

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
• Natural; 4 ⁺ c. = 6/16 HCP
Responses
• Cue bid = Forcing (w/ or w/out fit)
• New Suit = Forcing
• Jump Raise = Pre-emptive
Take out Double
• X followed by 1 suit = 18+ HCP (4/5 LT)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position ⇨ 15 ⁺ /18 HCP (System on)
4th position ⇨ 10/14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
⇨ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)
Unusual NT ⇨ 2 suiter (passed hand)
2 suiter bids ⇨ Gestem
Reopening:
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
VS. NT (vs. Strong/Weak; Reopening; PH)
Overcall over 1NT in 2nd pos. (P. Transfers)
• 2♣ = ♥+♠ 8+ cards (4+-4)
• 2♦ = Hearts
• 2♥ = Spades
• 2♠ = Minors
• 2ST = Clubs
• 3♣ = Diamonds
• X = 5 M+4 ⁺ m (12+points) or any strong
In 4rd position → Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
VS 1♣ - 1NT=Minors
Level 2=Multilandy
x=Clubs
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 7-10; Splinter 12-15
• Support RDBL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st/3rd/5 th +internal sequences		
NT	2 nd , 4th		
Subsequent	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	K, 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 109	10 x, H 10 9 (+)	
9	9 x, H 9 8 x	9x; 10 9 x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd Encor		Odd Encor
Suit 2	Even Descor		Even Prefer
3			
1	Odd Encor		Odd Encor
NT 2	Even Descor		Even Prefer
3			
Signals (including Trumps):			
* Counting: hi/low = odd nr of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
• Negative Double thru 4 ♦			
• Support Double when RHO interferes till 2 Hearts			
• Support Redouble			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
With passed hand over 1 ♥/♠			
2 ♣ = Drury 3 cards(or 4333); Bergen raises			
• Over 1 ♥/♠ -2ST= Minors			

EBL CONVENTION CARD
CATEGORY: i.e. Green:
NCBO: PORTUGAL
PLAYERS: Ana M. Pereira – Paulo Gonçalves Pereira
EVENT: 1st Mixed Teams Championships (Lisbon 2019)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
• ♣ = 3 ⁺ c.
• ♦ = 3 ⁺ c.
• ♥, ♠ = 5 ⁺ c.
• 1 NT = 14 ⁺ -17 HCP
• '2/1' <i>GF</i>
• Over 1♥; 1NT = F1
• Over 1♠: 1NT = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
• Gazilli over 1♥ and 1♠
• Jacobi and bergen raises
• 2♣ = Strong (could be GF or not)
• 2♦ = ♥-♠ weak or 21-23 bal
• 2♥ = 5 cards and 5 ⁺ any suit
• 2♠ = 5♠ and 5 ⁺ in minor
• 2 NT = 18-20 bal
• 3♣/♦/♥/ST = PRE in the next suit (not vulnerable could be very light) or 2 suits GF
3♠ - solid minor or 2 suits strong
• 4♣/♦ = Pre-emptive (in 1 st or 2 nd pos bad suit
• 4♥-♠ = Natural
• Rubensol and Lebensol
• Over 2♦ Multi → 2H/S= short
2 NT = 16-18 HCP bal
• After 1NT - 2♦ could be:
a) Hearts
b) Invitation for 3NT with ♣ or ♦ suit
c) Slam try in ♥-♠
SPECIAL FORCING PASS SEQUENCES:
• 1x / LHO Overcall / Pass = Maybe penalty
• 1NT / LHO Overcall / Pass = Maybe penalty
IMPORTANT NOTES:
PSYCHICS:
Frequent in 3 th position with vuln favorable

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3 or + c.	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♥/♠ = strong (follow by controls)	After 1♣ - 1(♦/♥/♠) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♦		3	4♥	Natural, 3 or + c (if 4432).	Inverted minors (3♣ = intermediate). 10-20 (11+) forcing till 3♦ 2/1 = GF. (except after 1d-2c-2d-3c, or 1d-2c-2st-3c) 2♥/♠ = strong	After 1♦ - 1(♥/♠) -1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5+♥; * 3 rd and 4 th place: 4+	‘2/1’ = GF; 1NT-F1 (Gazilli) 2♥ = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter; 3♠ = 4+ ♥ GF with one void; 3NT-Splinter in ♠	=> 2♥ = catch-all; 2NT = 14-17; =>2♠, any short (2st asks);2NT= trial in ♠; 3X=trial in X	2♣ = <i>Drury</i> (3 c or 4333) 2ST Over 1♥ /S = Both Minors 3x – Bergen
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 rd and 4 th pl: 4+	1NT=F1 (Gazilli); ‘2/1’ = GF 2♠ = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Bergen raises; 4x=splinter. 3NT 4+♠ GF with void	• Over 2/1 GF, 2♠ = catch-all; 2NT = 14-17; 3NT = 11-12 • Over 2♠, 2NT= any short (3♣ asks), 3X=trial in X	
INT			4♦	15-17 HCP BAL	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♣ invitacional 5♥/5♠ = 3♥/♠ = 3 suit, singl ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥-♠ = 4NT invitational	• Over 1NT – 2♣ – 2♦ → <i>Smolen</i>	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	0		Strong	2♦ = Relay; 2♥/♠ = 5 cards with 2 honors; 2ST = 14+; 3♣/♦ = 6 cards with 2 honors	After 2♣ - 2♦ -2 NT→ 3♣=Puppet Stay After 2♣ - 2♦ -2♥/2♠→ 3♣=2 nd neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♠ weak, or 22-23 HCP BAL	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.	
