(+);AKJ10(+)
transfer to opener suit = both minors	King	AK ;KQx(+)	KQ(J/10)x(+)
sequences like 1NT opening bid	Queen	QJx(+)	QJx(+);KQ109x
	Jack	J10x(+); KJ10x(+)	same
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+);H109x(+)	same
1-Suit: WEAK New suit=F1; 2NT=asks	9	9x ; 98x(+); H98x(+)	same
2-Suit:	Hi-x	Sx ;xSx ;HxS ;HxxS ;xSxx	same
	Lo-x	xxS	same
Reopen: 2NT=BAL(19-20 HCP);JUMP=INTERMEDIATE	SIGNALS IN ORDER OF PRIORITY		1NT Openings: 15-17 HCP BAL in 4TH pos. 14 - 16 hcp.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Partners Lead	Declarer's Lead	Discarding
MICHAELS CUE: (1M)-2M=OM+m ; Response: 2NT asks	Suit:1st	Hi/lo=E	Hi/lo=O
(1m)-2m=Natural New suit=F1;(1M)-3M= asks for stopper	2nd	Hi=ENCRG	S/P
(1m)-3m=Natural pre	3rd	S/P	Hi=ENCRG
(1m) - 2NT = ♠+ other m.	NT: 1st	Hi/lo=E	Hi/lo=O
Reopen= the same	2nd	S/P	Hi=ENCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Hi=ENCRG	S/P
2♣=♥+♠ ; Responses: 2♠=relay;	Signals (including Trumps): Trumps:Hi-lo shows interest		WEAK JUMP SHIFTS AND RAISES IN COMPETITION;
2♦ = ♥/♠ one suit, 2NT= relay.	in ruff or ATT for a particular suit.		(1M) - 2NT = both minors;
2♥= ♥+m ; Responses: 2NT=relay;	SMITH ECHO in some situations (RARE).		(1m) - 2NT = ♥ & other minor
2♠ = ♠ +m, responses: 2NT= relay	DOUBLES		3NT opening bid = Solid major - 1 st /2 ^a seat; others= to play
2NT=minors	TAKEOUT DOUBLES (Style; Responses; Reopening)		2M-(DBL)=Transfer; 1m-(1M)-3M= 5OM + 5m 6-9 HCP
if a passed hand= 2♣= ♥+♠; 2♦= 5♦+ 4M; 2♥= 5♥+ 4m; 2♠= 5♠+ m	May be light (10 HCP) with classic shape		1♦-2♣=FG; 1♦-2♥=inv w/♣ or ♥, or FG w/♥.
2NT = minors and DBL= 5+♣+4M.	CUE-BID is F1 and promises rebid;RESP DBL after M=4 OM;		
Jump overcalls=weak	2NT for T/O;AFTER (RDL) JUMP IS PRE.		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Reopening:may be slightly unshaped		
Cue=2-suiter;Dbl=take-out;Jumps=weak	support double and redouble.		
NT=NATURAL BAL	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	NEG DBL THRU 4♥ ;1♣-(1♦)-DBL=4+ cards in both Ms;		NORMALLY SHOWS SHORTNESS IN OPPONENTS SUIT
Against 1♣: DBL=♣+M;1NT=2-suiter w/o ♣;2NT=minors	1m-(1♥)-DBL=exactly 4♠ ; 1m-(1♠)-DBL suggests 4+♥;		(2/3X) DBL (5X) PASS=FORCES TO DBL
Jumps=weak	RESP DBL thru: 4♥; (4♠)-DBL=OPT DBL; (4♠)-4NT=T/O;		(2/3X) 3Y (5X) PASS=FORCES TO DBL
Against 2♣: DBL=♣+M;2NT=2-suiter w/o ♣;3NT=minors	SUPP DBL when RHO interferes; MAX DBL when there is no		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Jumps=weak	room to invite;2NT for T/O in many situations;		FORTH SUIT=FG ; Three-WAY DRURY
OVER OPPONENTS' TAKE OUT DOUBLE	2M-(DBL)-2NT = Forces to 3♣;2M-(DBL)-3X = L/D;		SPLINTER BIDS IN FG SITUATIONS=DISTRIBUTIONAL VALUES
After 1m-(DBL): 1 suit=F1;2NT=inv with supp;RDBL=10HCP+	L/D DBL against high-level contracts;		LEBENSÖHL: AFTER 1NT-(2X) and (2X)-DBL.
After 1M-(DBL): transfers above 1♠;2NT=inv with supp	(1/2NT) - pass - (3NT) - DBL suggests a ♠ lead.		Psychics: RARE
RDBL=10HCP+	DEFENSIVE AND COMPETITIVE BIDDING		
JUMP SHIFTS or RAISES = WEAK	OVERCALLS (Style; Responses; 1/2 Level; Reopening)		LEADS AND SIGNALS
	Style: sound when vul		OPENING LEADS STYLE

