

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5-16 HCP, may be light with favourable vulnerability.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15/18- 2 <sup>a</sup> position <i>system on</i>
4 <sup>a</sup> position 10/14 (vuln 12-14) <i>system off</i>
When opps bid 2 suits at one level, 1NT shows a two suiter <b>(NOTE 1)</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Usually with 6 cards at two level, with 5-10 HCP. Vulnerable always 8-10 HCP
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels over 1♥/♠
At 2 level, cue over 1♣/♦, always Majors (at least 4/4) <b>(NOTE 2)</b> <i>Over weak two and 3♥/♠ (Leaping Michaels)</i>
<b>Jump Cue</b> asks stopper for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
LIONEL vs. Strong NT <b>(NOTE 3)</b>
Vs. Weak NT <b>(NOTE 4)</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double is “take-out”
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ (NOTE 5)</b>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	2, 4 (4th good / 2 <sup>nd</sup> bad)	1,3,5	
Subseq	New suit: 3,5 or <i>Attitude</i> if seems important	1,3,5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx, AKJ10	Ax, AKx, AKJx	
King	AK, KQ(+), KQJ(+)	AKJ10(+) (ask unblock.)	
Queen	QJ(+), AQJ(+)	QJ(+), KQ(+)	
Jack	J10(+), Jx,	Same	
10	10x, HJ10(+), 109(+)	Same	
9	H109(+), 9x, 98x	H109(+), V9x, 9x, 98x	
Hi-X	Hi-x shows even number	2 <sup>nd</sup> best from bad suit (J9x)	
Lo-X	Lo-x shows odd number	4 <sup>th</sup> best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	declarer's Lead	Discarding
1	Enc/disc	count	Enc/disc
Suit 2	S/P	Pref.	S/P
3	count		count
1	Enc/dis	count	Enc/disc
NT 2	S/P	Pref.	S/P
3	count		count
Signals (including Trumps):			
Hi/Low= DISCRG and ODD (UDCA count)			
Small enc. (NT discards: slam enc. and High S/P)			
Hi-x in trumps→ <i>suit pref.</i>			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+ PHD in last position (reopening) 12+ in second.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBLS/RDLS at 2♣ Lightner 2x (2y) DOUBLE= Penalty			

EBL CONVENTION CARD
<b>CATEGORY: GREEN</b> <b>NCBO: SPAIN</b> <b>PLAYERS: MARIA PANADERO- JOÃO PASSARINHO</b>
<b>EVENT 1<sup>st</sup> European Mixed Team Championships</b>
SYSTEM SUMMARY
<i>Natural 5 Maj 2/1 GF INT→F1 1NT=15/17</i>
GENERAL APPROACH AND STYLE
1♠/♦= 3+ cards (inverted minors with 10+HCP)
1♥/♠= 5+ cards 11+HCP
1ST= 15/17 bal (may be with 5 cards in a major)
2♠= Strong → all strong hands, may be not game forcing
2♦=Multi → 6 cards in ♥/♠ (6-10 HCP)
2♥/♠= 6+ cards 11-14 HCP 2NT= 20-21
3♣/♦/♥/♠ 3ST 4♣/♦ 4♥/♠ 4NT <b>(NOTE 6)</b>
<b>Agressive biddings in third seat NV vs. V</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥/♠→ 2NT= 7+HCP with 4+ cards in ♥/♠
1♥/♠→ 3X= fit 3+ cards in M, <b>mini splinter in transfer</b> (8-10 HCP or 15+). With 11-14 HCP direct splinter. <b>“BERGEN”</b> at 3 level, after pd overcall in a Major at one level. <b>(only if LHO pass or double) (3♠= 4+cd. 8-9 HCP)</b>
<b>“Lebensohl” (NOTE 7)</b> <b>“Rubensohl” (NOTE 8)</b>
<b>1M (Major)-“double”-Other M → fit in OM -8+HCP (same in pd’s overcall, if LHO pass or double)</b>
<b>Defence agains’t 2♦ multicolor (NOTE 9)</b> <b>Defence agains’t Michaels (NOTE 10)</b>
<b>Neg. Free-bids</b>
<b>NEW MINOR FORCING (NOTE 11)</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
In competitive auctions when there is an evidence of superiority
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare. Only in third seat NV vs. V</b>