2♥		5		5 Hearts and 5+ other suit	2ST=GF; 2S= Pass or correct; 3♦=Inv. or more with fit		
2♠		5		5 Spades and 4+ minor	2ST=GF; 3♣ = Pass or correct; 3♦=Inv. or more with fit		
2NT				18-20 HCP BAL	3♣ = Puppet stayman; 3♦/♥ = transfer; 3♠=minors, slamish; 3NT 5S + 4 H; 4♦ = majors; 4♣ = one minor	After 3♦, 4♣ = both majors slamish, 4♦ = both majors to play.	
3♣		0		Pre-empt in ♦ or bic 5♣ and 6 other GF			
3♦		0		Pre-empt in ♥ or bic 5♦ and 6 other GF			
3♥		0		Pre-empt in ♠ or BIC 5♥ and other GF		HIGH LEVEL BIDDING	
3♠		0		Solid minor or Bic 5♠ and 6 other GF		(RKCB for ♥ is 4♠ and Blackwood)	
3NT				Pre-empt in clubs		• RKCB & Blackwood → • 3/0 • 4/1 • 2 • 2 + Q	
4♣		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• 5 NT = 1 Ace + 1 Useful Void	
4♦		6		Pre-empt, with bad suit if in 1 st and 2 nd position		• 6 x (under trump) = 2A + 1 usef void	
4♥		6		Natural		• 6 on trump suit = 2A + 1 usef void	
4♠		6		Natural		• If LHO interfer, X or XX is even, “pass” is odd (DEPO)	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound, either good suit or good hand
M over overcall = F1
minor over overcall = NF
2NT over 1M= 4+ support good hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
System on in reopening, Natural live (in 2 nd)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♦-3♣ = 55 both majors, 2NT=lower rank suits 5-5
1♥-3♣ = 55 ♠+♦
1♠-3♣ = 55 ♥+♦
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem, 1♣-2♣ natural, 1♣-3♣ =55 ♠+♦
1♦-2♦ = 55 ♠+♣
1♥-2♥ = 55 ♠+♣
1♠-2♠ = 55 ♥+♣
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = points
2♠ = majors
2♦ = one major
2♥, 2♣, ♥/♠+m (maybe 5-4)
2NT = both minors
3x = Nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels: 3x- 4m = m +M; 2♥/♠ - 4m = m+other M
Jump in NT = to play
Dbl = std
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=clubs 1♦,♥,♠=nat, Int=minors, 2♣ one suiter, 2♦=both majors
2♥/♠= ♥/♠ and minor
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses over 1major, transfer to the major showing 8-10, 3+ cards in the M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st , 3 rd , 5th	1 st , 3 rd , 5th	
NT	1 st , 3 rd , 5th	1 st , 3 rd , 5th	
Subsequent	same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, A	Akxx, Axx, Ax	
King	AK, Kqx, Kx, K	AKJxx, KQx, Kx	
Queen	QJx, Qx, Q	QJx, Qx	
Jack	HJT, JTx, Jx, J	HJT, JTx, Jx	
10	HT9, T9x, Tx, T	T9x, Tx	
9	98x, 9x, 9	HT9,RVT9, RV98, 98x, 9x	
Hi-x	xx, xxxx	xx, xxxx	
Lo-x	xxx, xxxxx	xxx, xxxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High encourage	High low even	High, low
Suit 2	Suit Preference	Suit Preference	Count
3			
1	High encourage	High low even	Odd even
NT 2	Suit preference	Suit preference	count
