

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1/2 Level; Reopening)</b>		
• Natural; 4+ c. = 6/16 HCP		
<b>Responses</b>		
• Cue bid = Forcing (w/ or w/out fit)		
• New Suit without jump= Forcing at level 1 and 3, NF at level 2		
• Jump Raise fit = Preemptive; Major in jump over Minor preemptive;		
• minor in jump after M over is fit bid/ mixed raise(or3H after 1S ov)		
• After 5M overcall or offering 2ST=Fit 4+ (10+ pontos)		
<b>Take out Double</b>		
• X followed by 1 suit = 18+ HCP (4/5 LT)		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>th</sup> position $\Rightarrow$ 15+/18 HCP (System on)		
4 <sup>th</sup> position $\Rightarrow$ 10/14 (System on)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
$\Rightarrow$ Pre-emptive (at level 2 and 3: constructive if vulnerable, light if not vulnerable)		
<b>Unusual NT</b> $\Rightarrow$ 2 suiter (passed hand)		
<b>2 suiter bids</b> $\Rightarrow$ 1♦-2♦ or 1♣-2♣ = Majors; 1x -2ST ( 2 minors or minor and ♥ ( if minor oppening); 3♦ other bic; 3♦ over ♦ = ♣+♦ strong		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>		
Reopening in 4 <sup>th</sup> seat – 2ST – 19-21 Balanced		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
<b>Overcalls over 1NT in 2<sup>nd</sup> pos. if NT Strong, are:</b>		
• 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,X =14+ only dif)		
<b>In 4rd pos <math>\rightarrow</math> X= Landy</b>		
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
2♥ - 4♣ = ♣+♦, 4♦ = ♦+♦		
2♦ - 4♣ = ♣+♥, 4♦ = ♦+♥		
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣		
VS 1♣ - 1NT=Minors		
Level 2=2♣ =majors; 2♦ = one major; 2♥/♦ = ♥/♦ + minor x=♣		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
• Fit w/3c: 2♥/♦= 5-8-; 2♦/♥ = 8-10; XX= 11+ ; Transfers		
• Fit w/4+c: 3♥/♦= 0-6; 2NT = 10+ 4+ ♣ (could be less if mixed raise not available)		
Mixed raises 7-10; Splinter 12-15		
• 1NT of de opener = Support RDBL with at least one doubleton		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
Suit	1st/3rd/5 <sup>th</sup> +internal sequences	1st/3rd/5 <sup>th</sup> +internal sequences
NT	Attitude + seq +internal seq	1st/3rd/5 <sup>th</sup> +internal sequences
Subsequent	Attitude + seq +internal seq	Attitude + seq +internal seq
Other: In NT k ask four unblock or count and A or Q asks for attitude		
<b>LEADS</b>		
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, 9 8 x	9x; 9 x x
Hi	Seq.; int. seq, Doubleton	Seq.; int. seq, Doubleton
Lo	3 <sup>rd</sup> or 5 <sup>th</sup>	Promise Honor
<b>SIGNALS IN ORDER OF PRIORITY</b>		
1	Partner's Lead	Declarer's Lead
1	Small Encor	Count
Suit 2	High Descor	lavintal
3	Count	Even Prefer
		Count
1	Small Encor	Reverse Smith
NT 2	High Descor	Count
3	Count	Lavintal
Signals (including Trumps):		
* Counting: hi/low = odd nr of cards ( given only if considered important)		
Reverse Smith		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
• Negative Double thru 4♥; double and redouble. Just shows points or shortness		
• Penalty double after 2/1 and others Gf situations and after preemptive openings in knowned suit		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
<b>With passed hand over 1♥/♦ :</b>		
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		
<b>CATEGORY:</b>	i.e. Green	
<b>NCBO:</b>	PORTUGAL	
<b>PLAYERS:</b>	Alexandra Rosado 2508 POR	
	Paulo Gonçalves Pereira 1200 POR	
<b>EVENT:</b>	Mixed Teams Espana	
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
• ♣ = 2+ c. (only with 4432 and 18-19)		
• ♦ = 3+ c. (only with 4432 and 11-14)		
• ♥, ♠ = 5+ c. (could be 4 in 3 <sup>rd</sup> place)		
• 1 NT = 14+-17 HCP		
• '2/1' GF (except 1♦ - 2♣ - 2♦ - 3♣		
• After 1♣- 1♦ - 1♥ (or other 3 suits at first level): 2♣ ask to bid 2♦ (sign off in ♦ or any inv.); 2♦ GF ask dist; 2NT ask to bid 3♣		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
• 2♣ over 1♥-1NT, 1♥-1♦, 1♦-1NT could be nat or 16+orBal13/14		
• 2ST, 3♣/♦ 4 cards support; 1M –2♣ GF, asks opener descript.		
