

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
• Natural; 4 ⁺ c.=6/19 HCP (18/19 if overcall in 1♦)
Responses
• Cue bid = Forcing (w/ or w/out fit) F1 except if repeats suit
• New Suit = Forcing at level 1 and 3; No forcing at level 2
• Raise = (4-9 HCP) jump raise - 3-6 HCP
• 2ST = 11-13 HCP Cue Bid raise – GF; 3ST= To play; 3 M-1 = Mixed raise; 3 New Major in jump = Natural Weak (except if M-1 or opening bid suit)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position ⇒ 15 ⁺ /18 HCP (System on)
4th position ⇒ 10/14 HCP (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
⇒ Pre-emptive at level 2: constructive if vulnerable (7/12), light if not vulnerable (3-10)
Unusual NT ⇒ 2 suiters (passed hand)
2 suiter bids ⇒ Guestem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
<i>2nd pos. (P. Transfers)</i>
• 2♣ = ♥+♠ 8 ⁺ cards (4 ⁺ -4 ⁺); • 2♦ = Hearts;
• 2♥ = Spades; • 2♠ = Minors; • 2ST = Clubs;
• 3♣ = Diamonds; • 3♦ = 5 ⁺ ♥/5 ⁺ ♠ GF;
• X = 5 M+4 ⁺ m (12 ⁺ points) or any strong
In 4rd position → Landy
X = 11 ⁺ 4M + 5 ⁺ m
VS Weak – Same except Double in 2 nd pos =14 ⁺
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Versus 1♣ strong → X=♣: 1♦/♥/♠ - Natural; 1ST – Minors; Level 2 - Multilandy
OVER OPPONENTS' TAKEOUT DOUBLE
• Fit w/3c: 2♥/♠ = 5-8 ⁻ ; 2♣ = 8-10; XX= 11 ⁺
• Fit w/4 ⁺ c: 3♥/♠ = 0-6; 2NT = 11 ⁺
Mixed raises 8-10; Splinter 11-13
• Support doubles (till 2♥)
• RDBL = 10/11 HPC

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th + internal seq.	Same	
NT	1 st /3 rd /5 th + internal seq.	Same	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	AK, KQ (+), KQJ (+)	AKJT (+), KQJ(+)	
Queen	QJ (+), AQJ x	QJ (+), AQJ (+); RDxxx	
Jack	J x, J10 (+) H J 10 (+)	J x, J10 (+) H J 10 (+)	
10	10 x, 10 9 (+), H 10 9	10 x, H 10 9 (+)	
9	9 x, 9 8 x; D 9 8 X	9x; 9 8x; R 9 8 X	
Hi-X	XX	XX	
Lo-X	XXX; DXX	XXX; RXX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Encour	Low Encour	Odd Encour
Suit 2	High Descor	High Descor	Even Prefer
3			
1	Low Encour	Low Encour	Odd Encour
NT 2	High Descor	High Descor	Even Prefer
3			
Signals (including Trumps):			
* <i>Smith Inverted (in NT). If count not necessary, High card means =want another suit</i>			
* Counting: hi/low = odd Nr of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
• X followed by 1 suit = 18+ HCP (4/5 LT)			
• Negative Double thru 4♦			
• Competitive Double thru 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
• Support Double/RDL when RHO interferes till 2♥			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Portugal
PLAYERS: Paulo Gonçalves Pereira/Paulo Dias
EVENT: European Teams Championship 2018, Ostend
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
• ♣ = 2 ⁺ c.
• ♦ = 3 ⁺ c.
• ♥, ♠ = 5 ⁺ c.
• 1 NT = 14 ⁺ -17 HCP
• '2/1' GF
• 2 NT = 19 ⁺ -21 bal
• 3♣/♦/♥/♠ = PRE in the suit: Vul 6-10; Not vul could be very light (3-10)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
• Gazzilli over 1♥ and 1♠
• Jacobi and Bergen raises
• 2♣ = Strong (could be GF or strong in ♠ or ♥)
• 2♦ = ♥-♠ weak or 22-23 bal
• 2♥-♠ = 5 ⁺ cards and 4 ⁺ in a minor 4-11
• 3 NT (5 ⁺ ♦; 5 ⁺ ♣)
• 4♣/♦ = Pre-empt 6-10 (in 1 st or 2 nd position not vuln shows bad suit)
• 4♥/♠ = Natural
• Over 1♥: 1♠ = 0-4♠, F1; 1NT = 5 ⁺ ♠, F1
• Over 1♠: 1NT = F1
SPECIAL FORCING PASS SEQUENCES
• 1x / LHO Overcall / Pass = Maybe penalty
IMPORTANT NOTES
• Rubensohl and Lebensohl
• Over 2♦ Multi → Double=take out double (like over 2♠ weak or very strong); 2 NT = 16-18 HCP bal
• After 1NT - 2♦ could be: <ul style="list-style-type: none"> a) Hearts b) Invitation for 3NT with ♣ or ♦ suit c) Slam try in ♥-♠
With passed hand over 1♥/♠
2NT= (or 2 spades over 1♥) = Drury with 4 cards, and a singleton; 2♣ = Drury 3 cards (or 4 without singleton); Bergen raises
• Over 1♥-2ST= Minors
PSYCHICS: Frequent in 3 rd position with vuln favourable (7 ⁺ points and 4 ⁺ cards if open in majors)

