

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
• Natural; 4 ⁺ c. = 6/16 HCP
Responses
• Cue bid = Forcing (without or without fit)
• New Suit without jump= Forcing at level 1 and 3, NF at level 2
• Jump Raise fit = Pre-emptive; over Minor, jump in Major is pre-emptive; over Major, jump in minor (or 3♥ after 1♠ opp) is fit bid or mixed raise
• After 5 cards M overcall or opening, 2NT=Fit 4 ⁺ (10 ⁺ points)
Take out Double
• X followed by 1 suit = 17+ HCP (4/5 LT)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 th position ⇒ 15 ⁺ /18 HCP (System on)
4 th position ⇒ 10/14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
⇒ Pre-emptive (at level 2 and 3: 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 opening); 3♣ other bic; 3♦ over ♦ = ♣+♠ strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
Reopening in 4 th seat – 2NT – 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, X = 14 ⁺ ; only dif)
In 4rd pos → X = 10⁺ points; 2♣=4+♥ and 4+♠; 2♦, 2♥, 2♠ all natural 5+ cards
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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=♣
OVER OPPONENTS' TAKEOUT DOUBLE
• 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 DBL or 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 + seq +internal seq	1st/3rd/5 th +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			
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, 9 8 x	9x; 9 x 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♥; double and redouble. Just shows points or shortness			
• Penalty double after 2/1 and others GF situations and after pre-emptive openings in known 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: Luis Castano POR
Paulo Gonçalves Pereira 1200 POR
EVENT: Classificatorio Espana
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
• ♣ = 2 ⁺ c. (2 only with 4432 and 18-19)
• ♦ = 3 ⁺ c. (3 only with 4432 and 11-14)
• ♥, ♠ = 5 ⁺ c. (could be 4 in 3 rd place)
• 1 NT = 14 ⁺ -17 HCP
• '2/1' GF (except 1♦ - 2♣ - 2♦ - 3♣)
• 2♣ after 1♥-1NT, 1♥-1♠, 1♠-1NT, is nat (3+) or 16+ or Bal13/14
• 2ST, 3♣/♦ 4 cards support; 1M -2♣ GF, asks opener descript.
• 2♣ = Strong (could be GF or not) ;
• 2♦ = or 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
3NT opp= both minors
• 4♣/♦ = Pre-emptive (in 1 st or 2 nd pos bad suit) • 4♥-♠ = Nat
• Rubensol (transfer after opps overcall over 1NT) and Lebensol (after not GF reverse bids)
• Over 2♦ Multi → 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
SPECIAL FORCING PASS SEQUENCES:
• 1x / LHO Overcall / Pass = May have penalty double
• 1NT / LHO Overcall / Pass = May have penalty double
IMPORTANT NOTES:
Occasionally openings in 3 th position at level 1 with 7-10 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 if 4432 and 18-19)	Inverted minors 1♣-2♣ (10+)-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 + ♦ (3 if 4432) and 11-14	Inverted minors. 1♦ - 2♦ (10+) 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 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; 3NT 11-12 bad suit =>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) 10-11; Over 1♥, 2NT = Both Minors; 2♠; = 4 cards support with 1 short 10-11; 3x - 4 cards sup 7-9
1♠		5*	4♦	10-21 HCP, 5+♠; * 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. 3NT 4+ ♠ GF with one void	• Over 2/1 GF in diamonds or hearts, 2♠ = catch-all; 2NT = 14-18; 3NT = 11-12 bad suit • Over 1♠ - 2♠, 2NT= any short (3♣ asks), 3X=trial in X; Over 1♠-1NT- 2♣ nat or 16+or Bal 13-14; over 1♠ - 2♣ = Relay GF	2♣=3 c support or 4333); Over 1♥, 2NT = 4 cards support with 1 short;3x-4 cards sup. Same range
INT			4♦	14+-17 HCP BAL (May have 5 cards Major)	2♣ = Stay (may have no majors and may be weak); 2♦ = transfer to♥ or others; 2♥ = transfer to ♠, 2♠ = Both minors, weak or strong, or sign off in ♦; 2NT = weak or strong with ♣ or strong with ♦; 3♣ ask for 5 M; 3♦ = 5+♥+5+♠ invit or slam; 3♥/♠ = singl ♥/♠+3 oth M; 4♣ = Majors; 4♦ = ♥; 4♥ = ♠; 4♠ ask aces; 4NT is invit	• After 1NT - 2♣ - 2♦ → <i>Smolen (4-5 in the majors.4 in the announced suit)</i> , and <i>Super Smolen in 4♣ (4♥/6♠) and 4♦ (6♠/4♥)</i> • After 1NT - 2♣ - 2♦ - 2♥ - 2♠ → <i>forcing to 2NT (2♦ is not ♥ transfer)</i>	After RHO natural overcall, negative doubles and Rubensohl.(transfers) and stayman
2♣	<input checked="" type="checkbox"/>	0		Strong (maybe not GF)	2♦ = Relay; 2♥/♠ = 5 cards with 2 big honors; 2ST= 14+; 3♣/♦ = 6 cards with 2 big honors (A, K or Q)	After 2♣ - 2♦ - 2 NT → 3♣ = Muppet Stayman After 2♣ - 2♦ - 2♥/2♠ → 3♣ = 2 nd 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+ minor 4-10; Vul- 6+♥ 10-13	NV- 2♠ nat, NF 2NT = Ask minor + strong; 3♦ = Inv. or more with fit V = 2♠ ask strong and distribution; 2NT ask number of spades	2♠ => 2NT min; 3♣ max bal 3♦ max sing ♣...	
2♠		5/6		NV 5♠ 4+ minor 4-10; Vul- 6+♠ 10-13	NV: 2NT = Ask minor; 3♣ = Pass or correct; 3♦ = Inv. or more with fit V = 2NT Ask ask strong and distribution; 3♣ ask number of hearts	2NT => 3♣ Min; 3♦ max bal; 3♥ max sing ♣...	
2NT				19+-21 HCP BAL (May have 5 cards Major)	3♣ = Muppet stayman (ask for 5 or 4 in M); 3♦/♥ = transfer; 3♠ = ask minors; 3NT To play; 4♣/4♦ = Hearts to play or slami; 4♥ = ♣; 4♠ = ♦	After 3♦, 4♣ = both majors slamish, 4♦ = both majors to play game	
3♣		0		Pre-empt		HIGH LEVEL BIDDING	
3♦		0		Pre-empt		• Ask number of key cards → • 3/0 • 4/1 • 2 • 2 + Q	
3♥		0		Pre-empt		(Ask number of key cards for ♥ is in 4♠ and for minors ask in the suit at level 4 after fit or jump bid); • 5 NT = 1 Ace (or trump K+ 1 Useful Void	
3♠		0		Pre-empt			
3NT				Both minors: 6/5 or more 3,5 to 5 losers	All bids at level 4 are to play	• 6 X (under trump) = 2A or trump K + 1 useful void in X (no Q of trump)	
4♣		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• 6 on trump suit = 2A or trump K + 1 useful void (no Q of trump)	
4♦		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• If LHO bid, X or XX is even, "pass" is odd number of key cards	
4♥		6		Natural		• After blackwood next step ask Queen; 5NT ask specific Kings; Bid new suit at level 6 ask Queen or King in the suit	
4♠		6		Natural			

