DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS S
2-level very sound, 1-level light, can be 4-cards		Lead
1/1 response forcing 1R 4+	Suit	3/5
2/2 response forcing 1R 5+	NT	Atti
Other 2/1 are NF but constructive.	Subseq	Atti
Reopning only a bit lighter.	Other: Agai	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	Against NT	10/9 show
16-18 overcall, natural responses	LEADS	
(11)12-14(15) reopening, transfer responses, transfer to cue=staymar	Lead	Vs.
2NT reopening 17-19 transfer responses.	Ace	AK
	King	KQ
	Queen	QJ
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10
Weak jumps, stadard preemptives.	10	109
	9	Sho
	Hi-X	Eve
Reopen: invitational 10-12	Lo-X	Odd
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNALS	
Michael's cuebid both majors 5-4 or major + unspecified minor 5-5		artner's Le
Jump cue asking for stopper with a solid suit.		II=DISC
		II=EVEN
	3 S	
VS. NT (vs. Strong/Weak; Reopening;PH)		II=DISC
2♣ majors, 2♦ hearts, 2♥ spades, 2♠ clubs, 2NT minors, 3♣ diamond		II=EVEN
In 4th position against strong NT transfers off	3 S	
Double against strong shows minor-major 2-suiter, not forcing.	Signals (inc	
Double against weak shows 14+, then 2♣ scrambling	High Disco	uraging, Re
After 1NT-X next double from our side is take out		
Strong NT when 14+ HCP minimum, weak otherwise.		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
2M-3M asking for stopper.	TAKEOUT	
4m (jump) overcall after preempt opening 2-suiter M-m	Sound, Clas	sic shape,
After 2NT overcall (15-19) all transfers	Jump to 2x	shows exa
After 3NT overcall, 4♣ ask->4♦ min bal, 4♥ max bal, 4NT gambling		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Cuebid is in	v with 4+
NT = minors, 2♣ = majors	SPECIAL,	ARTIFIC
1♣-pass-1♦-X = majors, 1NT minors.	Power doub	les over ar
	DEPO/D0P	
OVER OPPONENTS' TAKEOUT DOUBLE	Snapdragon	
2NT shows support inv+, jumps are weak,	Support dou	
Redouble denies support, shows 2* 4+ side suits and sets up a force.		

Pass and then double shows any 4333 shape 10+

		LEA	DS AND SIGN	ALS		
OPENIN	G LEA	DS STYLE	DE TITLE STOTE			1 -
0121(21)	0 22.1	Lead		In Part	ner's Suit	CATE
Suit	3/5			3/5		NCBO
NT		Attitude 2/4			itude if raised	PLAY
Subseq		Attitude 3/5	3/5			ALL E
	ainst N	T King asks fo	or unblock/coun	t		7
Against N	T 10/9	shows H109 o	or HJ10			
LEADS						
Lead		Vs. Suit		Vs. NT		
Ace		AK		AK		GENE
King		KQ		AKJ, KQJ, KQ10		5-Card
Queen		QJ	QJ/K			
Jack		J10		J10		Transfe
10		109		HJ10/1	09	Multi 2
9		Short/KJ9		H109/9	$\rho_{\rm XX}$	Strong
Hi-X		Even		No hor	nor/interest	Inverte
Lo-X		Odd		Honno	r	Weak (
SIGNAL	S IN OI	RDER OF PE	RIORITY			
	Partner	's Lead	Declarer's Lea	d	Discarding	SPECI
	HI=DIS		HI=ODD		HI=DISC	Transfe
	HI=EV	EN	S/P		HI=EVEN	1♣-pas
	S/P				S/P	
	HI=DIS		HI=ODD		HI=DISC	1♥-pas
	HI=EV	EN	S/P		S/P	1♥-pas
3	S/P				HI=EVEN	1♥-pas
Signals (i	ncluding	g Trumps):				1M-pa
High Disc	ouragin	g, Reverse co	unt only when o	leclarer	leads a suit.	2♦ ope
						2♥ ope
			DOUBLES			2 ♠ ope
						4 ♣ /♦ te
TAKEOU	J T DO U	JBLES (Style	e; Responses; R	Reopeni	ng)	
Sound, Cl	assic sh	ape,				
Jump to 2	x shows	s exactly 4-car	ds (or 5-card lig	ght-inv)		Transfe
		s 5+ cards				
Cuebid is	inv with	n 4+ in each n	najor or sets up	game fo	rcing.	
SPECIAI	L, ART	IFICIAL & (COMPETITIV	E DBL	S/RDLS	SPEC
Power do	ubles ov	er artificial o	vercalls creating	forcing	pass	
DEPO/DO)P1					IMPO
Snapdrago	on: 1x-y	y-zz-double s	howing some su	ipport, v	values and 4 th suit.	When
Support d	ouble/re	edouble				

