DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				EBL CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	LEADS STYLE			
5-16 HCP, may be light with favourable vulnerability.		Lead		In Partner's Suit	CATEGORY: GREEN
	Suit	1,3,5		1,3,5	NCBO: SPAIN
	NT	2, 4 (4th go	ood / 2 <sup>nd</sup> bad)	1,3,5	PLAYERS: MARISA MATUT – PEDRO GONÇALVES
	Subseq	New suit: A	ttitude	1,3,5	
					EVENT 1st European Mixed Team Championships
	Other:				<u> </u>
The second secon					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			T	SYSTEM SUMMARY
15/18- 2 <sup>a</sup> position transfer responses, imposible transfer = stayman	Lead	Vs. Suit		Vs. NT	Natural 5 Maj 2/1 GF 1NT→F1 1NT=15/17
4ª position 10/14 (vuln 12-14) transfer responses	Ace	AK, AKx, A	4KJ10	Ax, AKx, AKJx	GENERAL APPROACH AND STYLE
When opps bid 2 suits at one level, 1NT shows the other two suits	King	AK, KQ(+	), KQJ(+)	AKJ10(+) (ask unblock.)	1♣/♦= 3+ cards (inverted minors with 10+HCP)
				ΚΩ109, ΚΩJ10	1♥/♠= 5+ cards 11+HCP
	Queen	QJ(+), A0	QJ(+)	QJ(+), KQ(+)	1ST= 15/17 bal
	Jack	J10(+), Jx,,	KJ10(+)	Same	2♦=Multi → 6 cards in ♥/♠ (6-10 HCP) or some strong hands
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H109	(+), 109(+)	10x, H109(+)	2♥/♠= 5M/4m+ 5-10 HCP
Usually with 6 cards at two level, with 5-10 HCP.	9	9x		109(+), 9x	2NT= 20-21
Reopen: 6 cards, opening values.	Hi-X	Hi-x show	s even number	2nd best from bad suit	Agressive biddings in third seat NV vs. V
	Lo-X		s odd number	4 <sup>th</sup> best	
			.,		
	SIGNALS I	N ORDER OF I	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cuebid (NOTE 1)	Suit 1 En	c/disc	Count	Enc/disc	1♥/♠→ 2NT= 7+HCP with 4+ cards in ♥/♠
Over weak two Leaping Michaels: 4m = OM + m	Suit 2 Pro	ef.	Pref.	Count	1M (Major)-"double"-Other M → fit in OM -8+HCP
					Check back (NOTE 5)
Jump Cue overcall asks stopper for 3NT					
	NT 1 En		Count	Enc/disc	2 way check back (NOTE 6)
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Pro	ef.	Pref.	Count	
Vs. Strong NT (NOTE 2)					
Vs. Weak NT (NOTE 3)	Signals (incl	uding Trumps)		1	
	Hi/Low = even				
	Odd = Enc.				
	Hi-x in trumps→ suit pref.				SPECIAL FORCING PASS SEQUENCES
	,	·	DOUBLES		In competitive auctions when there is an evidence of superiority
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Responses;	Reopening)	
Double is "take-out"		st position (reope			IMPORTANT NOTES
	SPECIAL, A	ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Support DB	LS/RDLS			
(NOTE 4)	Lightner				
(14012 4)	Ligituici				

