

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
2-level very sound, 1-level light, can be 4-cards
1/1 response forcing 1R 4+
2/2 response forcing 1R 5+
Club/Heart switch over 1♠ overcall
Other 2/1 are NF but constructive.
Reopening only a bit lighter.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18 overcall, natural responses
(11)12-14(15) reopening, transfer responses, cue-transfer = stay
2NT reopening 17-19 transfer responses.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jumps, standard preemptives.
Reopen: invitational 10-12
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's cuebid (unspecified minor)
Jump cue asking for stopper with a solid suit.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ majors, 2♥ hearts, 2♠ spades, 2♣ clubs, 2NT minors, 3♣ diamond
In 4 <sup>th</sup> position against strong NT transfers off
Double against strong shows minor-major 2-suiter, not forcing.
Double against weak shows 14+, then 2♣ scrambling
After 1NT-X next double from our side is take out
Strong NT when 14+ HCP minimum, weak otherwise.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl, Leaping michael's, 2M-3M asking for stopper.
After 2NT overcall (15-19) all transfers
After 3NT overcall, 4♣ asks, 4♦ min bal, 4♥ max bal, 4NT gambling
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT = minors, 2♣ = majors
1♣-pass-1♦-X = majors, 1NT minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT shows support inv+, jumps are weak,
Redouble denies support, shows 2* 4+ side suits and sets up a force.
Pass and then double shows any 4333 shape 10+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Attitude 2/4	3/5 Attitude if raised	
Subseq	Attitude 3/5	3/5	
Other: Against NT King asks for unblock/count unless dummy is short			
Against NT 10 shows 3 honors, asks for unblock/count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	AKJ, KQJ, KQ10	
Queen	QJ	QJ/KQ	
Jack	J10	J10	
10	109	HJ10/H109	
9	Short/KJ9	109	
Hi-X	Even	No honor/interest	
Lo-X	Odd	Honor	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=DISC	HI=ODD	HI=DISC
Suit 2	HI=EVEN	S/P	HI=EVEN
3	S/P		S/P
1	HI=DISC	HI=ODD	HI=DISC
NT 2	HI=EVEN	S/P	S/P
3	S/P		HI=EVEN
Signals (including Trumps):			
High Discouraging, Reverse count only when declarer leads a suit.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound, Classic shape,			
Jump to 2x shows exactly 4-cards (or 5-card light-inv)			
Jump to 3x shows 5+ cards			
Cuebid is inv with 4+ in each major or sets up game forcing.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Power doubles over artificial overcalls creating forcing pass			
DEPO/DOP1			
Snapdragon: 1x-yy-zz-double showing some support, values and 4 <sup>th</sup> suit.			
Support double/redouble			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Spain</b>
<b>PLAYERS: Federico Goded-Gonzalo Goded</b>
EVENT (Open)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-Card Major, better minor, 2/1
Transfer Walsh (transfers over 1♣)
Multi 2♦
Strong NT (denies 5-card major)
Inverted minors.
Weak (2-7) jump responses.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfers after our 1♣ :1♦=4+♥, 1♥=4+♠, 1♠ = balanced or ♦
1♣-pass-2♦ = mini-multi, weak in a major or invitational minors.
1♥-pass-1NT = spades
1♥-pass-1♠ = akin FINT: denies ♠ (except weak/inv heart raise)
1♥-pass-2♠ = artificial raise based on shortness
1M-pass-2♣ = game forcing, could be 2-cards.
2♦ opening Multi, 6-10 long major or 22-23 balanced
2♥ opening 6-10 with both majors (5+ ♥, 4+ ♠)
2♣ opening 6-10 in spades and a minor
4♣/♦ texas, solid 4M opening.
Club/Heart switch after spade overcalls in competition
Transfer Lebensohl after 1x-2M overcall
Transfers after 1♥-double
1M-double-2(M-1) or 3(M-1) is a constructive raise.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
When 2NT/4NT is scrambling, direct 3♥/5♥ is invitational
<b>PSYCHICS: Might reverse 1♣/1♦ openings with balanced hands for tactical purposes</b>

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Spain Open: Goded-Goded			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1□		3	7♠	Better minor or 3343, 4432 rare Denis 5-card Major Nat or 12-14 bal or 18-19 bal	1♦=♥, 1♥=♠, 1♠=♦ or bal., 1NT 10-12 nat 2♣ inv+ forcing to 3♣ 2♦ weak major or inv minors, 2M inv nat	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	1♣-(1♠)-2♣=5+♥ (then 2♦ possible) 1♣-(1♠)-2♥ = 5+♣ Pass-1♣-1y-1z-2♦ inv nat.