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-21 HCP NATURAL	1NT=6-10 HCP with 4♣;2NT=11-12HCP with 4♣;3♣=6-9	JUMP REBID=F1 1♣-1x 2♣-2♦ = RELAY CHECK-BACK	THE SAME
1♣					HCP with 5♣ 2♣=10+ HCP with supp;3NT=16-17HCP	STAYMAN (see 1) 4th suit=FG	2♥/♠=6-9HCP w/ ♥/♠ + ♣ (2NT asks)
1♣					with 4♣; 1/1=NAT;3♦/♥/♠=PRE		2♦=6-9HCP 5♥+5♠(2NT asks)
1♦		3	4♥	SAME AS ABOVE	SAME AS ABOVE; 2♣=FG; 2♥=ART	SAME AS ABOVE	THE SAME
1♥		5	4♦	NATURAL 11-21HCP	1♠=RELAY (4-12HCP) ; 1NT=5♠; 2NT=4-CARD SUPP	1♥-2NT (see 2);jump shift = 5-5 1♥-2♥ ----> 2NT=ART	THREE-WAY DRURY; 3♣ = NAT INV; 2♠/3♦=NAT
1♥					FG NO SINGL; 3♦=4-CARD SUPP G/T; 3♣=FG W/	G/T 1♥-3♣ ----> 3♦ asks the sing 1♥-3♦ ----> 3NT	FIT-SHOWING;2NT=strongest supp.
1♥					SUPP + sing; 3♥=5-10HCP W/ 4-CARD SUPP;	asks the sing 1♥-1♠ ----> 1NT= 4♠ 1♥-1NT ----> 3NT=	
1♥					3NT=5-9HCP W/ SUPP♠ SINGL.; 2♠=NAT FG;	5♥+4♠ 1♥-1NT ----> 2NT= FG.	
1♠		5	4♥	NAT 11-21HCP	AS ABOVE EXCEPT 1NT= F (90%) NAT	AS ABOVE	AS ABOVE
1NT			3♠	15-17 HCP BAL	2♣=STAYMAN;2♦/♥/♠/NT=TRANSFERSTO	AFTER 2♣:3♣=forces 3♦;3♦=asks minors.	SAME
1NT						After 2♣ -2♦; 3♥/♠ = Smolen	
1NT					♥/♠/♣/♦;3♣ = 5/4♣+5/4♦ FG; 3♦ = 5/4♦+5/4♣ SLM;	AND 2♥-RESPONSE; 2♠=NAT INV.	
1NT					3♥/♠ =6♣/♦ FG. 4♣/♦/♥/♠=TRF to ♥/♠/♣/♦	bids:2NT=MIN w/o 4♣;3♣/4-SUIT=MIN/MAX w/4♣;3-SUI	
2♣	x	0		ART any shape or BAL 22 HCP+	2♦=6HCP+; 2♥=NEG; 2♠/3♣/♦=NAT; 2NT=5♥+;	2♣ - 2♦ see 3 OTHERS = NAT	SAME
2♦		5		WEAK TWO-BID 4-11 HCP	NEW SUIT = F1; 2NT=relay, RAISES=NF	2♦ - 2NT: :3♣ any max. and other min nat.);	SAME
2♥		5		AS ABOVE	AS ABOVE	AS ABOVE	AS ABOVE
2♠		5		AS ABOVE	AS ABOVE	AS ABOVE	AS ABOVE
2NT				BAL 20-21 HCP	3♣=STAYMAN 3♦/♥=TRF;3♠=BOTH MINORS;	After 3♣ - 3♦; 3♥/♠ = Smolen	SAME
2NT					4♣/♦/♥/♠=TRF TO ♥/♠/♣/♦.		
3♣		6		♣ PRE	NEW SUIT=F1	NAT	SAME
3♦		6		♦ PRE			
3♥		6		♥ PRE	3♠ = NAT F1;MINOR = CUE.	NATURAL	SAME
3♠		6		♠ PRE	3NT= to play and others correct		
3NT				1 st /2 nd seat = solid major; O/= to play	After 1/2 nd seat open: 4♣= ? 8 th card, 4♦= ? void		SAME
4♣		7		NAT PRE	NATURAL		
4♦		7		NAT PRE	NATURAL		
4♥		7		NAT PRE	MINOR=CUE		
4♠		7		NAT PRE	idem 4♥.		
4NT	X			blaqckwood	roman		
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

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

EXCLUSION key card

TRUMP-QUEEN asking

5NT GSF: ♠-suit:6♣=0 or Q;6♦=K or A;6♥=K or A + extra-lenght;6♠=2 H

♥-suit:6♣=0 or Q;6♦=K or A;6♥=K or A + extra-lenght:7♥=2 H

♦-suit:6♣=0;6♦=1;6♥=2

when the ♣ trump = 4♠ = RKCB.