ING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	BL				
OPENING	TIC	MIN. I CARD	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣/1 ♦		3	4.	Natural (11-21 HCP)	Walsh → Inverted minors → 2♦/3♣ = Positive club raise 8-10 HCP 3m = Weak club raise 4-7 HCP 3M splinter	(NOTE 7) (NOTE 8)	
1♥/1♣		O.	4.	Natural (11-21 HCP)	1NT F1 → 2M 3c support 8/10HCP (passed hand 5/9 HCP) 2/1 GF 3♣ Any singleton, 4+ cards support → 3♠ Any minor void, 4+ cards support → 3OM void, 4+ cards support → 3M weak 4 cards support, 4-6 HCP 2ST 4+ cards support, 7+HCP→ (If passed and minors)	2NT GF over 1NT F1 (NOTE 9)  (NOTE 11) (NOTE 12)  (NOTE 13)	Reverse drury (2♣ w/3 cd. 2♠ with 4 cards) (NOTE 10)
1NT			3.	(14+) 15/17 Bal Can be semi bal (5M, 6m, 5422)	2♣ Weak stayman and smolen 2♦/2♥ transfer 2♠ inv NT or ♣ transfer	2NT min. and 3♣ max. 3♣ max and 3♦ min.	When RHO overcall 1NT → Neg. Doubles and Lebenshol
2*	X			Strong hands. May be not GF.	2♦ = Waiting bid with 0+HCP 2♥, 2♠, 3♣, 3♦ = Natural, 6+ HCP		
2•	X			MULTICOLOUR (Weak in one Major w/6 cd or GF balanced or one suit minor GF) 5-10 HCP	2♥=pass / correct 2♠= Can play 3/4♥ (pass w/♠) 2NT= 14+HCP asking	3♣ hearts min., 3♦ spades min., 3♥ spades max., 3♠ hearts max.	wide-range depending on vulnerability position
2♥/♠		5		5M/4+m 5-10HCP	$2NT \rightarrow F1  10 \text{ HCP} \longrightarrow$ $3 \clubsuit \text{ pass or correct}$ $3 \checkmark /3 \blacktriangle = \text{Not invit.}(0-10 \text{ HCP})$	3♣ clubs min., 3♦ diamonds min., 3♥ clubs max., 3♠ diamonds max.	
2NT				20-21 can be semi bal (5M, 6m, 5422)	3♠ Puppet	3♦ 1 or 2 majors, 3M 5cds, 3NT no majors. 3♥/♠ shows min hand 3NT max with 3c support 4x cuebid with 4 support	
3♣♦♥♠		7(6)		5-9 HCP	New suit is one round forcing 3m-4m slam try	HIGH LEVEL B	IDDING
3NT	X			Solid minor suit w/o side stop		RKCB – $1430 \rightarrow 5 = 2$ without trumph	
4♣/4♦	X	7/8		Transfer to 4♥/♠, good preemt.	"Relay"→ ask side suit with Ace or King	$4NT \rightarrow 5NT = 1$ Ace + "useful void", $6x = 2$ A $5NT$ (after $4NT$ ) $\rightarrow$ Kings $\rightarrow$ First King.	
4♥/♠		7/8		7 + ♥/♠ cards, 6-9 HCP		Exclusion $\rightarrow$ Aces 0, 1, 2, 3	
4NT	X			Both minors, 6+5+	(Only third position NV vs. V)	When opps overcall 4NT DOPI and DEPO When opps double a control bid → XX fin	rst control;

# **Supplementary sheets**

# Marisa Matut - Pedro Gonçalves (SPAIN)

### NOTE 1

1. - 2. or  $1 \leftarrow 2 \rightarrow 5/5$  majors.

1♣ - 2♣ - pass - 2♦ Choose	1 ♦ - 2 ♦ - pass - 2 ♥/ ♦ → Weak preference		
2♥/♠ → Weak preference	2NT → Ask		
2NT → Ask			
1♣ - 2♣ - pass - 2NT	1		
Pass - 3♣→ minimum hand.	Pass - 3♣→ minimum hand.		
3♦→ medium hand.	3♦→ medium hand.		
3♥→ max. hand	3♥→ max. hand		

# NOTE 2

# **DEFENCE** agains't Strong NT (14-16 HCP or better)

**Double**→  $5m+/4M \rightarrow 24$  asks for the minor, 24 for de major.

 $2 \clubsuit$  → 5/4+ majors → 2 $\spadesuit$  Choose, 2NT ask

2♦→ one major (Same responses like multi opening)

2♥/♠→ 5M/4m+ (Same responses like our 2M openings)

 $2ST \rightarrow minors$ 

# **DEFENCE** agains't Weak NT (upper limit 14 HCP)

**Double**→ Opening values.

Others→ like Strong NT opening.

#### NOTE 4

### **DEFENCE AGAINS'T STRONG CLUB**

**Double**→ any good suit 11+ HCP

1♦/♥/♠/2♣ Natural (4-10 HCP)

1ST→ Minor + major.

2♦ → Majors

2♥/♠ → Natural weak.

