

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
• Natural; 4 <sup>+</sup> c. = 6/16 HCP
<b>Responses</b>
• Cue bid = Forcing (w/ or w/out fit)
• New Suit without jump= Forcing at level 1 and 3, NF at level 2
• Jump Raise = Preemptive; Major in jump over Minor preemptive;
• Minor in jump over Major is fit bid or mixed raised
<b>Take out Double</b>
• X followed by 1 suit = 18+ HCP (4/5 LT)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2th position</b> ⇨ 15 <sup>+</sup> /18 HCP (System on)
<b>4th position</b> ⇨ 10/14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
⇨ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)
<b>Unusual NT</b> ⇨ 2 suiter (passed hand)
<b>2 suiter bids</b> ⇨ Gestem: 1 ♦ -2 ♦ or 1 ♣ -2 ♦ = Majors
Reopening:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>
Reopening in 4 <sup>th</sup> seat – 2ST – 19-21 Balanced
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Overcall over 1NT in 2<sup>nd</sup> pos. If NT Strong P. Transfers</b>
• 2 ♣ = ♥ + ♠ 8 <sup>+</sup> cards (4 <sup>+</sup> -4)
• 2 ♦ = Hearts
• 2 ♥ = Spades
• 2 ♠ = Minors
• 2ST = Clubs
• 3 ♣ = Diamonds
• X = 5 M+4 <sup>+</sup> m (12 <sup>+</sup> points) or any strong (over weak NT 14 <sup>+</sup> )
<b>In 4rd pos → Landy and X= 5M+4+m ( 10+ points) or any strong</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2 ♥ - 4 ♣ = ♣ + ♠, 4 ♦ = ♦ + ♠
2 ♠ - 4 ♣ = ♣ + ♥, 4 ♦ = ♦ + ♥
<b>VS. ARTIFICIAL STRONG OPENINGS - i.e. 1 ♣ or 2 ♣</b>
VS 1 ♣ - 1NT=Minors
Level 2=Multilandy
X= ♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
• Fit w/3c: 2 ♥ / ♠ = 5-8 <sup>-</sup> ; 2 ♦ / ♥ = 8-10; XX= 11 <sup>+</sup> ; Transfers
• Fit w/4 <sup>+</sup> c: 3 ♥ / ♠ = 0-6; 2NT = 11 <sup>+</sup>
Mixed raises 7-10; Splinter 12-15
• 1NT of de opener = Support RDBL with at least one doubleton

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st/3rd/5 <sup>th</sup> +internal sequences	1st/3rd/5 <sup>th</sup> +internal sequences	
NT	Attitude	1st/3rd/5 <sup>th</sup> +internal sequences	
Subsequent	Attitude	Attitude	
Other: In NT k ask four unblock or count and A or Q asks for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax: AKx:, AKJ10x	Ax, AKx, AKJx	
King	K; Kx; KQ (+); KQJ (+)	AKJT (+), KQJ (+)	
Queen	QJ (+); Qx; Q	QJ (+), AQJ (+); RDxxx	
Jack	J x; J10 (+); <b>H</b> J 10 (+)	J x, J10 (+) <b>H</b> J 10 (+)	
10	10 x, 10 9 (+), <b>H</b> 109	10 x, <b>H</b> 10 9 (+)	
9	9 x, H 9 8 x	9x; 9 8 x	
Hi	Seq.; int. seq. Doubleton	Seq.; int. seq. Doubleton	
Lo	3 <sup>rd</sup> or 5 <sup>th</sup>	Promise Honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small Encor	Count	Odd Encor
Suit 2	High Descor	lavintal	Even Prefer
3	Count		Count
1	Small Encor	Reverse Smith	Odd Encor
NT 2	High Descor	Count	Even Prefer
3	Count	Lavintal	Lavintal
Signals (including Trumps):			
* Counting: hi/low = odd nr of cards ( given only if considered important)			
Reverse Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
● Negative Double thru 4♥			
●Penalty double after 2/1 and others Gf situations and after preemptive openings in knowned suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
With passed hand over 1♥/♠			
2♣= Drury 3 cards( or 4333); Bergen raises			
● Over 1♥- 2ST= Minors			
● Over 1♥- 2♠ and over 1♠- 2ST= drury with 4+ cards and any singleton			

EBL CONVENTION CARD
<b>CATEGORY:</b> i.e. Green
<b>NCBO:</b> PORTUGAL
<b>PLAYERS:</b> Alexandra Rosado 2508 POR Paulo Gonçalves Pereira 1200 POR
<b>EVENT:</b> Mixed Teams
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
• ♣ = 2 <sup>+</sup> c. (only with 4432 and 18-19)
• ♦ = 3 <sup>+</sup> c. (only with 4432 and 11-14)
• ♥, ♠ = 5 <sup>+</sup> c.
