Natural 5+c. (rarely 4c, in M) Michaels and Leaping Michaels Cuebid: forcing; may be fitted NT S ubs: Other: INT OVERCALL (2 nd /4 th Live; Responses; Reopening) In 2nd: 15-18 bal (system on) In 4th: 11-13 bal (responses natural) Lead JUMP OVERCALLS (Style; Responses; Unusual NT) 2 suits or weak Hi-X Lo-X Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak	DS	STYLE Lead 1,3,5 or top o 1,2,4 or top o 1,3,5 or top o 1,3,5 or top o Vs. Suit A(X), AK(X) KQ10, KQVI QJ9X(X) J10X(X)	f sequence	In Partner's Suit 1,3,5 or top of sequence 1,2,4 or top of sequence 1,3,5 or top of sequence Vs. NT A(X), AK(X), AKQ KQ, K(X), AK QJ9X(X)	Country: Portugal PLAYERS: Maria-Jose Calamaro (#3651) Cristina Pouseiro (#3620) EVENT: WBF Women's Teams 2025 SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 GF
Michaels and Leaping Michaels Suit Cuebid: forcing; may be fitted NT INT OVERCALL (2 nd /4 th Live; Responses; Reopening) LEADS In 2nd: 15-18 bal (system on) Lead In 4th: 11-13 bal (responses natural) Ace King Queen JUMP OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit	DS	1,3,5 or top o 1,2,4 or top o 1,3,5 or top o 1,3,5 or top o Vs. Suit A(X), AK(X) KQ10, KQV1 QJ9X(X)	f sequence	1,3,5 or top of sequence 1,2,4 or top of sequence 1,3,5 or top of sequence Vs. NT A(X), AK(X), AKQ KQ, K(X), AK	PLAYERS: Maria-Jose Calamaro (#3651) Cristina Pouseiro (#3620) EVENT: WBF Women's Teams 2025 SYSTEM SUMMARY GENERAL APPROACH AND STYLE
Cuebid: forcing; may be fitted NT S ubs: Other: INT OVERCALL (2 nd /4 th Live; Responses; Reopening) LEADS In 2nd: 15-18 bal (system on) Lead In 4th: 11-13 bal (responses natural) Ace King Queen JUMP OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit	DS	1,2,4 or top o 1,3,5 or top o Vs. Suit A(X), AK(X) KQ10, KQV1 QJ9X(X)	f sequence	1,2,4 or top of sequence 1,3,5 or top of sequence Vs. NT A(X), AK(X), AKQ KQ, K(X), AK	PLAYERS: Maria-Jose Calamaro (#3651) Cristina Pouseiro (#3620) EVENT: WBF Women's Teams 2025 SYSTEM SUMMARY GENERAL APPROACH AND STYLE
S ubset INT OVERCALL (2 nd /4 th Live; Responses; Reopening) In 2nd: 15-18 bal (system on) In 4th: 11-13 bal (responses natural) King Queen JUMP OVERCALLS (Style; Responses; Unusual NT) 2 suits or weak Hi-X Lo-X Reopen: Direct jump = weak Sight	DS	1,3,5 or top o Vs. Suit A(X), AK(X) KQ10, KQV1 QJ9X(X)	f sequence	Vs. NT A(X), AK(X), AKQ KQ, K(X), AK	Cristina Pouseiro (#3620) EVENT: WBF Women's Teams 2025 SYSTEM SUMMARY GENERAL APPROACH AND STYLE
Other: 1NT OVERCALL (2 nd /4 th Live; Responses; Reopening) In 2nd: 15-18 bal (system on) In 4th: 11-13 bal (responses natural) Ace King Queen Jack JUMP OVERCALLS (Style; Responses; Unusual NT) 2 suits or weak Hi-X Lo-X Reopen: Direct jump = weak Suit	DS	Vs. Suit A(X), AK(X) KQ10, KQV QJ9X(X)	, AKQ	Vs. NT A(X), AK(X), AKQ KQ, K(X), AK	SYSTEM SUMMARY GENERAL APPROACH AND STYLE
INT OVERCALL (2 nd /4 th Live; Responses; Reopening) LEADS In 2nd: 15-18 bal (system on) Lead In 4th: 11-13 bal (responses natural) Ace King Queen JUMP OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit	DS	Vs. Suit A(X), AK(X) KQ10, KQV QJ9X(X)	, AKQ	Vs. NT A(X), AK(X), AKQ KQ, K(X), AK	GENERAL APPROACH AND STYLE
In 2nd: 15-18 bal (system on) Lead In 4th: 11-13 bal (responses natural) Ace King Queen Jump OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit		A(X), AK(X) KQ10, KQV QJ9X(X)		A(X), AK(X), AKQ KQ, K(X), AK	GENERAL APPROACH AND STYLE
In 2nd: 15-18 bal (system on) Lead In 4th: 11-13 bal (responses natural) Ace King Queen Jump OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit		A(X), AK(X) KQ10, KQV QJ9X(X)		A(X), AK(X), AKQ KQ, K(X), AK	GENERAL APPROACH AND STYLE
In Adv. 15 To Gal (system on) Ace In 4th: 11-13 bal (responses natural) Ace King Queen Jump OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA Direct jump = weak Suit	l	A(X), AK(X) KQ10, KQV QJ9X(X)		A(X), AK(X), AKQ KQ, K(X), AK	
King Queen Jack JUMP OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak Suit	1	KQ10, KQV QJ9X(X)		KQ, K(X), AK	
Queen JUMP OVERCALLS (Style; Responses; Unusual NT) 2 suits or weak 10 2 suits or weak Hi-X Lo-X Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak Suit		QJ9X(X)	10		2/1 GF
