

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
- Aggressive 1-level; Sound 2-level
- Responses: Jump raise = preemptive
Jump cue = Mixed raise
Cue = Invitation with fit or strong hand
New suit = NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
- 15-18 with stopper. Responses: over 1m opening = 1NT opening; over 1M opening = transfer
- Reopening = 10-14
- 4 th live = Other suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
- 1 suit = weak
- 2 suit = 2NT (over M) = $\square + \diamond$ (55+) weak or very strong.
2NT (over m) = $Om + \heartsuit$ (55+) weak or very strong.
Reopen: 6+ good suit 11-13 HCP; 2NT = Bal 18-20 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels
Jump Cue = Asks for stopper to play 3NT
Reopen = Same
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = One minor suit; 2♣ = Majors; 2♦ = One major suit
2♥ = ♥ + 1 minor (54+); 2♠ = ♠ + 1 minor (54+)
2NT = Minors
Reopen = Same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = Take out (Lebensohl); NT = 16-18 (transfer)
Cue = minors over a major, majors over a minor
Jumps = Leaping Michaels

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	2nd / 4th	3rd / 5th	
Subseq	Attitude		
Other: Vs NT K asks CT/UB. A asks attitude			
Vs Suit K asks CT. A asks attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AKx(+); Ax(+)	AK; AKx(+)	
King	KQ; KQx(+)	AKJ10(+); KQ109; KQJ	
Queen	QJ; QJx(+)	QJ; QJ10(+); QJx;QJ9(+)	
Jack	J10; J10x(+)	J10; J109(+); J10x	
10	109; 109x(+); 10x	109; 109x	
9	9x	9x	
Hi-X	Sx; xxSx; xxxxSx(+)	Sx; xSx; xSxx; HxxSx(+)	
Lo-X	xxS; xxxxS	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENCRG	Hi/lo = ODD	Lo = ENCRG
Suit 2	Hi/lo = EVEN		Hi/lo = EVEN
3			
1	Lo = ENCRG	Hi/lo = ODD	Lo = ENCRG
NT 2	Hi/lo = EVEN		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening values; short in x suit			
Responses: Cue = 12+; Jump = 9-11			

EBL CONVENTION CARD
<p>CATEGORY: NATURAL - GREEN</p> <p>NCBO: SPAIN</p> <p>PLAYERS: SACRISTAN Y MORENO, Antonio</p> <p>DE PARTEARROYO, David</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
- Natural, 5 card majors, veterinaria minor
- Weak jump raises over majors
- Inverted minors
- 2/1 Game Forcing
- 1NT response over majors F1
- 1NT Opening = 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
- Over 1 M, Bergen and Jacoby raises
- 2♦/2♥/2♠ opening = weak 6+ (6-10 HCP)
- 2♣ opening = strong (any suit, any shape)
- 3♣/3♦/3♥/3♠ = preemptive
- 3NT = Gambling (no outside A or K)
- 4♣ = strong 4♥ opening (8 1/2 tricks)
- 4♦ = strong 4♠ opening (8 ½ tricks)
- Michaels Cue-bids
- Lebensohl after 2 level overcall of 1 NT
- Lebensohl after opps weak 2
- Negative double to 4♥

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□		SPECIAL FORCING PASS SEQUENCES
Agressive. Natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	Support dbl and redbl	
	Neg Dble thru 4♥	
OVER OPPONENTS' TAKEOUT DOUBLE	Resp Dble thru 3♣	IMPORTANT NOTES
New suit 1-level = Forcing; 2-level No forcing		- Splinters
Jump raise = preemptive; 2NT = limit raise		
Redouble = 10+		PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22 HCP	Natural Inverted minors (no majors) 2♦/♥/2♠ = Weak 6+ (2-6 HCP)	1♣-2♣: 2NT/3♣ = Min.; 2♦/♥/♠ = 14+ and stopper; 3♦/♥/♠ = short; 3NT = 18-19	
1♦		3	4♥	11-22 HCP	Natural; Inverted minors (no majors) 2♣ = Natural FG 2♥/2♠ = Débil 6+ (2-6 PHD)	1♦-2♦: 2NT/3♦ = Mín.; 2♥/♠/3♣ = 14+ and stopper; 3♥/♠ = short; 3NT = 18-19	
1♥		5	4♥	11-22 HCP	1ST = F1; Bergen raises (also after dbl); 1♥-2♥: 8-10 PH;	1♥-INT-2♠/2♦: 3+ cards	
1♠					1♥-3♥ = Preempt. 2/1 = Natural FG;	2/1: Natural; fast arrival: 1♥-2x-3NT = 11-13 Bal; Jump in 3rd suit = fit and short	
					2NT Jacoby FG; Splinters	1♥-2NT: 3x =short; 4x (55+); 4♥ = Min.	
1♠		5	4♥	11-22 HCP	SAME	SAME	
INT			2♣	15-17 HCP Bal	Stayman (weak hands possible) Transfers (♦=♥; ♥=♠; ♠=♣; ♣=♦) 2ST = Inv.	1ST-2♣-2♦-3♥/♠ = Smolen	
2♣	X	0		Strong any suit; 2suit FG; 23+ Bal	2♦ = waiting; 2NT = 8+ Bal. 2♥/♠ = Natural; 8+ HCP, 5+ (2 HM) 3♣/♦ = Natural; 8+ HCP, 6+ (2 HM)	2♣-2♦ = Kokish 2♣-2♦-2ST (25+): Puppet stayman y transfer 2♣-2♦-2♥-2♠-2ST (23-24): Puppet Stay y transfer	
2♦		6		6-10 HCP	2NT ask; New suit F1	2♦-2NT; 3x = stopper & max	
2♥		6		6-10 HCP	2NT ask; New suit F1	2♥-2NT; 3x = stopper & max	

2 ♠		6		6-10 HCP	2NT ask; New suit F1	2♣-2NT; 3x = stopper & max	
2NT			3♠	20-22 HCP Bal (5M possible)	Puppet stayman Transfers (3♦=♥; 3♥=♠; 3♠=♣; 4♠=♦)	2NT-3♣: 3♦ = 1 or 2 maj (4 cards) 3♥ = 5 cards 3♠ = 5 cards 3NT = No majors	
						2NT-3♣-3♦: 3♥ = ♠ 3♠ = ♥ 4♣ = ♠+♥	
3 ♣		7 (6)		Preemptive	Natural		
3 ♦		7 (6)		Preemptive	Natural		
3 ♥		7 (6)		Preemptive	Natural		
3 ♠		7 (6)		Preemptive	Natural		
3NT	X			Gambling (no outside A or K)	4♦ = ASK a singleton;		
4 ♣	X	0		Good 4♥ opening (8 ½ tricks)			
4 ♦	X	0		Good 4♠ opening (8 ½ tricks)			
4 ♥		7		Preemptive			
4 ♠		7		Preemptive			
4NT							
5□						HIGH LEVEL BIDDING	
5□						1st 2nd round cue bids,	
5□						RKCB 14-30-2-2+Q,	
5□						JOSEPHINE; LIGHTNER	
						PASS asks partner to DBL, then pull = SLAM TRY	