


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Aggressive
Level 1 = 7-17; Level 2 = 10-18; Level 2 (4 th) = 7-17
Responses: Jump Raise = Pre-emptive
Cue-bid = inv.+ with fit or any GF
New Suit (major) = Forcing
New Suit (minor) = Non-forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live = 14-18 – System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Level 2 = (5)6+ cards, 5-10
2NT = 18-19
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Ghestem: 2NT = 2 lowest unbid suits
1♣: 2♦=♥/♠; 3♣=♦/♠ 1♦: 2♦=♥/♠; 3♣=♠/♠ NF; 3♦=♣/♠
1♥: 2♥=♣/♠; 3♣=♦/♠ 1♠: 2♠=♣/♥; 3♠=♦/♥
VS. NT (vs. Strong/Weak; Reopening;PH)
X vs weak – top of range+; vs strong – 4M/5m
2C = 4H+/4S+; 2D=6M+; 2H=5H/4m+; 2S=5S/4m+; 2NT=m/m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
vs 1M - X: 2♣=7-9 3c ; 2♦=7-9 3c ; 2NT=10+ 4c. sup; Rdbl=10+;
2M=0-6 3c; 3M=0-6 4c

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/2/4	1/2/4	
Subseq	Same as lead	Same as lead	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AKQ, AKJ	
King	AK, KQ,	AKQ, KQV, KQ10	
Queen	QJ	QJ10, QJ9	
Jack	J10	KJ10	
10	109	1098	
9	9x	9x	
Hi-X	xx	Xxxx, xxx, xx	
Lo-X	xxxx	Hxxx or better	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Odd/even
Suit 2	Count		
3			
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Odd/Even: odd= encouraging, even = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style = sound			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles			
Negative double 7H			