1♦		3	7♠	Bettter minor, not 3343 Denies 5-card Major, 12-19 Could be 4-5 minors weak clubs	2♣ F1, 2♦ inv+, 2M weak 2-7, 2NT inv minors. 3♦ 6-9 weak 3x weak 2-7	1m-1x-2♦/♥(reverse)->1 <sup>st</sup> step is GF (nat cont) 1m-1x-2NT-> 3♣ asks, 3♦=♦, 3♥=♣, 3♠=6+suit 1♦-2♣-2♦ weak bal or nat, 1♦-2♣-2♦-2♥ asks Then 2♣ 5+♦, 2NT bal, 3♣ bal nat, 3♦ solid.	1♦-(1♠)-2♣=5+♥ (then 2♦ possible) 1♦-(1♠)-2♥ = 5+□ Pass-1♦-1y-1z-2♦ inv nat.
1♥		5	7♠	5-card major, denies 5♠ Could have 6 minor. Could be 15-17 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 or GF with void 2NT inv+ raise, 3m nat 4-8, 4♣ tx to 4♠, 4♦ cons 4♥ 3♠ strong raise with sing, 3NT weak with sing.	1♥-2m-2♠-2NT asks-> 3m/3NT minimum; 3♥ nat extras, 3♠ extras no fit, 4m extras 5431 1M-1NT-2x could be 3; then 3m invit 1M-1x-2NT GF art, then 3♣ asks, others nat 1M-2x->2NT 15+ bal, 3m reverse, 2♠ no rev	<b>ANY OF 1♣/♦/♥/♠ OPENINGS:</b> 1x-(1NT)-2y system on 1x-(2M)-2NT = weak or clubs 1x-(2M)-3y = inv+ transfer 1x-3♠-4□ = Hearts 1x-3♠-4♥ = Clubs 1x-(ee)-yy-(2z)-2NT= lebensohl 1x-(ee)-yy-(2z)-3s= extras 1♥-(1♠)-2m/1♠-X-2m = NF
1♠		5	7♠	5-card major Could have 6-card side suit Could be 15-17 bal	1NT F1, 2□= GF nat or bal, 2♦/♥ GF 5+, 2♠ 8-10 2NT inv+ raise, 3m nat 4-8, 4♣ tx to 4♥, 4♦ cons 4♠ 3♥ strong raise with short, 3NT weak with sing.	1M-2□-2♦ 3-way, weak bal, weak □ or nat 1M-2□-2♦-2♥ relay (4♦, bal, 4□, 5♦) 1M-2□-2♦-2♥-2♠(4♦)-xx-3♦ = extras 1M-2□-2♦-2♠ 5□+3M; 1M-2□-2♦-2NT Jacob 1M-2□-2M shows 6+, 1M-2x-3M nat 16+ 1M-2□-2♦-3M autosplinter, sing/void M 1M-2x-3NT solid major, forcing	1♥-(1♠)-2m/1♠-X-2m = NF Pass-1M-2□ = drury-fit 1♥-X-all transfers up to 2♥ 1M-X-(2M-1)/(3M-1) const raise
INT		2	7♠	15-17 balanced, 5c major rare 5422 and 6322 possible	2□ stayman, 2♦ forces 2♥, 2♥ transfer, 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 or clubs 1NT-(2x)-3y = texas inv+ 1NT-(2x)-3x cue = stay, no stop
2□	√	-	-	24+ bal or GF long suit	2♦ 0-7 (0-9 bal), 2NT 10+ bal, rest 8+ nat	Jump sets trumps	Double live=pen, balanced in bal
2♦	√	-	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 transfer, 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♦
2♥	√	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♦ any 6520 3♥/♠ 5521s, 3N 6511s, 4□ 5530s, 4♦/♥ 65min	
2♠	√	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□ puppet, 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 fl	NOTES: Jacoby. Jacoby responses to 1M-pass-2NT, 1M-X-2NT or 1M-2□-2♦-2NT (3 card jacoby) 3□ = minimum or club short, 3x short, 3NT 15-17 bal, 3M 15+	<b>HIGH LEVEL BIDDING</b>
3♦		7(6)	-	Standard preempt 6-10	Nat, fl		
3♥		7(6)	-	Standard preempt 6-10	4m control		
3♠		7(6)	-	Standard preempt 6-10	4m control		
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...	Splinter + rebid short = void invitational, exclusion requires jump resp 0,1,2,3 D0P1/DEPO
4□	√	-	-	Texas to 4M	1 <sup>st</sup> step = 2+ keycards, invitational.		
4♦	√	-	-	8 or 8.5 playing tricks			
4♥			-	Preemptive			
4♠			-	Preemptive			