Jack JUMP OVERCALLS (Style; Responses; Unusual NT) 2 suits or weak 9 Hi-X Lo-X Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak Suit	· · · · · · · · · · · · · · · · · · ·			QJ9X(X)	
JUMP OVERCALLS (Style; Responses; Unusual NT) 10 2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		J10X(X)			5 card Majors
2 suits or weak 9 Hi-X Lo-X Reopen: SIGNA DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				J10X(X)	Better minor
Image: Solution of Weak Hi-X Hi-X Lo-X Reopen: SIGNA DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Image: Suite state st					1NT response = forcing (not forcing after Pass)
Lo-X Reopen: SIGNA DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak Suit Suit					3 ▲ ♦♥ ▲ : 7c. (exceptionally 6), weak
Reopen: SIGNA DIRECT & JUMP CUE BIDS (Style; Response; Reopen)					1NT opening = 15-17 (may have a 5 card major)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct jump = weak Suit					2NT opening = 20-21 (may have a 5 card major)
Direct jump = weak Suit	ALS IN ORD	ER OF PRIORIT	Y		Checkback, Smolen, Lebensohl, Dury
Suit	Partner's Lead Declarer's Lead Discarding			Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
	1				2♣: 3 to 5 looser hands
	it 2				2♦ Multi: 6c.in major weak; 2nt (22-23 pts)
	3				$2\Psi/4$: Muiderberg (5c.in M + 5c.4 or 4, preempt)
	1				Puppet Stayman, Gerber
VS. NT (vs. Strong/Weak; Reopening; PH) NT	Г 2				3NT Gambling
Over 1NT strong: Multi Landy in 2nd and Landy in 4th	3				2NT Multi
Over 1NT weak: Landy and transfers in 2nd and 4th Signals	s (including T	rumps):	-		Multi Landy
					Inverted minors
					Landik
			DOUBLES		Gladiator
	COUT DOUB	LES (Style; Respo	onses; Reopening)		_
Take out X, cuebids showing 2 suits; jumps.					
Over 2♦♥♠ weak= 2NT Gladiator(16+pts). Responses:3♣=transfer for ♦; 3♦= Stayman; 3♥= 5c.♠; 3♠= 5c.♥; 3NT= defense in both M					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1(or 2(SPECIAL FORCING PASS SEQUENCES
	IAL, ARTIFI	ICIAL & COMPI	ETITIVE DBLS/R	DLS	
		oid asks for lead	<i>2 2 2 2 2 3</i> /K		
	C: support in				-1
OVER OPPONENTS' TAKEOUT DOUBLE	support in	Pour			IMPORTANT NOTES
When M opening: XX=10+pts, may have fit; 1NT= 6-9 pts w/defense in other M; 24=3c.,8-10 pts; 2NT= 4c.+, 7+pts					
Over minor opening: natural responses, 1NT= 6-10 pts.					
					PSYCHICS:NO

MIN. NEG. NO. DBL OF DBL CAR THR DS U	
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	ICI AL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1(*		3	Better minor	Natural except when inverted minors		
1(♦		3	 Better minor	Natural except when inverted minors		
-((5	Better minor			
1(♥		5		Multi 2nt (4c+,7+pts); Checkback; 3/4M= weak w/4c.+; 1NT forcing for 1 round (not F after P)		Drury with 3c. 2NT multi w/4+c., 7+pts
1(♠		5		Multi 2nt (4c+,7+pts); Checkback; 3/4M= weak w/4c.+; 1NT forcing for 1 round (not F after P)		Drury with 3c. 2NT multi w/4+c., 7+pts
INT			15-17 bal.(may have 5c.M)	2♣ Stayman; 2♦/♥= transfer for ♥/♠; 2♠= minors 5/5+; 2nt=long suit in m. (say 3♣); 4♣= Gerber; 4♦=5/5 M	After 2 Smolen	
2(♣	\checkmark		3 to 5 looser hands	2♦ relay	2♥/♠=5+c.(GF); 3♥♠=5+c. (not F); 2NT= 24+pts (system on)	
2(♦	~		Multicolor	2♥/♠=6c.weak 2NT= 22-23 pts (system on)	2NT asks for strength of hand Puppet Stayman	
2(♥		5	Muiderberg 5M+5m	2NT = give m and strength 3♦ invite to game; 3♥/♠= continue preempt	3♣/♦=min w/♣♦; 3♥= max w/♣; 3♠= max w/♦	
2(*		5	Muiderberg 5M+5m	2NT = give m and strength 3♦ invite to game; 3♥/♠= continue preempt	3♣/♦=min w/♣♦; 3♥= max w/♣; 3♠= max w/♦	
2NT			20-21 bal (may have 5c.M)	3♣= Puppet Stayman; 3♦/♥= transfer for ♥/♠ 3♣=5/5 minors.		
3(*		7	 Preempt			
3(♦		7	Preempt			
3(♥		7	Preempt			
3(♠		7	Preempt			
3NT	\checkmark	7	Long suit in minor			
4(♣		8	Preempt			
4(♦	1	8	Preempt			1
4(♥		8	Tendency less than opening hand			
4(♠		8	Tendency less than opening hand			
4NT						
5(♣		8+	 Tendency less than opening hand		HIGH LEVEL BIT	DDING
5(♦		8+	Tendency less than opening hand		Roman Key cards (30/41); specific kings DOPI,ROPI; Gerber	
5(♥ 5(♠						
J(≂					Splinters Minerwood	
					Minorwood Exclusion Blackwood	
					Conrols	