 $2NT \rightarrow Minors.$ 

3♣/♦/♥/♠→ Natural preemtive.

#### **DEFENCE AGAINS'T POLISH CLUB**

**Double**→ take out for majors or any strong hand.

1♦/♥/♠/2♣ Natural.

1ST→ Minor + major.

2♦ → Majors

2♥/♠ → Natural weak.

 $2NT \rightarrow Minors.$ 

3♣/♦/♥/♠→ Natural preemtive.

#### **Check Back**

1m - 1M

2NT - 3♣ → ask

3 
ightharpoonup 3 cards support and 4 card in OM

 $3OM \rightarrow 4$  card in OM, no 3 cards support

 $3OM \rightarrow 3$  cards support, no

# **NOTE 6**

#### 2 Way Check Back

1m - 1x

**1NT – 2**♣ → ask partner to bid **2**♦ to pass or all invitative hands.

2♦ → artificial GF

2NT → transfer ♣ weak

 $3Y \rightarrow 5-5+ Slam try$ 

 $3X \rightarrow 6+$  Slam try

### NOTE 7

#### Walsh club

1.4 - 1.♦

1M → unbalanced hand

 $1NT \rightarrow$  balanced hand, can have 4 cards major.

## Inverted minors (1m-2m)

2x= first stopper.
2NT= 12/13 with stop in both maj.
3m= Natural minimum 12-13 HCP
3x= Splinter 15+ HCP
3ST= 18/19 Bal.

# NOTE 9

### 2NT GF over 1NT F1

1♥ - 1NT	1 1NT
2NT 18-21 HCP 5/4, balanced 18/19 or 6+♥ 18/20 HCP	2NT 18-21 HCP 5/4, balanced 18/19 or 6+♠ 18-20 HCP
3♣/♦ 5/5+ 18-21 HCP	3  5/4+ 18-21 HCP
	3♦ 5/5+ 18-21 HCP
	3♥ 5/5+ 18-21 HCP
1♥ - 1NT	1 1NT
2NT - 3* ask	2NT - 3♣ ask
3♦ 5/4♦ 18-21 HCP	3 ♦ 5/4 ♦ 18-21HCP
3♥ 6+♥ 18-21 HCP	3♥ 5/4♥ 18-21HCP
3♠ 5/4♣ 18-21 HCP	3♠ 6+♠ 18-21 HCP
3NT 18/19 balanced	3NT 18/19 balanced

## Passed hand drury 2♣ with 3 cards

1♥ - 2♣	1 2.
2♦ opening values, F1	2♦ opening values, F1
2♥ minimun, NF	2♥ natural minimun, NF
2♠ natural GF	2 minimun, NF
2NT balanced hand GF	2NT balanced hand GF
3♣/♦ natural GF	3♣/◆/♥ natural GF
3♠/4♣/4♦ Splinter	3♠ Splinter in hearts
	4♣/4♦ Splinter

# Passed hand drury 2♦ with 4 cards

1♥ - 2♦	1♠ - 2♦
2♥ minimun, NF	2♥ natural minimun, NF
2♠ natural GF	2 minimun, NF
2NT opening values, F1	2NT opening values, F1
3♣/♦ natural GF	3♣/◆/♥ natural GF
3♣/4♣/4♦ Splinter	3♠ Splinter in hearts
	4♣/4♦ Splinter

#### 1M - 3♣ undefined splinter 10+ HCP

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1M - 3♣

3 ♦ ask → 3♥ Splinter ♣

3 ♣ Splinter ♦

3NT Splinter OM
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### **NOTE 12**

#### 1M - 3♦ minor void 10+ HCP

## **NOTE 13**

#### **MULTI TWO-NOTRUMP**

#### 1♥/♠ → 2NT Fit in M, 4+ cards, 7+ HCP

1M - 2NT	1M - 2NT
3. ask>	3 <b>.</b> - 3♦ cuebid 14+HCP
3♦ 5/5+ 15+ HCP	3M 7/9 HCP
3M minimun	3OM cuebid 14+ HCP
3OM Natural 15+ HCP	3NT 10-13 HCP
3NT 17/19 balanced	4♣ cuebid 14+ HCP
4 <b>.</b> 5/5+ 15+ HCP	