**MARIA PANADERO – JOÃO PASSARINHO (SPAIN)**

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Natural (11-21 HCP)	Inverted minors <b>(NOTE 12)</b>	<b>(NOTE 12)</b>	
1♦		3	4♠	Natural (11-21 HCP)	Inverted minors <b>(NOTE 13)</b> 1♦-2♣= GF ----->	Similar action as inverted minors	
1♥		5	4♠	Natural (11-21 HCP)	1NT F1 2/1GF MULTI TWO NOTRUMP <b>(NOTE 14)</b>	<b>(NOTE 14)</b>	
1♠		5	4♥	Natural (11-21 HCP)	<b>(NOTE 14)</b>		
INT			4♠	(14+) 15/17 Bal. may be with 5M Can be semi bal (5M, 6m, 5422)	2♣= Stayman, (Smolen) 3♣= Puppett Stayman 2♦/♥= Transfer 2♠→♣ 2NT→♦ 3♦= 5/5 minors GF 3♥/♠= 5/4 min. singl. 4♣= Gerber 4♦= Maj (5:5). 4♥/♠= 5/5 min. Singl ( <b>slam</b> )	When RHO overcall 1NT → Neg. Doubles and Rubensohl (usually w/8+HCP)	1 NT- 2♣- 2♦- 3♣ → Asking minors
2♣	X		4♥	All STRONG hands. May be not GF	2♦ = Waiting bid with 0+HCP -----> 2♥, 2♣, 3♣, 3♦= Natural, 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	2X is Not GF; 3X is GF.	<b>Kokish 2♣ - 2♦</b> 2♥→2♠ 2NT= 25/27 bal.
2♦	X			MULTICOLOUR ( <b>Only weak</b> in one Major w/6 cd) 5-10 HCP	2♥=pass / correct 2♠= Can play 3/4♥ (pass w/♠)→ 2NT= 14+HCP asking -----> 3♣/3♦= Nat. F1 3♥= 0-12 HCP to play 3♥/3♠ 3NT= To play 4♣=asking to bid the suit in transfer 4♦= asking to bid the suit 4♥/♠= To play	With ♥ opener bid is singleton or 3♥ w/o 3♣= minimum with ♥ 3♦= minimum with ♠ 3♥= Maximum with ♠ 3♠= Maximum with ♥	wide-range depending on vulnerability position  If opp double 2♦ <b>(NOTE 15)</b>
2♥/♠		6		6+ cards 11-14 HCP	2NT → F1 10 HCP -----> 3♣/3♦= Nat. F1 3♥/3♠= Not invit.(0-10 HCP)	3♣/3♦= Short min. 4♣/4♦= Short Max. 3NT= AKQxxx	
2NT				20-21 can be semi bal (5M, 6m, 5422)	3♣= Puppet 3♦/♥= Transfer -----> 3♠= Transfer to 3NT 3NT= 5♠+4♥ 4♣/♦/♥/♠= Same as 1NT	3♥/♠ shows agreement (fit) 3NT denies	
3♣♦♥♠		7(6)		5-9 HCP	New suit is one round forcing		wide-range depending on vulnerability position
3NT	X			Solid minor suit w/o side stop	<b>(NOTE 16)</b>		
4♣/4♦	X	7/8		Transfer to 4♥/♠ minimum opening values Ace or King in other suit (10-13 HCP)	“Relay”→ ask side suit with Ace or King	<b>HIGH LEVEL BIDDING</b> <b>RKCB – 1430</b> → 5♥= 2 without triumph Queen 5♠= 2 with Queen	<b>6 Ace Blackwood</b> (2 suits agreed)  <b>When opps overcall 4NT</b>
4♥/♠		7/8		7 + ♥/♠ cards, 6-9 HCP		4NT→ 5NT= 2 Aces + “useful void”	“PASS” → even number of Aces
4NT	X			Both minors, 6+5+	(Only third position NV vs. V)	4NT→ 6♣ = 1 Ace + “useful void” 5NT (after 4Nt) → <b>Kings → STEPS</b>	“DOUBLE” → odd number of Aces When Opps double a control bid → XX= first control; Pass= 2nd Control.
						<b>Exclusión Blackwood → Aces 14-30</b>	

## Supplementary sheets

### Maria Panadero – João Passarinho (SPAIN)

#### NOTE 1

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1♣/♦ Pass 1♥/♠ **1NT**→ Other suits (5/5). NV vs. V (0-6 HCP)

Cue in m (medium hand depending of vuln.)