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be weak (10+) nv, and very light in reopening (8+)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl from opener, after 3 rd suit by RHO = penalty			
1m-(1♥)- x = 4+♠, 1♠ = 0-3 ♠			
1♣-(1♦)-x = 4+♥; 1♣-(1♦)-1♥ = 4+♠; 1♣-(1♦)-1♠ = 0-3 ♠			
XX after ptn overcall = one big honour (A,K or Q) on ptn suit			

EBL CONVENTION CARD
CATEGORY: Green
NBO: Portugal
PLAYERS: Sofia Pessoa - Nuno Paz
EVENT: 1St Mixed Teams Championship 2019, Lisbon
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1NT F1
5 card majors, 4+♦
1NT = 15(14)-17, 5M possible, 6-(7) m possible
2♣ = GF, asking aces
2♦ = Multicolor, weak in ♥ or ♠ (5-11 HCP)
2♥,♠ = Strong, like an ACOL strong 2
2NT = 20-22
3NT = Any solid suit
4♣/♦ = Namyats
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3♦ over 1M = 4+M 10-11
2♣ over 1♥ = 4+♥ sing in one minor, 3♣ 4+♥ sing in ♠
3♣ over 1♠ = 4+♠ sing in one minor, 3♥ 4+♠ sing in ♥
2♦ multicolour = only weak in ♥ or ♠ (5-11 HCP)
2♥/♠ ACOL 2 bid
Transfers after double over 1m/M opening bid
Inverted minors
Jacoby 2nt over one major
SPECIAL FORCING PASS SEQUENCES
GF situations, 1x-(1y)-pass- pass, almost forcing, unless 3+ c in y
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	NBO: Portugal / Players: Sofia Pessoa + Nuno Paz			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		11-21	Inverted minors, Walsh		
1♦		4		11-21	Inverted minors		
1♥		5		11-21	2NT = GF 4+sup, 3♦ = 10-11 4♥ bal	3x=singleton, 3M=strong, 3NT =12-14 with cue, 4♥=12-14 without cue, 4x = 5-5 good hand	1♥-2♥=Drury, 1♥-2♦=natural or weak ♥ support
					2♣=4♥ sing in one minor 7-9, 3♠= 4♥ sing in ♠ 7-9		
1♠					3♣= 4♣ sing in one minor 7-9, 3♥=sing in ♥ 7-9	Same as above	1♠-2♠=Drury, 1♠-2♥=natural or weak ♠ support
INT				15(14+)-17	2♣ =Stayman; 2♦/♥ = transfer; 2♠=♣, 2NT=♦	3♣ over 2♣ and 3♦ over 2NT = good support	
					3♣=Puppet; 3♦=55 M invitational; 3♥/♠= 55 minors, short in ♥/♠; 4♣=both majors (slamish); 4♦=both majors (to play); 4♥/ 4♠= to play		
2♣	X			GF asking aces	2♦=no Aces; 2♥/2♠/3♠/3♦=Ace; 2NT=10+ or 2K (no Aces); 3♥=2A same colour; 3♠=2A same rank; 3NT=2A ♠&♦ or ♥&♣.		
2♦	X	6 (5)		Weak in ♥ or ♠ (5-11 HCP)	2NT= ask promise xx in both majors	3♣=min with ♥, 3♦=min with ♠	
					3x = F1	3♥=max with ♠, 3♠=max with ♥	
2♥		5		14-22	2NT = weak F1, 3x = good hand, 3♥ = Std		
2♠		5		14-22	2NT = weak F1, 3x = good hand, 3♠ = Std		
2NT				20-22	3♣ =Muppet Stayman; 3♦/3♥=trsnf; 3♠ forces 3NT; 3NT = forces 4♣	3♦ = one or both Maj, 3♥=no Majors, 3♠=5♠, 3NT= 5♥. Over 3♦, 3♥=2♥, 3♠=5♠+2♥, 3NT=4+♥. Over 3♥, 3♠=2♠, 3NT=4+. Over 3♠ followed by 3NT, 4♠=5♠+4♦, 4♦=5♦+4♣, 4♥=5-5 short in ♥, 5-5 short in ♠. Over 3NT followed by 4♣, pass to play, 4♦=weak ♦, 4♥=slam try in ♣, 4♠=slam try in ♦.	