• 1 NT = 14 <sup>+</sup> -17 HCP
• '2/1' GF
• After 1 ♣ - 1 ♦ - 1 ♥ (or other 3 suits at first level): 2 ♣ ask to bid 2 ♦; 2 ♦ GF; 2NT ask to bid 3 ♣
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
• Gazilli over 1 ♥ - 1NT, 1 ♥ -1 ♠ and 1 ♠ -1NT
• Jacobi and bergen raises; 1M –2 ♣ GF, asks opener description
• 2 ♣ N Vul= Strong (could be GF or not) ; VUL = Strong No GF
• 2 ♦ N Vul = ♥ - ♠ weak or 21-23 bal; Vul= GF
• 2 ♥ N Vul = 5 ♥ and 4 <sup>+</sup> in minor; Vul= 6 + ♥ (8-12)
• 2 ♠ N VUL = 5 ♠ and 4 <sup>+</sup> in minor; Vul= 6 + ♠ (8-12)
• 2 NT = 20-21 bal
• 3 ♣ / ♦ / ♥ / ST = PRE in the next suit (not vulnerable could be very light) or 2 suits GF
3 ♠ - solid minor or 2 suits GF
• 4 ♣ / ♦ = Pre-emptive (in 1 <sup>st</sup> or 2 <sup>nd</sup> pos bad suit)
• 4 ♥ - ♠ = Natural
• Rubensol and Lebensol
• Over 2 ♦ Multi → 2 ♥ / ♠ = short
2 NT = 16-18 HCP bal (Follow by Muppet)
• After 1NT - 2 ♦ could be:
a) Hearts
b) Invitation for 3NT with ♣ or ♦ long suit
c) Slam try in ♥ - ♠ with independent suit
<b>SPECIAL FORCING PASS SEQUENCES:</b>
• 1x / LHO Overcall / <b>Pass</b> = May have penalty double
• 1NT / LHO Overcall / <b>Pass</b> = May have penalty double
<b>IMPORTANT NOTES:</b>
<b>PSYCHICS:</b>
Frequent in 3th position with vuln favorable

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Natural, 2 or + ♣ (2 with 4432 and 18-19)	Walsh; Inverted minors 1♣-2♣ (11+)-Forcing till 3♣; 2♦ = intermediate (7-10) 2♠ = strong and independent suit GF (follow by controls) 2♥ = 5♥ + 4♠ 7-10	After 1♣ - 1(♦/♥/♠) - 1 NT: or 1♣-1♦-1♥/♠ or 1♣-1♥-1♠ a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♦		3	4♥	Natural, 3 or + ♦ (if 4432) and 11-14	Inverted minors. 1♦-2♥ 10-20 (11+) forcing till 3♦; 3♣ = intermediate (7-10) 2/1= GF. (except after 1d-2c-2d-3c) 2♠ = strong and independent suit GF (follow by controls) 2♥ = 5♥ + 4♠ 7-10	After 1♦ - 1(♥/♠) -1 NT: or 1♦-1♥-1♠ a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5+♥; * In 3 <sup>rd</sup> place: 4+	1NT-Up to 11 points: '2/1' = GF; 2♥ = 9-11, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter; 3♠ = 4+ ♥ GF with one void; 3NT-Splinter in ♠	=>over 2♦ - 2♥ = catch-all; 2NT = 14-18; =>2♠, any short (2st asks); 2NT= trial in ♠; 3X=trial in X => Over 1♥ - 1♠/1NT – Gazzili => Over 1♥-2♣ Relay GF	2♣ = <i>Drury</i> (3 c or 4333); Over 1♥, 2ST = Both Minors; 2♠; = 4 cards drury with 1 short; 3x – Bergen