Josephine.

CHAGAS/VILLAS-BOAS NOTES

Note 1. Check-back Stayman

1 minor – 1 major
1 NT - 2 ♣
?
2 ♦ = min, w/ both majors
2 ♥ = min, w/ ♥
2 ♠ = min, w/ ♠
2NT = min, w/o majors
3 ♣ = max, w/o majors
3 ♦ = max, w/ both majors
3 ♥ = max, w/ ♥
3 ♠ = max, w/ ♠

Note 2.

Majors support Game Forcing

1 ♥ - 2NT
3 ♣ = suit or honors concentration
3 ♦ = suit or honors concentration
3 ♥ = very good hand
3 ♠ = suit or honors concentration
3NT = 15-17 hcp. Bal.
4 ♣ = 5 ♥ + 5 ♣
4 ♦ = 5 ♥ + 5 ♦
4 ♥ = To play

1 ♠ - 2NT
3 ♣ = suit or honors concentration
3 ♦ = suit or honors concentration
3 ♥ = suit or honors concentration
3 ♠ = very good hand
3NT = bal, 15- 17 hcp
4 ♣ = 5 ♠ + 5 ♣
4 ♦ = 5 ♠ + 5 ♦
4 ♥ = 5 ♠ + 5 ♥
4 ♠ = To play

Note 3.

2♣ OPENING - Developement

1. 2♣ - ?

- 2♦ = 6 + pts w/o a good suit
- 2♥ = 0 a 5 pts
- 2♠ = 6 + w/ a good ♠ suit
- 2NT = 6 + w/ a good ♥
- 3♣/♦ = 6 + w/ a good ♣/♦
- 3♥/♠ = Suit 7° solid or miss the Ace.

2. 2♣ - 2♦
?

- 2♥ = ♥ or bal. strong
- 2♠ = Natural
- 2NT = Suit ♣ ou 5♣ + 4 other
- 3♣ = Suit ♦ ou 5♦ + 4 rico
- 3♦ = 5♦ + 4♣
- 3♥ = 6♣ + 4♦
- 3♠ = 6♦ + 4♣
- 4♣ = 3 suit with sing. ♦
- 4♦ = 3 suit with sing. ♣
- 4♥ = 3 suit with sing. ♠
- 4♠ = 3 suit with sing. ♥

3. 2♣ - 2♦
2♥ - 2♠(Ask)

2NT = Bal.
Others = Nat. with ♥

4. 2♣ - 2♦
2NT - 3♣(Ask)

- 3♦ = 5♣ + 4♦
- 3♥ = 5♣ + 4♥
- 3♠ = 5♣ + 4♠
- 3NT = 6♣(accept to play 3NT)
- 4♣ = 6♣ with very strong hand
- 4♦/♥/♠ = 6♣ + 5♦/♥/♠

5. 2♣ - 2♦
 3♣ - 3♦(Ask)

3♥ = 5♦ + 4♥
 3♠ = 5♦ + 4♠
 3NT = 6♦ (accept to play 3NT)
 4♣ = 6♦ + 5♣
 4♦ = 6♦ with very strong hand
 4♥/♠ = 6♦ + 5♥/♠

6. 2♣ - 2♥
 ?

2♠ = ♠ or Bal. 24 Pts. +
 2NT = Bal. 22/23 Pts.
 3♣/♦/♥ = Natural
 4♣ = 3 suit with sing. ♦
 4♦ = 3 suit with sing. ♣
 4♥ = 3 suit with sing. ♠
 4♠ = 3 suit with sing. ♥

7. 2♣ - 2♥
 2♠ - ?

2NT = Any suit 6°
 3♣ = Stayman
 3♦/♥ = Transfer
 3♠ = Two suiters - minors

8. 2♣ - 2♥
 2♠ - 2NT
 3♣ (Ask)

3♦ = ♦
 3♥ = ♥
 3♠ = ♠
 3NT = ♣

9. 2♣ - 2♥
2♠ - 3♣
?

3♦ = Bal, with one or both majors

3♥ = Nat, with 4♥ + 5♠

3♠ = Nat, with 6+♠

3NT = Bal. Without majors .