

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound, either good suit or good hand
M over overcall = F1
minor over overcall = NF
2NT over 1M= 4+ support good hand
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
System on in reopening, Natural live (in 2 <sup>nd</sup> )
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1♦-3♣ = 55 both majors, 2NT=lower rank suits 5-5
1♥-3♣ = 55 ♠+♦
1♠-3♣ = 55 ♥+♦
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem, 1♣-2♣ natural, 1♣-3♣ =55 ♠+♦
1♦-2♦ = 55 ♠+♣
1♥-2♥ = 55 ♠+♣
1♠-2♠ = 55 ♥+♣
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Dbl = points
2♣ = majors
2♦ = one major
2♥, 2♠, ♥/♠+m (maybe 5-4)
2NT = both minors
3x = Nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels: 3x- 4m = m +M; 2♥/♠ - 4m = m+other M
Jump in NT = to play
Dbl = std
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=clubs 1♦,♥,♠=nat, Int=minors, 2♣ one suiter, 2♦=both majors
2♥/♠= ♥/♠ and minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfer responses over 1major, transfer to the major showing 8-10, 3+ cards in the M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> , 3 <sup>rd</sup> , 5th	1 <sup>st</sup> , 3 <sup>rd</sup> , 5th	
NT	1 <sup>st</sup> , 3 <sup>rd</sup> , 5th	1 <sup>st</sup> , 3 <sup>rd</sup> , 5th	
Subsequent	same		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, A	Akxx, Axx, Ax	
King	AK, Kqx, Kx, K	AKJxx, KQx, Kx	
Queen	QJx, Qx, Q	QJx, Qx	
Jack	HJT, JTx, Jx, J	HJT, JTx, Jx	
10	HT9, T9x, Tx, T	T9x, Tx	
9	98x, 9x, 9	HT9,RVT9, RV98, 98x, 9x	
Hi-x	xx, xxxx	xx, xxxx	
Lo-x	xxx, xxxxx	xxx, xxxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High encourage	High low even	High, low
Suit 2	Suit Preference	Suit Preference	Count
3			
1	High encourage	High low even	Odd even
NT 2	Suit preference	Suit preference	count
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be weak (10+) nv, and very light in reopening (8+)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Dbl from opener, after 3 <sup>rd</sup> suit by RHO = penalty			
1m-(1♥)- x = 4+♠, 1♠ = 0-3 ♠			
1♣-(1♦)-x = 4+♥; 1♣-(1♦)-1♥ = 4+♠; 1♣-(1♦)-1♠ = 0-3 ♠			
XX after ptn overcall = one big honour (A,K or Q) on ptn suit			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NBO: Portugal</b>
<b>PLAYERS: Sofia Pessoa - Nuno Paz</b>
<b>EVENT: European Teams Championship 2018, Ostend</b>
<b>SYSTEM SUMMARY</b> GENERAL APPROACH AND STYLE
2/1 GF, 1NT F1
5 card majors, 4+♦
1NT = 15(14)-17, 5M possible, 6-(7) m possible
2♣ = GF, asking aces
2♦ = Multicolor, weak in ♥ or ♠ (5-11 HCP)
2♥,♠ = Strong, like an ACOL strong 2
2NT = 20-22
3NT = Any solid suit
4♣/♦ = Namyats
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3♦ over 1M = 4+M 10-11
2♣ over 1♥ = 4+♥ sing in one minor, 3♣ 4+♥ sing in ♠
3♣ over 1♠ = 4+♠ sing in one minor, 3♥ 4+♠ sing in ♥
2♦ multicolour = only weak in ♥ or ♠ (5-11 HCP)
2♥/♠ ACOL 2 bid
Transfers after double over 1m/M opening bid
Inverted minors
Jacoby 2nt over one major
<b>SPECIAL FORCING PASS SEQUENCES</b>
GF situations, 1x-(1y)-pass- pass, almost forcing, unless 3+ c in y
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	NBO: Portugal / Players: Sofia Pessoa + Nuno Paz			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		11-21	Inverted minors, Walsh		
1♦		4		11-21	Inverted minors		
1♥		5		11-21	2NT = GF 4+sup, 3♦ = 10-11 4♥ bal	3x=singleton, 3M=strong, 3NT =12-14 with cue, 4♥=12-14 without cue, 4x = 5-5 good hand	1♥-2♥=Drury, 1♥-2♦=natural or weak ♥ support
					2♣=4♥ sing in one minor 7-9, 3♣= 4♥ sing in ♠ 7-9		
1♠					3♣= 4♣ sing in one minor 7-9, 3♥=sing in ♥ 7-9	Same as above	1♠-2♠=Drury, 1♠-2♥=natural or weak ♠ support
INT				15(14+)-17	2♣ =Stayman, 2♦/♥ = transfer, 2♠=♣, 2NT=♦ 3♣=Puppet, 3♦=55 M invitational; 3♥/♠= 55 minors, short in ♥/♠, 4♣=both majors (slamish), 4♦=both majors (to play), 4♥/ 4♠= to play	3♣ over 2♣ and 3♦ over 2NT = good support	
2♣	X			GF asking aces	2♦=no Aces, 2♥/2♠/3♣/3♦=Ace, 2NT=10+ or 2K (no Aces), 3♥=2A same colour, 3♠=2A same rank, 3NT=2A ♠&♦ or ♥&♣		
2♦	X	6 (5)		Weak in ♥ or ♠ (5-11 HCP)	2NT= ask promise xx in both majors	3♣=min with ♥, 3♦=min with ♠ 3♥=max with ♠, 3♠=max with ♥	
					3x = F1		
2♥		5		14-22	2NT = weak F1, 3x = good hand, 3♥ = Std		
2♠		5		14-22	2NT = weak F1, 3x = good hand, 3♠ = Std		
2NT				20-22	3♣ =Muppet Stayman, 3♦/3♥=trnsf, 3♠ forces 3NT, 3NT = forces 4♣	3♦ = one or both Maj, 3♥=no Majors, 3♠=5♠, 3NT= 5♥. Over 3♦, 3♥=2♥, 3♠=5♠+2♥, 3NT=4+♥. Over 3♥, 3♠=2♠, 3NT=4+. Over 3♣ followed by 3NT, 4♠=5♠+4♦, 4♦=5♦+4♠, 4♥=5-5 short in ♥, 5-5 short in ♠. Over 3NT followed by 4♣, pass to play, 4♦=weak ♦, 4♥=slam try in ♣, 4♠=slam try in ♦.	
3♣		6		Nat pre-empt (5-11 HCP), may be weaker nv vs v	3♦ forces 3♥, 3♠=nat inv, 3NT choice of game 4♣ slam try, 4♦=both maj, 4♥/♠ choice of game directly is natural, and partner have to pass		
3♦		6			3x = F1		
3♥		6			3x = F1		
3♠		6			3x = F1		
3NT	X			Solid suit without side stopper	4♣ = pass or correct		
4♣	X			Strong 4♥ opening			
4♦	X			Strong 4♠ opening			
4♥/♠				Pre-emptive (5 or + HCP)			
4NT							
5♣/♦				Pre-emptive (5 or + HCP)			
						HIGH LEVEL BIDDING	
						RKCB 30, 41, 2 w/o Q, 2 with Q; when ♥ is trump, 41-30	
						DOPI, exclusion BW	