


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 level: 5 ⁺ cards, 7-17HCP	2 level: ^(a) 6 ⁺ cards, ^(m) 12-17HCP.
Jump raises = weak ; new suit: 1-level=F1R, 2-level=No F	
Cue bid = 10 ⁺ with FIT of 3 ⁺ or any GF.	
Cue bid after two Level overcall, looking for stop or 2 ⁺ suit.	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
In 2 nd 15 - 18 > system on ???????	
In 4 th 11 - 14 > system on ???????	
1 ^(a) / ^(b) ♥/♦/♣/♠ -pass-pass-2NT = 18-20 > system on ???????	
1X-pass-pass- Double... and after 1NT=15-17	
1X-pass-pass- Double... and after jump to 2/3NT= 21-22	
JUMP OVERCALLS (Style: Responses; Unusual NT)	
PRE, new suit =F1, 2NT = INV+	
1/2X – (3NT) = to play (based on any minor and stoppers outside)	
1 ^(a) ^(b) ♥/♦/♣/♠ – (2NT) = 2 lowest suits 5 ⁺ /5 ⁺	
Reopen: More than opening values 13-15	
DIRECT & JUMP CUE BIDS (Style: Response; Reopen)	
Michael's direct ♥/♥/♠ 5 ⁺ /5 ⁺ , over ♣ natural	
Also in sequences: 1X-p-1NT-2X, 1NT-p-2X ^{TRF} -2Y ^{suit of TRF}	
2M-(3M) = minors 5 ⁺ /5 ⁺ , good hand 1m-3m= PRE, natural	
2 ^(a) -(3/4 ^(b)) = ♥/♠ 5 ⁺ /5 ⁺ , good hand 1M-3M= STOP ASK	
VS. NT (vs. Strong/Weak; Reopening:PH)	
Vs. Strong NT: Double= 1 minor Other the same Vs. weak NT	
Vs. Weak NT: Double= Strong.	
2 ^(a) ♣ =Majors ; 2NT = minors	
2 ^(a) ♦ = 6+ ♥ or 6+ ♠ ; 2 ^(a) ♥/♠ = M+m	
VS. PREMITS (Doubles; Cue-bids; Jumps; NT Bids)	
Double = T/O or any strong hand; NT are NAT	
3NT = to play	
Leaping Michael's: 2 ^(a) ♥/♠ - (3 ^(b) ♥/♠) = minors 5 ⁺ /5 ⁺	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1^(a) or 2^(a) ♣	
1 ^(a) ^(b) ♠ – (Double) =clubs, 1 ^(a) ♣ - 2 ^(a) ♣ = ♣ + ♦	
1 ^(a) ^(b) ♠ – (1NT) = ♣ + ♦ any two suit,	
2 ^(a) ^(b) ♠ – (Double) = clubs; 2 ^(a) ^(b) ♠ – (2NT) = ♣ + ♦	
OVER OPPONENTS' TAKEOUT DOUBLE	
After T/O double our voices at 1 level are unchanged F1,	
At 2 level = weak 6-9HCP, 6 ⁺ cards; at 2 level with jump = 3-6, 6 ⁺	
Truscott over 1 ^(a) ♥/♠ ; Reversed Truscott over 1 ^(a) ♥/♦	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd - 5 th	3 rd - 5 th	
NT	2 nd - 4 th	3 rd - 5 th	
Subseq	Low with interest	3 rd - 5 th	
K is the strongest lead vs. NT and asks for unblock or count A and Q ask for encourage vs. NT. 10 promises high honor Against Slam: A ask for attitude and K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx ⁽⁺⁾	AK ⁽⁺⁾ , AK10 ⁽⁺⁾ , AKJ ⁽⁺⁾	
King	KQx ⁽⁺⁾ , AK sec	KQJ ⁽⁺⁾ , KO109 ⁽⁺⁾ , AKJ10	
Queen	QJx ⁽⁺⁾ , Qx	QJ109(+), AQJ ⁽⁺⁾ , KQ ⁽⁺⁾	
Jack	J10x ⁽⁺⁾ , HJ10x ⁽⁺⁾ , Jx	J109/8 ⁽⁺⁾ , J10x	
10	109x ⁽⁺⁾ , H109 ⁽⁺⁾ , 10x	HJ10x ⁽⁺⁾ , 109x, 10x	
9	9x, KJ9x	1098/7 ⁽⁺⁾ , 9x	
H1-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xSxx	
Lo-X	HxS, xxs, Hxxxs, xxxxs	HxS, xSx, Hxxs,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Low=ENC)	High=Odd	High=Odd
Suit 2	CT (High=Odd)		
3	S/P dummy short		
