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

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

- 15-17 with stopper. Responses: over 1m opening =
1NT opening; over 1M opening = transfer
- Reopening = 10-14
- 4th live = Other suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

- 1 suit = weak
- 2 suit = 2NT (over M) = +♦ (55+) weak or very strong.
2NT (over m) = Om+♥ (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)

Meckwell: Dbl = ♠ and other suit; 2♣ = ♣ and ♥ ; 2♦ = ♦ and ♥ ; 2♥/2♠ = Natural 5+ cards 11 HP +
2 suiter = maybe 4 cards
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 =Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or2

Agressive. Natural

OVER OPPONENTS' TAKEOUT DOUBLE

New suit 1-level = Forcing; 2-level No forcing
Jump raise = preemptive; 2NT = limit raise
Redouble = 10+

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

SPECIAL, ARTIFICIAL & COMPETITIVEDBLS/RDLS

Support dbl and redbl
Neg Dble thru 4♥
Resp Dble thru 3♠

EBL CONVENTION CARD

CATEGORY: 1ª PICAS
NCBO: SPAIN
PLAYERS: JESUS FERMIN, PALOMA MARTÍN A.
EVENT:CTO. ESPAÑA MIXED PAIRS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
-Bergen Raises
- Weak jump raises
- Inverted minors
- 2/1 Game Forcing
- 1NT response over majors F1
- 1NT Opening = 15-17
-Drury
Roudi

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

-2♦ Opening = 5♥, 4♠ (11-15) Flannery
- Over 1 M, Bergen and Jacoby raises
- /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)
- Michaels Cue-bids
- Lebensohl after 2 level overcall of 1 NT
- Lebensohl after opps weak 2

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

- Splinters

PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-22 HCP	Natural Inverted minors (no majors) 2♦/♥/2♠ = Weak 6+ (2-6 HCP)	1♣-2♣: 2NT/3♣ = Min.; 2♦/♥/♠ = 14+ andstopper; 3♦/♥/♠ = short; 3NT = 18-19	
1♦		3		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+ andstopper; 3♥/♠ = short; 3NT = 18-19	
1♥		5		11-22 HCP	1ST = F1; Bergen raises (also after dbl); 1♥-2♥: 8-10 PH;	1♥-1NT-2♣/2♦: 3+ cards	
					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		11-22 HCP	SAME	SAME	
INT				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		11-15 HCP	2NT ask; Strenght ; Others = Natural	Over 2NT: 3♣= Min ; 3♦= 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♠	20-21 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♣							
4♦		8		Preemptive			
4♥		8		Preemptive			
4♠		8		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	