

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
• Natural; 4 <sup>+</sup> c.=6/19 HCP
<b>Responses</b>
• Cue bid = Forcing (w/ or w/out fit) F1 except if repeats suit;
• New Suit = Forcing at level 1 and 3; No forcing at level 2;
• Raise = Pre-emptive;
• 2ST = 11-12 points cuebid raise – GF;
• 3ST – To play;
• 3 New Major in jump - Natural Weak;
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>th</sup> position</b> ⇨ 15 <sup>+</sup> /18 HCP (System on)
<b>4<sup>th</sup> position</b> ⇨ 10/14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
⇨ Pre-emptive (at level 2: up to 13-14 pts if vulnerable, light if not vulnerable – up to 5-6 pts)
<b>Unusual NT</b> ⇨ 2 suiter (passed hand)
<b>2 suiter bids</b> ⇨ Guesthem
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>2<sup>nd</sup> pos. (P. Transfers)</b>
• 2♣ = ♥+♠ 8 <sup>+</sup> cards (4 <sup>+</sup> -4); • 2♦ = 1 Major 6+ cards;
• 2♥ = ♥+ minor (5-4 <sup>+</sup> ); • 2♠ = ♠+ minor (5-4 <sup>+</sup> ) • 2ST = Minors;
• 3♣ = Natural • 3♦ = Natural
• X = any strong
<b>In 4<sup>rd</sup> position → Landy</b>
X = 11 <sup>+</sup> 4M + 5 <sup>+</sup> m
VS Weak – Same except Double in 2 <sup>nd</sup> pos =14 <sup>+</sup>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Versus 1♣</b> ; strong → X=♣: 1♦/♥/♠ - Natural; 1ST=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
• Fit w/3c: 2♥/♠= 5-8 <sup>-</sup> ; 2♣ = 8-10; XX= 10 <sup>+</sup>
• Fit w/4 <sup>+</sup> c: 3♥/♠ = 0-6; 2NT = 11 <sup>+</sup> ;
• Splinter 11-13
• Support doubles (till 2♥)
• RDBL = 10/11 HPC

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> + internal seq.	Same	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> + internal seq.	Same	
Subseq	Attitude	Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	AK, KQ (+), KQJ (+)	AKJT (+), KQJ(+)	
Queen	QJ (+), AQJ x	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 (+), H 10 9	10 x, <b>H</b> 10 9 (+)	
9	9 x, 9 8 x; D 9 8 X	9x; 9 8x; R 9 8 X	
Hi-X	XX	XX	
Lo-X	XXX; DXX	XXX; RXX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Encor	Low Encor	Odd Encour
Suit 2	High Descor	High Descor	Even Prefer
3			
1	Low Encor	Low Encor	Odd Encour
NT 2	High Descor	High Descor	Even Prefer
3			
Signals (including Trumps):			
* Counting: low/hi = odd nr of cards			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
• X followed by 1 suit = 18+ HCP (4/5 LT)			
• Negative Double thru 4♦			
• Competitive Double thru 3♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
• Support Double/RDL when RHO interferes till 2♥			