• 2♣ = Strong (could be GF or not) ;		
• 2♦ = 5+ or ♥-♦ weak or 21-23 bal;		
• 2♥ N Vul = 5♥ and 4+ in minor; Vul= 6+♥ (10-13)		
• 2♦ N VUL = 5♦ and 4+ in minor; Vul= 6+♦ (10-13)		
• 2 NT = 20-21 bal		
• 3♣/♦/♥/ST = PRE in the next suit (not vulnerable could be very light) or 5 in the bid suit and 6 other GF		
3♦ - solid minor or 5♣ + 6 other GF		
• 4♣/♦ = Pre-emptive (in 1 <sup>st</sup> or 2 <sup>nd</sup> pos bad suit)		
• 4♥-♦ = Natural		
• Rubensol and Lebensol		
• Over 2♦ Multi $\rightarrow$ 2♥/♦= short		
2 NT = 15-19 HCP bal (over 2NT-3♣ ask to bid 3♦: weak)		
• Over 1NT - 2♦ could be:		
a) Hearts		
b) Invitation for 3NT with ♣ or ♦ long suit		
c) Slam try in ♥-♦ with independent suit		
<b>SPECIAL FORCING PASS SEQUENCES:</b>		
• 1x / LHO Overcall / Pass = May have penalty double		
• 1NT / LHO Overcall / Pass = May have penalty double		
<b>IMPORTANT NOTES:</b>		
<b>PSYCHICS:</b>		
Occasionaly 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♦ 10-20 (11+) forcing till 3♦; 3♣= intermediate (7-10) 2/1=GF. (except after 1♦-2♣-2♦-3♣) 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 <sup>rd</sup> place: 4 <sup>+</sup>	1NT-Up to 11 points: '2/1' = GF; 2♥ = 9-11, w 3 cards support; 2NT = fit w/ 4 <sup>+</sup> GF; 3♣/♦ 4 cards support 7-9 /10-11 =; 4x = splinter; 3♣ = 4 <sup>+</sup> ♥ 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♣/INT - 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 <sup>rd</sup> place: 4 <sup>+</sup>	1NT-Up to 11 points: '2/1' = GF 2♣ = 9-11, w 3 cards support; 2NT = fit w/ 4 <sup>+</sup> GF 3♣/♦ 4 cards support 7-9 /10-11 4x=splinter. 3NT 4 <sup>+</sup> ♣ GF with void	• Over 2/1 GF in diamonds or hards, 2♣ = catch-all; 2NT = 14-18; 3NT = 11-12 • Over 1♣ - 2♣, 2NT= any short (3♣ asks), 3X=trial in X; Over1♣-1NT- 2♣ nat or 16+or Bal 13-14; over 1♣ - 2♣ = Relay GF	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 Major)	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♦ → Smolen, and Super Smolen in 4♣ and 4♦ • After 1NT - 2♣ - 2♦ - 2♥ - 2♣ → forcing to 2NT no ♥ transfer	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Strong ( maybe not GF)	2♦=Relay; 2♥/♣ = 5 cards with 2 honors; 2ST= 14 <sup>+</sup> ; 3♣/♦ = 6 cards with 2 honors	After 2♣- 2♦-2 NT→ 3♣=Muppet Stayman After 2♣- 2♦-2♥/2♣ → 3♣=2 <sup>nd</sup> neg.	
2♦	<input checked="" type="checkbox"/>	0		♥ or ♣ weak (4-10), or 22-23 HCP BAL Vul – (6-9)	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 <sup>+</sup> 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 <sup>+</sup> 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 ask strong 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 to play or slamish; 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		<b>HIGH LEVEL BIDDING</b>	
3♦	0			Pre-empt in ♥ or bic 5♦ and 6 other GF		• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q	
3♥	0			Pre-empt in ♣ or bic 5♥ and other GF		( RKCB for ♥ is in 4♣ and Minorwood in the suit at level 4 after fit or jump bib); • 5 NT = 1 Ace + 1 Useful Void	
3♣	0			Solid minor or bic 5♣ and 6 other GF		• 6 X (under trump) = 2A + 1 useful void in X ( no Q of trump)	
3NT				Pre-empt in ♣, good suit		• 6 on trump suit = 2A + 1 useful void ( no Q of trump)	
4♣	6			Pre-empt, with bad suit if in 1 <sup>st</sup> and 2 <sup>nd</sup> position		• If LHO bid , X or XX is even, “pass” is odd (DEPO)	
4♦	6			Pre-empt, with bad suit if in 1 <sup>st</sup> and 2 <sup>nd</sup> position		• After blackwood next step ask Queen; 5NT ask specific Kings; Bid at level 6 ask Queen or King in the suit	
4♥	6			Natural			
4♣	6			Natural			