EGORY: Green O: Spain YERS: Federico Goded-Gonzalo Goded EVENTS SYSTEM SUMMARY ERAL APPROACH AND STYLE d Major, better minor, 2/1 fer Walsh (transfers responses to 1♣) 2♦ (weak 2 in a major or 22-23 bal) g NT (denies 5-card major) ted minors. (2-7) jump responses. CIAL BIDS THAT MAY REQUIRE DEFENSE sfers after our $1 \clubsuit : 1 \spadesuit = 4 + \heartsuit$, $1 \heartsuit = 4 + \spadesuit$, $1 \spadesuit = balanced or <math>\spadesuit$ ass-2♦ = mini-multi, weak in a major ass-1NT = 4 + spadesass- $1 \triangleq$ akin F1NT: denies \triangleq (except weak/inv heart raise) ass-2♠ = artificial inv raise based on shortness ass-2 = game forcing, could be 2-cards.bening Multi, 6-10 long major or 22-23 balanced bening 6-10 with both majors (5+ ♥, 4+♠) ening 6-10 in spades and a minor texas, solid 4M opening. fer Lebensohl after 1x-2M overcall CIAL FORCING PASS SEQUENCES ORTANT NOTES THAT DON'T FIT ELSEWHERE 2NT/4NT is scrambling, direct 3♥/5♥ is invitational PSYCHICS: Might reverse 1♣/1♦ openings with balanced