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 <sup>rd</sup> and 4 <sup>th</sup> pl: 4+	1NT-Up to 11 points: '2/1' = GF 2♠ = 9-11, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Bergen raises; 4x=splinter. 3NT 4+♠ GF with void	• Over 2/1 GF in diamonds or hards, 2♠ = catch-all; 2NT = 14-18; 3NT = 11-12 • Over 2♠, 2NT= any short (3♣ asks), 3X=trial in X	2♣ = <i>Drury</i> (3 c or 4333); Over 1♥, 2ST = 4 cards drury with 1 short; 3x – Bergen
INT			4♦	14+-17 HCP BAL (May have 5 cards Majors)	2♣ = Stay (may have no majors and may be weak); 2♦ = transfer or others; 2♥ = transfer 2♠ = Both minors, weak or strong, or sign off in ♦ 2NT= weak or strong with ♣ or strong with ♦ 3♣ Puppet; 3♦ = 5+♥+5+♠ invit; 3♥/♠ = singl ♥/♠+3 other M 4♣ = Majors; 4♦ = ♥; 4♥ = ♠; 4NT invitational	• After 1NT - Gazzilli • After 1NT – 2♣ – 2♦ → <i>Smolen, and Super Smolen in 4♣ and 4♦</i>	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Strong ( If N VUL could be GF)	2♦ = Relay; 2♥/♠ = 5 cards with 2 honors; 2ST= 14+; 3♣/♦ = 6 cards with 2 honors	After 2♣- 2♦-2 NT→ 3♣=Muppet Stayman If not vul After 2♣- 2♦-2♥/2♠→ 3♣=2 <sup>nd</sup> neg.	
2♦	<input checked="" type="checkbox"/>	0		NV ♥-♠ weak (4-10), or 22-23 HCP BAL V= GF	NV=2♥=to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT=asks; 3♣/♦ = Forcing	After 2NT, 3♣=♥ min, 3♦=♠ min, 3♥= max, 3♠=♥ max.	
2♥		5/6		NV 5 ♥ 4+ minor 4-10; Vul- 6+H 10-13	NV- 2♠: natural, NF 2ST=Ask minor ; 3♦=Inv. or more with fit V=2♠ ask strong and distribution; 2NT ask number of spades	2♠:2NT Min - 3♣ max; Balanc 3♦ max sing ♣	
2♠		5/6		NV 5 ♠ 4+ minor 4-10; Vul- 6+S 10-13	NV: 2ST=Ask minor; 3♣ = Pass or correct; 3♦ =Inv. or more with fit V=2ST Ask ask strong and distribution; 3♣ ask number of hearts	2NT=>3♣ Min -3♦ Balanced max	
2NT				19+-21 HCP BAL (May have 5 cards Majors)	3♣ = Muppet stayman; 3♦/♥ = transfer; 3♠ =minors, slamish; 3NT To play; 4♣/4♦ = Hearts; 4♥=♣; 4♠=♦	After 3♦, 4♣= both majors slamish, 4♦ = both majors to play.	
3♣		0		Pre-empt in ♦ or bic 5♣ and 6 other GF			
3♦		0		Pre-empt in ♥ or bic 5♦ and 6 other GF			
3♥		0		Pre-empt in ♠ or bic 5♥ and other GF			
3♠		0		Solid minor or bic 5♠ and 6 other GF			
3NT				Pre-empt in ♣, good suit			
4♣		6		Pre-empt, with bad suit if in 1 <sup>st</sup> and 2 <sup>nd</sup> position			
4♦		6		Pre-empt, with bad suit if in 1 <sup>st</sup> and 2 <sup>nd</sup> position			
4♥		6		Natural			
4♠		6		Natural			
							<b>HIGH LEVEL BIDDING</b>
							( RKCB for ♥ is 4♠ and Blackwood) – Minor Wood
							• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q
							• 5 NT = 1 Ace + 1 Useful Void
							• 6 X (under trump) = 2A + 1 useful void in X ( no Q of trump)
							• 6 on trump suit = 2A + 1 useful void
							• If LHO bid , X or XX is even, “pass” is odd (DEPO)