

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
• Natural; 4 <sup>+</sup> c. = 6/16 HCP
<b>Responses</b>
• Cue bid = Forcing (w/ or w/out fit)
• New Suit = Forcing
• Jump Raise = Pre-emptive
<b>Take out Double</b>
• X followed by 1 suit = 18+ HCP (4/5 LT)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>th</sup> position</b> ⇨ 15 <sup>+</sup> /18 HCP (System on)
<b>4<sup>th</sup> position</b> ⇨ 10/14 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
⇨ Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)
<b>Unusual NT</b> ⇨ 2 suiter (passed hand)
<b>2 suiter bids</b> ⇨ Gestem
Reopening:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Overcall over 1NT in 2<sup>nd</sup> pos. (P. Transfers)</b>
• 2♣ = ♥+♠ 8+ cards (4+-4)
• 2♦ = Hearts
• 2♥ = Spades
• 2♠ = Minors
• 2ST = Clubs
• 3♣ = Diamonds
• <b>X</b> = 5 M+4 <sup>+</sup> m (12 <sup>+</sup> points) or any strong
<b>In 4<sup>rd</sup> position → Landy</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣</b>
VS 1♣ - 1NT=Minors
Level 2=Multilandy
x=Clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
• Fit w/3c: 2♥/♠ = 5-8 <sup>-</sup> ; 2♣/♦ = 8-10; XX= 11 <sup>+</sup>
• Fit w/4 <sup>+</sup> c: 3♥/♠ = 0-6; 2NT = 11 <sup>+</sup>
Mixed raises 7-10; Splinter 12-15
• Support RDBL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st/3rd/5 <sup>th</sup> +internal sequences		
NT	2 <sup>nd</sup> , 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 (+) <b>H</b> J 10 (+)	J x, J10 (+) <b>H</b> J 10 (+)	
10	10 x, 10 9 (+), H 109	10 x, <b>H</b> 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
<b>CATEGORY: i.e. Green:</b>
<b>NCBO: PORTUGAL</b>
<b>PLAYERS: Ana M. Pereira – Paulo Gonçalves Pereira</b>
<b>EVENT: 1<sup>st</sup> Mixed Teams Championships (Lisbon 2019)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
• ♣ = 3 <sup>+</sup> c.
• ♦ = 3 <sup>+</sup> c.
• ♥, ♠ = 5 <sup>+</sup> c.
• 1 NT = 14 <sup>+</sup> -17 HCP
• '2/1' <i>GF</i>
• Over 1♥; 1NT = F1
• Over 1♠: 1NT = F1
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
• Gazilli over 1♥ and 1♠
• Jacobi and bergen raises
• 2♣ = Strong (could be GF or not)
• 2♦ = ♥-♠ weak <b>or</b> 21-23 bal
• 2♥ = 5 cards and 5 <sup>+</sup> any suit
• 2♠ = 5♠ and 5 <sup>+</sup> 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 <sup>st</sup> or 2 <sup>nd</sup> 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 ♥-♠
<b>SPECIAL FORCING PASS SEQUENCES:</b>
• 1x / LHO Overcall / <b>Pass</b> = Maybe penalty
• 1NT / LHO Overcall / <b>Pass</b> = Maybe penalty
<b>IMPORTANT NOTES:</b>
<b>PSYCHICS:</b>
Frequent in 3 <sup>th</sup> 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 <sup>rd</sup> and 4 <sup>th</sup> 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 <sup>rd</sup> and 4 <sup>th</sup> 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 <sup>nd</sup> 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		<b>HIGH LEVEL BIDDING</b>	
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 <sup>st</sup> and 2 <sup>nd</sup> position		• 5 NT = 1 Ace + 1 Useful Void	
4♦		6		Pre-empt, with bad suit if in 1 <sup>st</sup> and 2 <sup>nd</sup> 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)	