1	ATT (Low=ENC	High=odd	High=Odd
NT 2	CT (High=Odd)		
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style: Responses; Reopening)			
T/O Double: 12 ⁺ standard shape (8 ⁺ re-open) or 17 ⁺ any shape (15 ⁺ re-open)			
Responses: jumps positive, usually 4 ⁺ , cue-bid = 10 ⁺ , standard ranges NT			
T/O Double over PRE at any level			
T/O Double when opponents support each other directly at any level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
3 card support Double/Redouble until 2 level-repeat-suit			
2 ^{Multi} - Double = T/O over ♣ , pass and then Double = T/O over ♥			
2 ^{Multi} - Suit = natural 5 ⁺ , 12-17			
1 ⁴ -(1 [♦]) - Double = 4 [♥] +4 [♠] or 5 [♥] --4 [♠] <11HCP			
1 ⁴ -(1 [♥]) - Double = 0-3 ^{spades} , 1 [♣] -(1 [♠]) - Double = 4 ^{hearts}			
Lightner: Negative Double to 4 [♠] , Responsive Double when opponents fit			

EBL CONVENTION CARD	
CATEGORY: Green NCBO: SPAIN  PLAYERS: Maria Sainz de Vicuña - Ana Francesés ESP2814115 - ESP2812081 TRANSNATIONAL MARRAKECH 2023	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1 ^(a) ♥/♠ - 5 ⁺ card	⁽¹¹⁾ 12-22
1 ^(a) ♥/♦ - 3 ⁺ card, 1 ^(a) ♠ with 3/3, 1 ^(a) ♦ with 4/4	⁽¹¹⁾ 12-22
1NT - Balanced 5m332, 5m422, 6m322 OK	⁽¹⁴⁾ 15-17
2NT - Balanced 5m332, 5m422, 6m322 OK	⁽¹⁹⁾ 20-22
2 ^(a) - Strong ♥/♠ , if balanced 23 ⁺ or any FG	6-10
2 ^(a) ♥/♠ - weak	6-10
3 ^(a) ♥/♦/♥/♠ Classic PRE 1 ^(a) /2 ^(a) , May be very weak in 3 rd	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
4 ^(a) ♥/♦ solid suit (7 ^(a)) ♥/♠ with something more.	
3NT Gambling (7 ^(a)) AKQxxxx in one minor (no A/K outside)	
Lebensohl	
Michael's cue-bid	
Leaping Michaels	
3 rd - 4 th suit forcing	
1X-1Y-1Z-2 ^(a) = weak with ♦ or invitative	
1X-1Y-1Z-2 ^(a) = Forcing Game	
Walsh 1 ^(a) ♣ -1 ^(b) ♦ -1ST = Balance	
1X-1 ^(a) ♥/♠ -2ST-3 ^(a) = Check Back	
SPECIAL FORCING PASS SEQUENCES	
Standard, no special agreements	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPEN ING	TICK IF AR TI FI CI AL	MIN . NO. OF CARDS	NE G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	(11) 12-22	1♣ - 2♣ = 6-9PH, 1♣ - 3♣ = 10-12PH Respond 1♥/♦ may have longer ♦ if weak hand 1♣ - 2♥/♦ = 2-6PH, 6 ⁺ 1/2/3NT = 6-10, 11-12, 13-15 1♣ - 3♦/♥/♠ = 2-7PH, 7 ⁺	1♣ - p -1♦ - p - INT = May be 4M or both. 1♣ - p -1♥/♠ - p - INT we play XYZ, 3♣ Stop 1♣ - (Double) - 2NT = weak raise 1♣ - (Double/S) - 3m = game try 1♣ - 1X - 1Y we play XYZ	
1♦		3	4♥	(11) 12-22	Same as over 1♣	1♦ - (Double) - 2NT = weak raise 1♦ - (Double/S) - 3m = game try	
1♥		5	4♥	(11) 12-22	Jump support weaker than simple rise INT = Natural, 2NT = Jacoby 11 ⁺ PH 1♥/♠ - 3♣/♦/♥ = 2-7PH, 7 ⁺ 1♥ - 3♠ = SPL, 1♥-3NT = Natural 13-15	1♥ - p - 2NT - p - 3♣ = weak or Singleton. 1♥ - p - 2NT - p - 3x = Singleton. 1♥ - p - 2NT - p - 3♥ = Strong. 1♥ - p - 2NT - p - 4♣/♦ = 5/5 Strong.	