hands for tactical purposes

EBL CONVENTION CARD

ING	Œ	MIN. NO. OF CARDS	NEG.DBL THRU	Spain Open: Goded-Goded			
OPENING	ARTIF			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND
1♠		3	7 ♠	Better minor or 3343, 4432 rare Denies 5-card Major Nat, 12-14 bal or 18-19 bal Bettter minor, not 3343	1♦=♥, 1♥=♠, 1♠=♦ or balanced, 1NT 10-12 nat, 2NT inv minors 2♣ inv+ forcing to 3♣ 2♦ weak major, 2M inv nat 2♣ F1, 2♦ inv+, 2M weak 2-7, 2NT inv minors.	Complete transfer = exactly 3 cards F1 1♣-1♥(♠)-2♣-2♥ NF, 2♦ GF any After 1x-1y-1z, 2-way checkback 1m-2m 2m+1 strong, asks for short 1m-1x-2NT-> 3♣ artificial asking	Pass-1♣-1y-1z-2♦ inv nat.
				Denies 5-card Major, 12-19,	3♦ 6-9 weak, 3x weak 2-7	1♦-2♣-2♦ weak bal or nat, 1♦-2♣-2♦-2♥ asks Then 2♠ 5+♦, 2NT bal, 3♣ bal nat, 3♦ solid.	Pass-1♦-1y-1z-2♦ inv nat.
1♥		5	7♠	5-card major, denies 5♠ Could have 6 minor. Could be 15-19 bal	1♠= akin F1NT: denies ♠ (except weak/inv ♥ raise) 1NT = 4+♠ F1, 2♠= GF nat/bal, 2♠ GF 5+, 2♥ 8-10 2♠ = heart raise, inv with singleton 2NT inv+ raise, 3m nat 4-8, 3NT raise with short spades, 4m raise with short m.	1M-1NT-2x could be 3; then 3m invite 1M-1x-2NT GF art, then 3♣ asks, others trnf 1M-2x->2NT 15+ bal, 3x reverse 5-4 1M-2♣-2♦ any weak 4-card or bal, 2♥ ask-> 2♠ = 4♦, 2NT bal, 3♣ 4+, 3♦ 5+ 1M-2♣-2M 6+	ANY OF $1 - \sqrt{-} \sqrt{-}$ OPENINGS: 1x-(1NT)-2y system on 1x-(2M)-2NT = weak or clubs 1x-(2M)-3y = inv+ transfer 1x-(ee)-yy-(2z)-2NT= weak competitive, relay to $3 - $
14		5	7♠	5-card major Could have 6-card side suit Could be 15-19 bal	1NT F1, 2♣= GF nat or bal, 2♠/♥ GF 5+, 2♠ 8-10 2NT inv+ raise, 3x nat 4-8 3NT raise with short hearts, 4m raise with short m.	1♥-2♣-2♠ = doesn't promise extras 1M-2♠-2M = 5+ minimum 1M-2♣-2♠-2♠ 5♠+3M; 1M-2♣-2♠-2NT Jacob 1M-2x-3M nat 16+ 1M-2x-3NT solid major, forcing	1x-(ee)-yy-(2z)-3s= nat 15+ Pass-1M-2♣= drury-fit 1♥-(1♠)-2m/1♠-X-2m = NF 7-11 1♥-(X)-1♠/NT/2♣/♦ Transfer 1♠-(X)-1NT/2♣/♦ Transfer 1x-X-2y not forcing, 7-11
INT		2	7♠	15-17 balanced, 5c major rare 5422 and 6322 possible	2♣ stayman, 2♦ forces 2♥, 2♥ trasnfer, 2♠ clubs 2NT natural, 3♣ diamonds, 3x nat slam try 4♣ majors, 4♦/♥ transfer	1NT-2♣-2♦-2♥ forces 2♠ to show 4441/5431 1NT-2♦-2♥-2♠ forces 2NT to show 5M431 1NT-2♠/3♣-3m-3x = short, 3NT sing other m	1NT-(2x)-2NT weak competitive 1NT-(2x)-3y = nat, gf 1NT-(2x)-3x cue = stay, no stop
2♣	V	_	-	24+ bal or GF long suit	2♦ 0-7 (0-9 bal), 2NT 10+ bal, rest 8+ nat	Jump sets trumps	Double take out, balanced in bal
2♦	1	-	2♠	Multi, 6-10 weak 2 major or Strong 23-24 balanced	2♥/♠/3♥/♠ = pass or correct, 2NT Relay 4♣ show me your suit in trasnfer, 4M nat.	2♦-2NT-3♣/♦ = ♥/♠ min or max+short 2♦-2NT-3♥/♠ = ♠/♥ max balanced	XX = bid at least 3♠ if you have ♠ Pass = to play 2♠ In general pass=♥, double = ♠
2♥	V	5	-	Majors weak, at least 5-5 if vul Can be 5♥-4♠ not vul	2NT ask, 3♣/♦ inv ♥/♠ or strong nat	2♥-2NT then: 3♣ most mins, 3♦ min spade pr 3♥/♠ max, 3N (65)11s, 4m void	
2♠	$\sqrt{}$	5	-	Weak 5+ ♠ 5+minor (4 rarely)	2NT asks, 3♦ inv ♠ or strong nat	2NT-3♣/♦ min, 3♥/♠ max, 3NT 6♠ good suit	2♠-(3♣)-3♥ inv in spades
2NT			7♠	20-21 bal, 5-card major normal 5422 and 6322 possible	3♦/♥ GF transfer, 3♠ minor/s, 3NT nat 4♠ majors, 4♦/♥ transfer	2NT-3•/♥-3NT = no support	
3♣		7(6)	-	Standard preempt 6-10	3♦ stopper ask, rest nat f1	NOTES: Jacoby.	
3♦		7(6)	-	Standard preempt 6-10	Nat, f1	Jabocy responses to 1M-pass-2NT, 1M-X-2NT	
3♥		7(6)	-	Standard preempt 6-10	4m control	3♣ = minimum or club short, 3x short, 3NT 15-17 bal, 3M 15+	
3 ♠		7(6)	-	Standard preempt 6-10	4m control	HIGH LEVEL BIDDING	
3NT			-	Standard gambling	4♣ p/c, 4♦ asks short, 4NT asks length	1430 RKCW, then 5NT asks for extra tricks, responses 0,1,2,3	
4 ♣ 4 ♦	√ √	_	[-	Texas to 4M 8 or 8.5 playing tricks	1 st step = 2+ keycards, invitational.	Splinter + rebid short = void invitational, exclusion requires jump resp 0,1,2,3 D0P1/DEPO	
4 ∨ 4 ∨ 4 ♠	٧		-	Preemptive Preemptive		5NT 2kc + void After setting a trump to try for slam, first step is a honnor cuebid in partner's suit	