Cue in M (strong hand)

#### NOTE 2

1♣ - 2♣ or 1♦ - 2♦ → at least 4/4 in Majors with 6 more HCP, depending of vulnerability and distribution.

**Over 2♣, bids are:**

2♦→ Choose; 2♥/♠→ Weak preference;

**2Nt**→Relay asking distribution;

Over **2NT**: 3♣→ 4/4 minimum hand;

3♦→4/4 Not a minimum hand;

3♥→5♥/4♠

3♠→5♠/4♥

3NT→5♥/5♠ or more

3♥/♠→ To play.

#### NOTE 3

**DEFENCE against strong NT** (14-16 HCP or better) **LIONEL** with 6 more HCP, depending of vulnerability and distribution

**Double**→ at least 44 in ♠ and another suit. After the double, 2♣ asks for the other suit.

2♣→ at least 44 in ♣/♥ (responder's other suit is to play.

2♦→ at least 44 in ♦/♥ (responder's other suit is to play.

2♥/♠→ natural

2ST → minors

## NOTE 4

### DEFENCE against weak NT (upper limit 14 HCP)

1.1. **Double**→ 13+ points, balanced hand;

1.2. **2♣**→ at least 4/4 in Majors (11-14 HCP); **Over 2♣, bids are:**

**2♦**→ Choose; **2♥/♠**→ Weak preference; **2NT**→Relay asking distribution;

Over **2NT**: **3♣**→ 4/4 minimum;

**3♦**→4/4 Max;

**3♥**→5♥/4♠

**3♠**→5♠/4♥

**3NT**→5♥/5♠ or more

**3♥/♠**→ To play.

1.3. **2♦**→ Transfer to ♥; **2♥**→ Transfer to ♠;

1.4. **2♠**→ two suiter of spaced suits → 2NT is relay and over 2NT→ **3♣** (♣/♥); **3♦** (♦/♠).

1.5. **2Nt**→ Transfer to ♣, or ♦;

1.6. **3X**→ Two suiter of contiguous suits;

1.7. **IN REVEIL** only: **2♣** (maj.) **2NT** (minors);

Rest is natural and **double** is 13+HCP

## NOTE 5

### DEFENCE AGAINST STRONG CLUB

**Double**→ Any good suit (denies opening values)

**1♦**→ Majors (4/4)+ (3-9 HCP)

**1♥/♠**→ Major + minor (Major can be 4 cards) (3-9 HCP)

**1ST**→ Minors (4/4)+ (3-9 HCP)

**2♣/♦/♥/♠**→ Natural, 3-9 HCP (less than "double")

**2ST**→ 6 more cards in any good suit (3-9 HCP)

**3♣/♦/♥/♠**→ 6 more cards in any good suit (3-9 HCP)

## NOTE 6

3♣/♦/♥/♠ = 6/7 cards 5-9 HCP, depending of vulnerability

3ST = Solid minor suit w/o side stop

4♣/♦ = minimum opening values with ♥/♠ and Ace or King in other suit (10-13 HCP) (NAMYATS)

4♥/♠ = 7 + ♥/♠ cards, 6-9 HCP

4ST = 6/5 5/6 in minors. Only third position NV vs. V.

## NOTE 7

“**Lebensohl**” against 2 weak openings, or similar after pd’s double

## NOTE 8

“**Rubensohl**” when RHO overcall our 1NT opening bid and when we open 1♣/♦ and opponent overcall with 2♥/♠. (Same if 1♥ opening and 2♠ overcall). Usually 8+ HCP and with 6+ cards if transfer is to a new suit.

## NOTE 9

**Defence over 2♦ multicolor** – 2M (Maj) → Take-out double, short in bided suit (*take-out* in 4th position) 12+ HCP.

2NT → 16-18 Bal. (*system on*).

## NOTE 10

**Defence against Michaelis**

1♥/♠      2♥/♠

Double = 6/7 HCP with fit or punitive in any suit.