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 + c. 16+ (2 only with 4432 and 18-19 points) 10+ 21 HCP * 3 rd and 4 th place: 7+ HCP	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+), forcing till 3♣ 2♥/♠ = strong (follow by controls) Walsh	After 1♣ - 1(♦/♥/♠) - 1NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Check-back GF; c) 2ST = Forcing to 3♣	
1♦		3+	4♥	Natural, 3 or + c HCP (3 only if 4432 without 18-19) 10+ 21 HCP * 3 rd and 4 th place: 7+ HCP	Inverted minors (3♣ = intermediate). 1♦-2♦ (11+) Forcing till 3♦ 2♥/♠ = strong. Walsh 2♣ = GF except 1♦-2♣-2♦-3♣	After 1♦ - 1(♥/♠) - 1NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Check-back GF; c) 2ST Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5+ ♥; * 3 rd and 4 th place: 4+♥ and 7+ HCP	1♠=0-4♠; F1; '2/1' = GF; 1NT-F1 5+♠ 2♥ = 7-10, w 3 cards support; 2NT = fit w/ 4+ GF, no void; 3x = Bergen raises; 4x = splinter; 3♠ = 4+♥ GF with one void; 3NT-Splinter in ♠	• Over 2♦, 2♥ = catch-all; 2NT = 15-19; 3NT = 11/12 • Over 2♥, 2♠ = any short (2NT asks), 2NT = trial in ♠; 3X = trial in X • Over 2♣, 2♦ = any 11-15 no 2 M; 2♥ = 5+♥ + 4+♠ (11-19); 2♠ = ♥+♦ 16+; 2ST = 1 suit 16+	2♣ = Drury (3 c) 2ST (or 2♠ over 1♥) = Drury (4+ c) + singleton /void 3x = Bergen
1♠		5*	4♥	10-21 HCP, 5+ ♠; * 3 rd and 4 th place: 4+♠ and 7+ HCP	1NT=F1; '2/1' = GF; 2♠ = 7-10, w 3 cards support; 2NT = fit w/ 4+ GF, , no void; 3x = Bergen raises; 4x=splinter. 3NT 4+♠ GF with one void	• Over 2♦ and 2♥ GF, 2♠ = catch-all; 2NT = 15-19; 3NT = 11-12 • Over 2♠, 2NT = any short (3♣ asks), 3X=trial in X • Over 2♣ same as 1♥ open	
1NT			4♦	14+ -17 HCP BAL (Maybe with 5 cards M)	2♣ = Stay (may have no majors); 2♦ = transfer or others; 2♥ = transfer; 2♠ = Both minors, weak or strong or weak in Diamonds; 2NT = 1 minor, weak or strong in ♣ or strong in ♦; 3♣/♦ = invitational; 3♥/♠ = 3 suit, singleton ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥ = ♠; 4NT = invitational	• Over 1NT - 2♣ - 2♦ → Smolen	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Any strong	2♦ = Relay; 2♥/♠ = 5 cards with 2 honours; 2ST = 14+; 3♣/♦ = 6 cards with 2 honours	After 2♣ - 2♦ - 2 NT → 3♣ = Muppet Stay After 2♣ - 2♦ - 2♥/2♠ → 3♣ = 2 nd neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♠ weak, or 22-23 HCP BAL (Maybe 5 cards if not vuln)	2♥ = to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT = asks; 3♣/♦ = Not forcing	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = max, 3♠ = ♥ max.	
2♥		5		5 Hearts and 4+ minor 4-10 HCP	2ST = GF; 3♣ = Pass or correct; 3♦ = Inv. or more with fit		
2♠		5		5 Spades and 4+ minor 4-10 HCP	2ST = GF; 3♣ = Pass or correct; 3♦ = Inv. or more with fit		
2NT				19+ -21 HCP BAL (maybe with 5 cards M)	3♣ = Muppet stayman; 3♦/♥ = transfer; 3♠ = minors, slamish; 3NT to play	After 3♦, 4♣ = both majors slamish, 4♦ = both majors to play.	
3♣		6*		Pre-empt in ♣ (* 3 rd not vuln pos 5+) 3-10 HCP	3♦ = Forcing to 3♥; Others = Natural; Fast Arrival		
3♦		6*		Pre-empt in ♦ (* 3 rd not vuln pos 5+) 3-10 HCP	Natural or CAB		
3♥		6*		Pre-empt in ♥ (* 3 rd not vuln pos 5+) 3-10 HCP	Natural or CAB	HIGH LEVEL BIDDING	
3♠		6*		Pre-empt in ♠ (* 3 rd not vuln pos 5+) 3-10 HCP	Natural or CAB	• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q	
3NT	<input checked="" type="checkbox"/>			Two Minor Suit (vuln 3-4 losers, non vuln 4-5 losers)	4♣-4♦-4♥-4♠-5♣-5♦ = Natural; 4NT = asking mini/max and key cards	• RKCB for ♥ is 4♠ and Blackwood	
4♣	<input checked="" type="checkbox"/>	0		Pre-empt in ♣ with bad suit in 1 st and 2 nd place 5-10 HCP	Natural	• 5NT = 1 Ace + 1 Useful Void	
4♦	<input checked="" type="checkbox"/>	0		Pre-empt in ♦ with bad suit in 1 st and 2 nd place 5-10 HCP	Natural	• 6x (under trump) = 2A + 1 useful void	
4♥		6		Natural		• 6 on trump suit = 2A + 1 useful void	
4♠		6		Natural		• If LHO interferes, X or XX is even, "pass" is odd (DEPO)	
4NT		0		Asking aces		• After fit minor at level 4 ask key cards	