1♠		5	4♥	(11) 12-22	Same as over 1♥ 1♠ - 4♣/♦/♥ = SPL.	Same as over 1♥	
INT				(14) 15-17 Balanced 5m42, 6m322 - OK	2♣ = STAY; 2♦/♥/♠/3♣ = TRF 3♥/♦/♠ = strong, 6 slam try 4♣ = 5/5 ⁺ ♥+♠; 4♦/♥ = TRF 6 ⁺ cards	INT - p - 2♣ - p - 2NT/3♣ = both majors. After major transfer new suit is natural, GF INT - p - 2♠ - p - 3♣ - p - 3♦ = minors strong. After minor transfer new suit is short, GF	
2♣	X	0		Kokish. Strong in ♥/♠. if balanced 23 ⁺ or any FG.	2♦ = negative 2♥/♠/3♣/♦ = Natural 8 ⁺ PH. good suit. 2NT = Natural 8 ⁺ PH balance.	2♣ - p - 2♦ - p - 2NT = 23-24PH balance. 2♣ - p - 2♦ - p - 2♥ = nat. or 25 ⁺ PH balance.	
2♦	X	5		Weak ♦ 6-10	2NT = Asking 2♥/♠/3♣ = Natural, forcing	2♦ - 2NT - 3♦ = min. 2♦ - 2NT - 3♣/♥/♠ = Honor max.	May be very weak in 3 rd , Sound in 4th
2♥/♠	X	5		Weak 6-10	Same as over 2♦	Same as over 2♦	Same as over 2♦
2NT				(19) 20-22 Balanced 5m32, 5m42, 6m322 - OK	3♣ = STAY; 3♦/♥ = TRF 3♠ = to 3NT 3NT=5 ⁺ ♠ /4 ⁺ limit. 4♣=majors 4♦/♥ = TRF 6 ⁺ cards	2NT - 3♦/♥ - 3♠ = fit, 3NT = no fit 2NT - p - 3NT - p - 4♣/♦ Trf minor. 2NT - p - 3NT - p - 4♥/♠ singleton.	
3♣/3♦		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5 ⁺ and FG	After opp's double new suit is NF, L/D	May be very weak in 3 rd , Sound in 4th
3♥/3♠		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit at 4 level = CTRL 3♥-3♠ = NAT 5 ⁺ FG	After opp's double new suit is NF, L/D	
3NT	X			Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6♣=P/C; 4M=to play; 4♦=asks for singl. 4NT=asks for extra length	3NT - 4♦ - 4♥/♠ = short = 4NT no short; = 5♣/♦ short in other minor	
4♣	X	(7) 8		Solid 7/8 card ♥ suit	4♦=asks for lateral Honour		
4♦	X	(7) 8		Solid 7/8 card ♠ suit	4♥=asks for lateral Honour		
4♥/♠	X	(7) 8		preemptive	New suit Ctrl.		
4NT	X	5-5		5 ⁺ /5 ⁺ ♣+♦			
5♣/♦		(8) 9		preemptive			
						HIGH LEVEL BIDDING	
						RKCB 14 / 03 / 2-Q / 2+ Q, Cue bid Control 1 & 2, Splinter,	
						Josephine, Exclusion BW	
						PODI, PORI,	