

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
• Natural; 4 ⁺ c. = 6/16 HCP
Responses
• 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 i= fit bid or mixed raised
Take out Double
• X followed by 1 suit = 18+ HCP (4/5 LT)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position ⇒ 15+/18 HCP (System on)
4th position ⇒ 10/14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
⇒ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)
Unusual NT ⇒ 2 suiter (passed hand)
2 suiter bids ⇒ : 1 ♦ -2 ♦ or 1 ♣ -2 ♦ = Majors; 1x -2ST (2 minors or minor and ♥ (if minor oppening); 3 ♣ =other bic; 3 ♦ over ♦ = ♣ + ♠ strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
Reopening in 4 th seat – 2ST – 19-21 Balanced
VS. NT (vs. Strong/Weak; Reopening; PH)
Overcalls over 1NT in 2nd pos. if NT Strong, are:
• 2 ♣ = ♥ + ♠ 8 ⁺ cards (4 ⁺ -4 ⁺)
• 2 ♦ = Hearts
• 2 ♥ = Spades
• 2 ♠ = Minors
• 2ST = Clubs
• 3 ♣ = Diamonds
• X =5 M+4 ⁺ m (12 ⁺) or any strong(over Weak NT only dif is,X=14 ⁺)
In 4rd pos → 2P= Landy and X= 10+ points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over 2 ♥ or 3 ♥ opening- 4 ♣ = ♣ + ♠, 4 ♦ = ♦ + ♠
Over 2 ♠ or 3 ♠ opening- 4 ♣ = ♣ + ♥, 4 ♦ = ♦ + ♥
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1 ♣ or 2 ♣
VS strong 1 ♣ - 1NT=Minors
Level 2=2 ♣ =majors; 2 ♦ = one major; 2 ♥/♠ = ♥/♠ + minor
X=♣
OVER OPPONENTS' TAKEOUT DOUBLE
• Fit w/3c: 2 ♥/♠ = 5-8 ⁻ ; 2 ♦/♥ = 8-10; XX= 11 ⁺ ; Transfers
• Fit w/4 ⁺ c: 3 ♥/♠ = 0-6; 2NT = 11 ⁺
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 th +internal sequences	1st/3rd/5 th +internal sequences	
NT	Attitude	1st/3rd/5 th +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 (+); H J 10 (+)	J x, J10 (+) H J 10 (+)	
10	10 x, 10 9 (+), H 109	10 x, H 10 9 (+)	
9	9 x, H 9 8 x	9x; 9 8 x	
Hi	Seq.; int. seq. Doubleton	Seq.; int. seq. Doubleton	
Lo	3 rd or 5 th	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♣= fit 3 cards(or 4333) with 8-11 points; 3♣/♦ 4 cards support 7-9 /10-11			
● Over 1♥- 2ST= Minors			
● Over 1♥- 2♠ and over 1♠- 2ST= 9-11 with 4+ cards fit and any singleton			
or void			

EBL CONVENTION CARD	
CATEGORY:	i.e. Green
NCBO:	PORTUGAL
PLAYERS:	Alexandra Rosado 2508 POR Paulo Gonçalves Pereira 1200 POR
EVENT:	Mixed Teams
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<ul style="list-style-type: none"> ♣ = 2⁺ c. (only with 4432 and 18-19) ♦ = 3⁺ c. (only with 4432 and 11-14) ♥, ♠ = 5⁺ c. 1 NT = 14⁺-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♣ 	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
<ul style="list-style-type: none"> 2♣ after 1♥- 1NT, 1♥-1♠, or 1♠-1NT could be nat or 16+ 1M- 2ST, or 3♣/♦ = 4+ cards support; 1M -2♣ GF, asks opener description (shows 2+♣) 2♣ N Vul= Strong (could be GF or not) ; VUL = Strong not GF 2♦ N Vul = ♥-♠ weak or 21-23 bal; Vul= GF 2♥ N Vul = 5♥ and 4⁺ in minor 4-10; Vul= 6 + ♥ (8-12) 2♠ N VUL = 5♠ and 4⁺ in minor 4-10; Vul= 6 + ♠ (8-12) 2 NT = 20-21 bal (maybe 19, maybe 5 in M) 3♣/♦/♥/ST = PRE in the next suit (not vulnerable could be very light) or 2 suits GF (5 in opening suit + 6 in other) 3♠ - solid minor or 2 suits GF (5♠ + 6 other) 4♣/♦ = Pre-emptive (in 1st or 2nd pos bad suit) 4♥-♠ = Natural Rubensol and Lebensof Over 2♦ Multi from opps→ 2♥/♠ = short and 2 NT = 16-18 HCP bal (Follow by Muppet) After 1NT opening - 2♦ could be: <ul style="list-style-type: none"> a) Hearts b) Invitation for 3NT with ♣ or ♦ long suit c) Slam try in ♥-♠ with independent suit 	
SPECIAL FORCING PASS SEQUENCES:	
<ul style="list-style-type: none"> 1x / LHO Overcall / Pass = May have penalty double 1NT / LHO Overcall / Pass = May have penalty double 	
IMPORTANT NOTES:	
PSYCHICS:	
Occasionally openings in 3th position at level 1 with 8-10 points	

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)	Inverted minors 1♣-2♣ (11+)-Forcing till 3♣; 2♦ = intermediate (7-10); 1♦ (may have 2); 1♥/♠ may have more ♦ 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♣ After 1♣-1M;a)3♦=4M15-17;b) 3M=18-19 Bal	
1♦		3	4♥	Natural, 3 or + ♦ (if 4432) and 11-14	Inverted minors 1♦-2♦ (11+) forcing till 3♦; 3♣ = intermediate (7-10) 2/1= GF. (only exception after 1♦-2♣-2♦-3♣ is not forcing) 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 rd place: 4+	1NT-Up to 11 points: '2/1' = GF; 2♥ = 9-11, w 3 cards support; 2NT = fit w/ 4+ GF; 3♣/♦ 4 cards support 7-9 /10-11 =; 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 – 2♣ nat or 16+,(or Bal 13-14 over 1NT) => Over 1♥-2♣ Relay GF	2♣= 3 c support or 4333); Over 1♥, 2ST = Both Minors; 2♠:= 4 cards support with 1 short; 3x – 4 cards sup
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 rd and 4 th pl: 4+	1NT-Up to 11 points: '2/1' = GF 2♠ = 9-11, w 3 cards support; 2NT = fit w/ 4+ GF 3♣/♦ 4 cards support 7-9 /10-11 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; Over1♠-1NT- 2♣ nat or 16+or Bal 13-14	2♣=3 c support or 4333); Over 1♠; 2ST = 4 cards support with 1 short;3x-4 cards sup
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♣ Ask 5 M; 3♦ = 5+♥+5+♠ invit; 3♥/♠ = singl ♥/♠+3 other M ; 4♣ = Majors; 4♦ = ♥; 4♥=♠; 4NT invitational	• 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 nd 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;=♥ 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 strongness 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 st and 2 nd position			
4♦		6		Pre-empt, with bad suit if in 1 st and 2 nd position			
4♥		6		Natural			
4♠		6		Natural			
							HIGH LEVEL BIDDING
							• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q
							(RKCB for ♥ is in 4♠ and Minorwood in the suit at level 4 after fit)
							• 5 NT = 1 Ace + 1 Useful Void (no Q of trump)
							• 6 X (under trump) = 2A + 1 useful void in X (no Q of trump)
							• 6 on trump suit = 2A + 1 useful void (no Q of trump)
							• If LHO bid , X or XX is even, “pass” is odd (DEPO)