3♣		6		Nat pre-empt (5-11 HCP), may be weaker nv vs v	3♦ forces 3♥, 3♠=nat inv, 3NT choice of game 4♣ slam try, 4♦=both maj, 4♥/♠ choice of game directly is natural, and partner have to pass		
3♦		6			3x = F1		
3♥		6			3x = F1		
3♠		6			3x = F1		
3NT	X			Solid suit without side stopper	4♣ = pass or correct		
4♣	X			Strong 4♥ opening			
4♦	X			Strong 4♠ opening			
4♥/♠				Pre-emptive (5 or + HCP)		HIGH LEVEL BIDDING	
4NT						RKCB: 30, 41, 2 w/o Q, 2 with Q; when ♥ is trump, 41-30	
5♣/♦				Pre-emptive (5 or + HCP)		DOPI; exclusion BW	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NAT 6-21 PTS
Responses = New Major F1
= Cue-Bid Strong
Reopening = NAT 8-21 PTS
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18 PTS Bal
Responses=system on but transfers only if strong hand opp is on lead
Reopening=10-14 BAL
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jumps overcalls
Unusual NT= Two-suits
Ghestem Two-Suits
Reopen: Jump to two in major 13-16 with six cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct=two-suits
VS. NT (vs. Strong/Weak; Reopening; PH)
Multilandy in 2th position and Landy in 4 th position
Against 1NT overcall Cappelletti
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Optional doubles
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=Major Two Suits; 1NT Minor Two Suits
OVER OPPONENTS' TAKEOUT DOUBLE
Over op major, 2 clubs=7-9 PTS; with 4 cards fit =2NT Limit bid or better; RD= 10 HCP or better. Over minor, 2NT= 4 cards fit weak, 3 minor is positive.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 RD and 5 TH best	The same	
NT	3 RD and 5 TH best	1 st , 3 rd , 5 th	
Subsequent	Attitude or 1 st , 3 rd , 5 th		
Other: higher from 2 cards			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AX		
King	KQ	Promises 3 honours	
Queen	QJ	DJ	
Jack	J 10 9 Jx		
10	10 9 or 10 x	J or 9 and a big honours	
9			
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Hight-low odd	Odd-even
Suit 2	Leventhal		
3	count		
1	UDCA		
NT 2	Leventhal		Odd-even
3	Count		
Signals (including Trumps):			
Leventhal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
9-21 PTS First x=neg			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles,			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Portugal
PLAYERS: Billie Raminhos - Rui Silva Santos
EVENT: 1 St Mixed Teams Championships, 2019 (Lisbon)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 cards majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 Clubs FG or a strong bid in H or S
2 Diam= multicolor
2H/S =Two suiter maxim 8-10 PTS with 5 cards major and 4+ minor suit
Inverted minors
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3+	4 H	NAT	NAT; Inv Minors, Two-way Check –Back Stayman	Basically NAT	
1 ♦		3+	4 H	NAT 3 cards only with (4432)	NAT, Inv Minors; two-Way Check-B Stayman	Basically NAT	
1 ♥		5+	4 D	NAT	1NT =F1; 2C/2D =FG; 2S= WJS; Bergen; Splinter; Smollen	Basically NAT	Drury and Bergen raises
1 ♠		5+	4 D	THE SAME			
1NT				15-17 BAL	Transfers; Stayman; Smollen; 2S= Minor two suit weak or strong or weak Diam; 2NT=Clubs weak or strong or or Diam strong; 3C= Diam invitation; 3H /3S= Slam trial	Basically NAT	
2 ♣	✓			F1 or FG	Albarran	3 in a major= N/forcing	
2 ♦	✓			Multi=Weak in H or SP or22-23 BAL	2H/2S= N/ forcing (Pass or Correct); 2NT=Relay; 3C/3D= N/forcing; 3H/3S= pre-emptive		
2 ♥		5		3-10 PTS (5H and 4+ one minor)	2NT =Relay; 3C= Pass or correct; 3Diam =Invitat		
2 ♠		5		SAME	SAME		
2NT				20-21 BAL	Texas; Puppet Stayman; 3S=minors; 3NT=5S+4H; 4C/4D= Strong Suit BW; 4H= Major Two Suiter; 4S= Weak Minor two suiter		
3 ♣				Pre-Emptive			
3 ♦				Pre-Emptive			
3 ♥				Pre-Emptive			
3 ♠				Pre-Emptive			
3NT	✓			Independent Minor Suit	4D= Ask Singleton		
4 ♣				Pre-Emptive			
4 ♦				Pre-Emptive			
4 ♥				Pre-Emptive			
4 ♠				Pre-Emptive			
4NT	✓			MINORS			
5 ♣				Pre-Emptive		HIGH LEVEL BIDDING	
5 ♦				Pre-Emptive		RCKB; Exclusion BW; Splinters; Control cue-bids; DOPI	
5 ♥				Pre-Emptive			
5 ♠				Pre-Emptive			