Cue in M = limit or better with fit (11+ HCP)

2NT = NF in a minor (opener minimum bids 3♣)

3♣/♦ = nat F1

3 in M = 8/10 HCP

3NT = fit in M forcing “4 cards”

## NOTE 11

### New Minor forcing

1♣ - 1♥/♠

2♣ - 2♦ → Artificial bid **G.F.**

1♦ - 1♥/♠

2♦ - 3♣ → Artificial bid **G.F.**

## NOTE 12

### Inverted minors (1♣-2♣)

#### Responses (over 1♣)

#### Subsequent auctions (over 2♣)

2♣= fit (inv minors) 10+HCP w/o 4 Maj---→	2♦= artificial → any 14(+) HCP
2♦= fit ♣ (8/9 HCP) 5+ cards	2♥/♠= stop in ♥ or ♠, less than 14 HCP
2♥/♠= 6+ cards (3-6 HCP)	2NT= 12/13 with stop in both maj.
2NT= Nat (11-12 HCP)	3♣= <i>Catchall</i> 12-13 HCP (denies stop in any Maj).
3♣= (0/7 HCP) 5+ cards	3♦/♥/♠= Splinter 15+ HCP      3ST= 18/19 Bal.
3♦/♥/♠= Splinter (13+ HCP)	

## NOTE 13

### Inverted minors (1♦-2♦)

#### Responses (over 1♦)

#### Subsequent auction (over 2♦)

2♦= fit (inv minors) 10+HCP w/o 4 Maj---→	3♣= artificial → any 14(+) HCP
3♣= fit ♣ (8/9 HCP) 5+ cards	2♥/♠= stop in ♥ or ♠, less than 14 HCP
2♥/♠= 6+ cards (3-6 HCP)	2NT= 12/13 with stop in both maj.
2NT= Nat (11-12 HCP)	3♦= <i>Catchall</i> 12-13 HCP (denies stop in any Maj).
3♦= (0/7 HCP) 5+ cards	3♥/♠= Splinter 15+ HCP      3ST= 18/19 Bal.
3♥/♠= Splinter (13+ HCP)	

# NOTE 14

## Responses (over 1♥/♠)

<p>1Nt= F1 (all positions)</p> <p>→<b>GF nat.</b>( 2♣ w/2+cd) , or <b>reverse drury</b>, if passed hand (2♣ w/3 cd. 2♦with 4 cards)</p> <p>2♥/♠= 8/10 HCP, fit 3 cards-----→</p> <p><b>2NT= Multi 2NT resp. = fit w/ 4+ cards 7+ HCP, (no short) → (*)</b></p> <p><b>Mini Splinter in transfer</b>, even after RHO double (8-10 HCP or 15+ with fit 3 or 4 cards)</p>	<p>(→ even after opps double)</p> <p>2NT → Trial bid gen. 3♣/♦→ neg. trial bid</p> <p>→<b>3♣= 11-14 with any short, or 15-17 bal. if 5:4:2:2)</b>      <b>3♦= Artificial GF.</b></p> <p>→ <b>“Splinter bids” at 4 level are limited to 14 HCP (11-14)</b></p>
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## (\*) MULTI TWO-NOTRUMP

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

### Over 2NT

3♣→ 11-14 HCP with any singleton or 15/17 bal. with any 5:4:2:2 not good to open 1NT **(a)**

3♦→ Artificial. GF with any unbal. 17+ HCP **(b)**

3♥/♠→ Minimum hand

3NT→ 18-19 Bal.

4♣/♦→ Splinter 16+HCP

4♥/♠→ Any 5/5+ (11-14 HCP)

**(a)** Over 3♣, 3M from responder is to play (sign-off with 7-10 HCP) and 3♦ asks for singleton (probably slam try). (With 15-17 Bal opener bid 3NT).

**(b)** Over 3♦, responder has the following options:

3M→ Minimum hand (7-9 HCP) with at least one Ace or King

3NT→ 10-12 HCP

4♣/♦→ 13+ HCP- Control-.

4M→ Minimum hand (7-9 HCP) without any Ace or King

## NOTE 15

*If opps DOUBLE 2♦*

<b>PASS</b>	Proposition to play 2♦ doubled
<b>RDBL</b>	Asks opener to bid his suit
<b>2♥</b>	6+ ♥ (singleton or void in OM)
<b>2♠</b>	6+ ♠ (singleton or void in OM)
<b>2ST</b>	<b>Minors two suiter</b> (5/5)+ (if double is take-out, otherwise asking)
<b>3♣</b>	6(5)+ ♣ cards – lead directing
<b>3♦</b>	6(5)+ ♦ cards – lead directing
<b>3♥</b>	Ignoring double. Same with the rest of the auctions

## NOTE 16

### OPENING 3NT

4♣/5♣/6♣= to pass or correct.	
4♦= asking singleton ----->	4♥/♠= singleton    4ST→ denies    5m→ singleton O/m
4♥/♠= to play.	
4NT= asking number f cards ----->	5♣=7    5♦=8