

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 without jump= Forcing at level 1 and 3, NF at level 2
• Jump Raise = Pre-emptive; over minor Major in jump preemptive;
• Over Major, Minor in jump is fit bid or mixed raised
Take out Double
• X followed by 1 suit = 18+ HCP (4/5 LT)
INT 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: 1♦-2♦ or 1♣-2♣ = Majors
Reopening:
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
VS. NT (vs. Strong/Weak; Reopening; PH)
Overcall over INT 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
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
VS 1♣ - 1NT=Minors
Level 2=Multilandy
x=♣
OVER OPPONENTS' TAKEOUT DOUBLE
• Fit w/3c: 2♥/♠ = 5-8 ⁻ ; 2♦/♥ = 8-10; XX = 11 ⁺
• Fit w/4 ⁺ c: 3♥/♠ = 0-6; 2NT = 11 ⁺ ; Other suit level 3
Mixed raises 7-10; Splinter 12-15
• 1NT of de opener = Support double with one short

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st/3rd/5 th +internal sequences	1st/3rd/5 th +internal sequences	
NT	Attitude	1st/3rd/5 th +internal sequences	
Subsequent	Attitude	Attitude	
Other: In NT ask four unblock or count and A or Q asks for attitude			
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 (+) H J 10 (+)	J x, J10 (+) H J 10 (+)	
10	10 x, 10 9 (+), H 109	10 x, H 10 9 (+)	
9	9 x, 9 8 x	9x; 10 9 x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small Encor	Count	Odd Encor
Suit 2	High Descor		Even Disc
3			
1	Small Encor	Reverse Smith	Odd Encor
NT 2	High Descor	Count	Even Disc
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: Jose Nuno Moraes- Paulo Gonçalves Pereira
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
• ♣ = 3 ⁺ c.
• ♦ = 3 ⁺ c.
• ♥, ♠ = 5 ⁺ c.
• 1 NT = 14 ⁺ -17 HCP
• '2/1' GF
• After 1♣-1♦-1♥ (or similar): 2♣ ask to bid 2♦; 2♦ GF; 2ST ask to bid 3♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
• Gazilli over 1♥- 1 st , 1♥-1♠ and 1♠-1 st
• 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; Vul= GF
• 2♥ N Vul = 5♥ and 4 ⁺ in minor; Vul= 8-12 6 +H
• 2♠ N VUL = 5♠ and 4 ⁺ in minor; 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 GF
• 4♣/♦ = Pre-emptive (in 1 st or 2 nd pos bad suit)
• 4♥-♠ = Natural
• Rubensol and Lebensol
• Over 2♦ Multi → 2H/S= Natural
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
• 1NT / LHO Overcall / Pass = Maybe penalty
IMPORTANT NOTES:
PSYCHICS:
Frequent in 3th position with vuln favorable

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Natural, 2 or + c. (2 with 4432 and 18-19)	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♠ = strong (follow by controls) 2♥ = 5♥ + 4♠ 7-9	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. 10-20 (11+) forcing till 3♦. (3♣ = intermediate) 2/1 = GF. (except after 1d-2c-2d-3c) 2♠ = strong (follow by controls) 2♥ = 5♥ + 4♠ 7-9	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; 1NT 2♥ = 9-11, 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 = 14-18; =>2♠, any short (2st asks); 2NT = trial in ♠; 3X = trial in X => Over 1♠/1 ST - Gazzili => Over 2♣ relays	2♣ = Drury (3 c or 4333) Over 1♥, 2ST = Both Minors; 2♠ = 4 cards drury with 1 short 3x = Bergen
1♠		5*	4♦	10-21 HCP, 5+♠; * 3 rd and 4 th pl: 4+	1NT = F1 (Gazzili); '2/1' = GF 2♠ = 9-11, 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 = 14-18; 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 sign off in ♦ 2NT = weak or strong with ♣ or strong with ♦ 3♣ Puppet; 3♦ = 5+♥+5+♠ invit; 3♥/♠ = singl ♥/♠+3 other M 4♣ = Majors; 4♦ = ♥; 4♥ = ♠; 4NT invitational	• Over 1NT - 2♣ - 2♦ → <i>Smolen and Super Smolen</i> in 4♣ and 4♦	After RHO natural overcall, negative doubles and Rubensohl.
2♣	<input checked="" type="checkbox"/>	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 not vul After 2♣ - 2♦ - 2♥/2♠ → 3♣ = 2 nd neg.	
2♦	<input checked="" type="checkbox"/>	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♥ 4+ minor.; Vul- 6+H 8-12	NV: 2ST = Ask; 2S = NF; 3♦ = Inv. or more with fit		
2♠		5/6		NV 5♠ 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; 4♥ = ♣; 4♠ = ♦	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 ♣, good suit			
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			
4♥		6		Natural			
4♠		6		Natural			
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)							
• 6 on trump suit = 2A + 1 useful void							
• If LHO bid, X or XX is even, "pass" is odd (DEPO)							