

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 at level 1 and 3, NF at level 2	
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)	
V.S. 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 pos → Landy and X = 5M+4m (10+ points) or any strong	
V.S. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
V.S. 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	
1NT of de opener = Support RDBL with one short	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Suit	Lead
NT	Attitude
Subsequent	Attitude
Other: In NT k ask four unblock or count and A or Q asks for attitude	
LEADS	
Lead	Vs. Suit
Ace	Ax, AKx, AKJ10x
King	K, KQ(+), KQJ(+)
Queen	QJ(+), AQJ x
Jack	J x, J10 (+) H J 10 (+)
10	10 x, 10 9 (+), H 10 9
9	9 x, H 9 8 x
Hi-X	
Lo-X	
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
1 Small Encor	Discarding
Suit 2 High Descor	Odd Encor
3	Even Prefer
1 Small Encor	Odd Encor
NT 2 High Descor	Even Prefer
3 Count	
Signals (including Trumps):	
* Counting: hi/low = odd nr of cards	
Reverse Smith	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
Negative Double thru 4	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
With passed hand over 1/	
2= Drury 3 cards(or 4333); Bergen raises	
Over 1- 2ST= Minors	
Over 1- 2 and over 1- 2ST= drury with 4+ cards and any singleton	

EBL CONVENTION CARD	
CATEGORY: i.e. Green:	
NCBO: PORTUGAL	
PLAYERS: Alexandra Rosado- Paulo Gonçalves Pereira	
EVENT: Mixed Teams	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
= 3+ c.	
= 3+ c.	
, = 5+ c.	
1 NT = 14+-17 HCP	
'2/1' GF	
Over 1; INT = F1	
Over 1; INT = F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Gazilli: over 1 - 1st and 1-1st	
Jacobi and bergen raises 1M-2C GF asks opener description	
2 N Vul= Strong (could be GF or not) ; VUL = Strong No GF	
2 N Vul = - weak or 21-23 bal and Vul= GF	
2 N Vul = 5 and 4- in minor and Vul= 8-12 6 +H	
2 N VUL = 5 and 4- in minor and Vul= 8-12 6 +S	
2 NT = 20-21 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	
INT / LHO Overcall / Pass = Maybe penalty	
IMPORTANT NOTES:	
PSYCHICS:	
Frequent in 3 th position with vulh favorable	

OPE NING		T I C K I F A R T I F I C I A L	MI N O F A R D S	NE G D B L T H R U	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; INT-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	=>over 2- 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 = Both Minors 2;= 4 cards drury with short 3x – Bergen
1		5*	4		10-21 HCP, 5+; * 3 rd and 4 th pl: 4+	INT=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 in diamonds or hearts, 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 invitacional	Over INT - 2 - 2 -> <i>Smolen and Super</i> <i>Smolen in 4 C and 4 D</i>	After RHO natural overcall, negative doubles and Rubensohl.
2		0			Strong (If N VUL could be GF)	2 = Relay; 2/ = 5 cards with 2 honors; 2ST= 14+; 3/ = 6 cards with 2 honors	After 2- 2-2 NT -> 3=Muppet Stay IF VUL After 2- 2-2/2 -> 3=2 nd neg.	
2		0			NV - weak, or 22-23 HCP BAL V = GF	NV=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		5/6			NV 5 Hearts 4+ minor.; Vul- 6+H 8-12	NV; 2ST=Ask; 2S= NF; 3=Inv. or more with fit		
2		5/6			NV 5 Spades 4+ minor.; Vul- 6+S 8-12	NV; 2ST=Ask; 3= Pass or correct; 3=Inv. or more with fit		
2NT					20-21 HCP BAL	3= Muppet stayman; 3/= transfer; 3= minors, slamish; 3NT To play; 4= Spades; 4= Hearts	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			
3		0			Solid minor or Bic 5 and 6 other GF			
3NT					Pre-empt in clubs			
4		6			Pre-empt, with bad suit if in 1 st and 2 nd position			
4		6			Pre-empt, with bad suit if in 1 st and 2 nd position			
					HIGH LEVEL BIDDING			
					(RKCB for is 4 and Blackwood)			
					RKCB & Blackwood -> 3/0 4/1 2 2 + Q			
					5 NT = 1 Ace + 1 Useful Void			
					6 X (under trump) = 2A + 1 useful void in X(no Q)			

4							6 on trump suit = $2A + 1$ useful void
4	4	6	Natural				If LHO bid, X or XX is even, "pass" is odd (DEPO)
		6	Natural				