EBL CONVENTION CARD
<b>CATEGORY: i.e. Green:</b>
<b>NCBO: CBL Portugal</b>
<b>PLAYERS: Ana Brito – João Paes de Carvalho</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
• ♣ = 3 <sup>+</sup> c.
• ♦ = 3 <sup>+</sup> c.
• ♥, ♠ = 5 <sup>+</sup> c.
• 1 NT = 14 <sup>+</sup> -17 HCP
• '2/1' GF
• 2 NT = 19 <sup>+</sup> -21 bal
• 3♣/♦/♥/♠ = 6-9 in the suit (not vul could be 3-9)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
• Over 1♥/1♠: 1NT=F1
• Jacobi and Bergen raises
• 2♣ = Strong (could be GF or strong (4,5 losers in ♠ or ♥)
• 2♦ = ♥-♠ weak or 22-23 bal
• 2♥-♠ = 6 cards, 10-13 HCP
• 3NT = 1 solid minor
• 4♣/♦ = Pre-empt (in 1 <sup>st</sup> or 2 <sup>nd</sup> position not vul shows bad suit)
• 4♥-♠ = Natural
<b>SPECIAL FORCING PASS SEQUENCES</b>
• 1x / LHO Overcall / Pass = Maybe penalty
<b>IMPORTANT NOTES</b>
• Lebensol                      • Rubenshol over 1NT
• Over 2♦ Multi → Double=take out double (like over 2♠ weak or very strong); 2 NT = 16-18 HCP bal
<b>With passed hand over 1♥/♠</b>
2NT= (or 2 spades over 1♥) = Drury with 4 cards, and a singleton; 2♣= Drury 3 cards (or 4 without singleton); Bergen raises; • Over 1♥-2ST= Minors
<b>PSYCHICS:</b> Frequent in 3 <sup>rd</sup> position with vuln favourable (7 <sup>+</sup> points and 4 <sup>+</sup> cards if open in majors)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3 <sup>+</sup>	4♥	Natural, 3+ c. 10 <sup>+</sup> 21 HCP * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 7 <sup>+</sup> HCP	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♥/♠ = strong (follow by controls)	After 1♣ - 1(♦/♥/♠) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST = Forcing to 3♣	
1♦		3 <sup>+</sup>	4♥	Natural, 3+ c. HCP 10 <sup>+</sup> 21 HCP * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 7 <sup>+</sup> HCP	Inverted minors (3♣ = intermediate). 2♣ = GF except 1♦-2♣-2♦-3♣ 2♥/♠ = strong. Walsh. 1♦-2♦ (11 <sup>+</sup> ) Forcing till 3♦	After 1♦ - 1(♥/♠) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST = Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5 <sup>+</sup> ♥; * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 4 <sup>+</sup> ♥ and 7 <sup>+</sup> HCP	*2/1' = GF; 1NT-F1 2♥ = 7-10, w 3 cards support; 2NT = fit w/ 4 <sup>+</sup> GF, no void 3x = Bergen raises; 4x = splinter; 3♠ = 4 <sup>+</sup> ♥ GF with one void; 3NT-Splinter in ♠	• Over 2♣, 2♦, 2♥ = catch-all; 2NT = 15-19; 3NT = 11/12 • Over 2♥, 2♠ = trial in ♠; 2NT = trial; 3X = trial in X	2♣ = Drury (3 c) 2ST = (or 2♠ over 1♥) = Drury (4 <sup>+</sup> c) + singleton /void 3x – Bergen
1♠		5*	4♥	10-21 HCP, 5 <sup>+</sup> ♠; * 3 <sup>rd</sup> and 4 <sup>th</sup> pl: 4 <sup>+</sup> ♠ and 7 <sup>+</sup> HCP	1NT=F1; *2/1' = GF; 2♠ = 7-10, w 3 cards support; 2NT = fit w/ 4 <sup>+</sup> GF, 3x = Bergen raises; 4x=splinter 3NT = 12-15 balanced w. 4 bad ♠	• Over 2♣, 2♦ GF 2♥/2♠ = catch-all; 2NT = 15-19; 3NT = 11-12;  • Over 2♠, 2NT = trial; 3X = trial in X	
1NT			4♦	14 <sup>+</sup> -17 HCP BAL (Maybe with 5 cards M)	2♣ = Stayman (may have no majors); 2♦ = transfer or others; 2♥ = transfer 2♠ = Both minors, weak or strong or weak in Diamonds 2NT = 1 minor, weak or strong in ♣ or strong in ♦ 3♣ = Puppet; 3♥/♠ = 3 suit, singl ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥-♠ = 4NT invitational.	• Over 1NT – 2♣ – 2♦ → <i>Smollen</i>	After RHO natural overcall, negative doubles and Lebensol
2♣	<input checked="" type="checkbox"/>	0		Any Strong	2♦ = Relay; 2♥/♠ = 5 cards with 2 honours; 2ST = 14 <sup>+</sup> ; 3♣/♦ = 6 cards with 2 honors	After 2♣- 2♦-2 NT → 3♣ = Puppet Stayman After 2♣- 2♦-2♥/2♠ → 3♣ = 2 <sup>nd</sup> neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♠ weak, or 22-23 HCP BAL (Maybe 5 cards if not vul)	2♥ = to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT = asks; 3♣/♦ = Not forcing	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = max, 3♠ = ♥ max.	
2♥		6		6 Hearts	2ST = asks; 3♣ =; 3♦ =		
2♠		6		6 Spades	2ST = asks; 3♣ =; 3♦ =		
2NT				19 <sup>+</sup> -21 HCP BAL (maybe with 5 cards M)	3♣ = Muppet stayman; 3♦/♥/♠ = transfer; 3♠ = MSS; 3ST = to play	After 3♦: 3♥ = 4 c. ♠, 3♠ = 4 c. ♥ 4♣ = Natural 4♦ = Natural	
3♣		6*		Pre-emp in ♣ (* 3 <sup>rd</sup> not vul pos 5 <sup>+</sup> )	Natural		
3♦		6*		Pre-emp in ♦ (* 3 <sup>rd</sup> not vul pos 5 <sup>+</sup> )	Natural		
3♥		6*		Pre-emp in ♥ (* 3 <sup>rd</sup> not vul pos 5 <sup>+</sup> )	Natural		
3♠		6*		Pre-emp in ♠ (* 3 <sup>rd</sup> not vul pos 5 <sup>+</sup> )	Natural		
3NT	<input checked="" type="checkbox"/>			1 Solid Minor	4♣-4♦-4♥-4♠-5♣-5♦ = Natural; 4NT = asking key cards	• 5 NT = 1 Ace + 1 Useful Void	
4♣		0		Pre-emp: with in bad suit in 1 <sup>st</sup> and 2 <sup>nd</sup> position		• 6 x (under trump) = 2A + 1 usef void	
4♦		0		Pre-emp: with in bad suit in 1 <sup>st</sup> and 2 <sup>nd</sup> position		• 6 on trump suit = 2A + 1 usef void	
4♥/♠		6		Natural		• If LHO interfer, X or XX is even, "pass" is odd (DEPO)	
4NT		0		Asking aces		• After fit minor at level 4 ask key cards	

**HIGH LEVEL BIDDING**

• Kickback RKCB → • 3/0 • 4/1 • 2 • 2 + Q