EBL CONVENTION CARD
CATEGORY: green
Portugal

PLAYERS: Luís Côrte-Real Marta Brochado
2017 European U26 Bridge Team Championship, Slovakia
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
5 card Major
1NT = 15-17
1♣= 3+cards
1♦=3+cards(4+cards, except 4432)
2♥/♠ weak: 6 cards, 6-11pts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong indeterminate: 22-23 bal or 4/5 losers
2♦ GF, any
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
3 rd seat openings - aggressive
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11 – 21 HCP	1♦=5+ pts, 3+ cards; 1♥/♠ = 5+ pts, 4+ cards; 1NT=7-10pts; 2♣=5+ cards, inv+; 2♦=art. 5+ cards ♣, 7-9 pts; 2♥= 5♠/4+♥, 6-9 pts; 2♠= 5♠/4+♥, 9-11 pts; 3♣= 5+ cards, 0-6 pts; 2NT= 11-12 pts;	New suit by opener shows unbalanced hand. NT rebids may hide majors. After 1NT rebid, 2♣ forces 2♦. Any invitational hand starts with 2♣. Any reverse or jump is GF. 1♠ response followed by 2♥ is also GF (5♠/4♥). 2♦ is GF any.	In 3 rd and 4 th : 2♣ drury 3card; 2♦ drury 4card support. After 2♣/♦ drury, suit repetition=weak hand.
1♦		3	7♥	11 – 21 HCP	1♥/1♠ = 5+pts, 4+ cards; 1NT=6-10pts; 2♣=4+cards GF; 2♦ = 5+ cards inv+; 2♥= 5♠/4+♥, 6-9 pts; 2♠= 5♠/4+♥, 9-11 pts; 2NT=10-12 pts; 3♣= art. 5+ cards ♦, 7-9 pts; 3♦= 5+ cards, 0-6 pts		
1♥		5	7♦	11 – 21 HCP	1♠ = 5+pts, 4+ cards; 1NT=F1; 2♣=2+cards GF; 2♦= 5+cards, GF; 2♥= 6-10pts; 2♠= 6+♠, 0-4pts; 2NT=5+controls, 4+♥; 3♣= inv, 4+♥; 3♦=7-9pts, 4+♥ or GF with 4+♥ w/o 5 controls; 3♥=0-6pts, 4+♥. 3NT=12-15 3♥.	After 1NT rebid, 2♣ forces 2♦. Any invitational hand starts with 2♣. Any reverse or jump is GF. 2♦ is GF any. After 1NT response, 2♣ shows 2+ and 2♦ 3+. After 2/1 2♠ shows no extras, any 3 level rebid shows extras.	
1♠		5	7♥	11 – 21 HCP	1NT=F1; 2♣=2+cards GF; 2♦= 5+cards, GF; 2♥=5+cards GF; 2♠=6-10pts; 2NT=5+controls, 4+♠; 3♣= inv, 4+♠; 3♦=7-9pts, 4+♠ or GF with 4+♠ w/o 5 controls; 3♠=0-6pts, 4+♥. 3NT=12-15 3♠.	After 1NT response, 2♣ shows 2+ and 2♦4+. After 2/1 any 3 level rebid shows extras.	
INT				15 - 17 HCP bal.*	2♣=Stayman or inv, may not have 4♥/♠; 2♦/♥= transf.; 2♠=♣; 2NT=♦; 3♣=weak m/m; 3♦= strong m/m; 3♥/3♠= singl. and 5m/4m; 4♣=Maj.; 4♦/♥ = transf.; 4♠=RKCB	After 1NT-2♣-2♦, 2♥=weak pass/correct; 2♠=signoff; 3♥/♠= Smolen; 4♦/♥= transf.	
2♣	x			Strong indet: strong major, 22-23 bal, or any with 4/5 losers.	2♦=relay; 2♥/♠= 5+cards w/ KQ or better; 3♣/♦=6+cards w/ KQ or better.	Rebid 2♥/♠=5+cards; 2NT=22-23 bal (may have 5 card major); 3♣/♦=6+cards. After 2NT rebid, 3♣=puppet stayman, 3♦/♥=transf.	
2♦	x			GF, any.	2♥=0A, weak; 2♠= 1A, weak; 2NT=0A, 6+pts; 3♣=1A, 8+pts; 3♦=2A: ♣/♠ or ♦/♥; 3♥= 2A: ♣/♦ or ♥/♠; 3♠= 2A: ♣/♥ or ♦/♠	After 2♦ opening, 4NT asks Kings.	
2♥		6		Weak, 6-11pts	2NT=relay, forcing; 4NT = Blackwood	After 2NT: 3♣=strong; 3♦=weak, weak ♥; 3♥=weak, good ♥; 3NT=max, AKQ♥ After 4NT: 0A; 1A; 1A+ RD♥; 2A	
2♠		6		Weak, 6-11pts	2NT=relay, forcing; 4NT = Blackwood	After 2NT: 3♣=strong; 3♦=weak, weak ♠; 3♥=weak, good ♠; 3♠= under min opening. 3NT=max, AKQ♠ After 4NT: 0A; 1A; 1A+ RD♥; 2A	
2NT				20-21 HCP bal.*	3♣=puppet; 3♦/♥=transf.;	After 3♦/♥: accepting transf= misfit; 3NT=3card support, 4x=control with 4card support; jump accepting=min. 4card support.	
3x		6		Pre-empt, depends of Vul./Pos.	New suit=Nat. F1		
3NT	x	7		Solid minor, no stoppers	4♣=pass/correct;		
4♣				Pre-empt, depends of Vul./Pos.	4M to play		
4♦				Pre-empt, depends of Vul./Pos.	4M to play; 4NT = RKCB		
4♥				Pre-empt, depends of Vul./Pos.			
4♠				Pre-empt, depends of Vul./Pos.			
bal.* = could have 5M, or 2 doubletons						HIGH LEVEL BIDDING	
						Control bids are 1 st or 2 nd round and are bid up the line.	