

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually solid, cue bids are strong support limit or better, new suit is 1 round forcing if not passed hand.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 position, 10-14 reopening (always system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Usually weak, depending on vulnerability
Reopen: same or 2 suiters
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2 suiters or splinter, same general approach
VS. NT (vs. Strong/Weak; Reopening; PH)
Cappelletti.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double TO, cue bid either show 2 SUITERS or ask for stopper, NT is to play, usually BAL.
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble shows 10 or more others not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	1,3,5	1,3,5	
Subsequent	SAME	SAME	
Other: Sometimes attitude through declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	count	Attitude	
King	KQ	UNBLOCK	
Queen	QJ	QJ	
Jack	J10	J10	
10	10 9, HJ10	109, HJ10	
9	9X, H109	9X, H109	
Hi-X	Even	Discouraging or count	
Lo-X	Odd	Enc or count	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	Odd enc even sp
Suit 2	count	sp	
3	sp		
1	attitude	Count	Odd enc even suit preference
NT 2	count	Suit preference	
3	sp		
Signals (including Trumps): Suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style is opening bid or close if good dummy, cues are always inv or plus, jumps are always invitational, sometimes can be pre-emptive depending if opps showed extras.			
On reopening position, same structure but double may be weaker.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When opps double our overcall redouble shows A, K or QUEEN			
When opps double, a cuebid or redouble shows first round control, pass is forcing, when opps double our 2 clubs opening			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: PORTUGAL
PLAYERS: Jorge Castanheira / José Dias
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYL:
1 NT 15/17 upgrades or downgrades acceptable
2 Diamonds multicolor
Strong twos
2 Clubs FG (Albarran) asking for aces
2NT 20-21
Overcalls usually solid depending on vulnerability
2/1 FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 diamonds multicolor
Swedish defence after our 1 NT and double by opponents
After 1 club/1 diamond 1M with 3 cards sometimes may happen
2 clubs by responder after a 1 level opening may be 3 cards
Check back forcing game others NOT forcing
After our 2 diamonds opening, if opp double, pass suggests to play, XX is to play.
After opp overcall our 1 NT opening first double is take out if the bid is natural, penalty otherwise.
4 th suit just FG
Cue bid shows almost always strength and support
Ghestem 2 suits
Drury
Leaping Michaels
SPECIAL FORCING PASS SEQUENCES
Everytime our side shows FG strength, everytime opps defends, everytime opps double a high level cuebid.
IMPORTANT NOTES
Signals in trump suit with 3 more small cards
PSYCHICS: OCASIONALS

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4 H	12-19, natural or balanced	Inverted minors are game forcing, criss/cross, others pre-emptive.		
1♦		4	4H	Natural 12-19	Same as above		
1♥		5	4 D	Natural 12-19	1 NT F1 in 1st and second position	Natural or trial bids	
1♠		5	4H	Natural 12-19	Bergen raises, Jacoby, splinters		
					Same as above	Natural or trial bids	
INT				15-17 may have 5 cards M or 7 cards m	Stayman, transfers, level 3 responses are slam try	After transfers jump in partner suit shows 4 card support and a minimum, other show a maximum with 3 or 4 cards support	
2♣	x			Any game forcing	CESAR	NATURAL	DOPI and ROPI
2♦	x	5	2 S	Weak with 1M or 22-23 bal, if weak 4-10, depending on vulnerability or distribution.	2M to play if it is partner suit ,double of overcall is TO when opps bid a major, 2 NT asks for strength, new suit is 1 round forcing if not passed hand.	After 2NT, 3 Clubs is minim with hearts, 3 diamonds minimum with spades, 3 hearts max with Spades, 3 Spades max with Hearts.	Lebenshol
2♥		5		Strong and good suit, or 5 losers with 3 defensive tricks.	3 Hearts shows support and cards, others natural.	New suit is natural, jump may be splinter	Doubles are penalty
2♠		5		Same as above			
2NT				20-21 may have 5 card major rarely a singleton ace or king	Baron, transfers, 3NT shows 5 Spades and 4 Hearts, 3NT shows minors.	After transfers, 3NT shows 4 cards support, accepting the transfer shows 2 cards, other are cue showing 3 cards.	Doubles are penalty
3♣		6		Weak, may be stronger if vulnerable or in 3 rd or 4 th position	New suit natural and forcing if not passed hand, 3 NT is to play.	Natural or cues	Doubles are penalty
3♦		6		Same as above			
3♥		6		Same as above			
3♠		6		Same as above			
3NT		7+		ANY solid suit			
4♣		7		Natural pre-emptive	Natural, 4M to play	Doubles are penalty	New suit can be lead directing in competitive bidding
4♦		7		Same as above	Natural	Doubles are penalty	Same as above
4♥		7		To play, may be strong in 3 rd or 4 th position	Cue bids or natural	Doubles are penalty	
4♠		7		Same as above			Same as above
4NT							
5♣		7		Natural	Natural, slam try	HIGH LEVEL BIDDING	
5♦		7		Natural	Same as above	RKCB (5), 3041 RESPONSES, 5NT ALWAYS GS TRY asks for kings, trump	
5♥		7		Natural	Same as above	queen asking is first step available, answers in 2 steps.	
5♠		7		Natural	Same as above		