

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5-16 HCP, may be light with favourable vulnerability.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15/18- 2 ^a position <i>system on</i>
4 ^a position 10/14 (vuln 12-14) <i>system off</i>
When opps bid 2 suits at one level, 1NT shows a two suiter (NOTE 1)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Usually with 6 cards at two level, with 5-10 HCP. Vulnerable always 8-10 HCP
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels over 1♥/♠
At 2 level, cue over 1♣/♦, always Majors (at least 4/4) (NOTE 2) Over weak two and 3♥/♠ (<i>Leaping Michaels</i>)
Jump Cue asks stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. Strong NT, Multilandy in 2 nd and 4 th ; double is 1 minor suit.
Vs. Weak NT (NOTE 4)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double is "take-out"
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ (NOTE 5)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	2, 4 (4 th good / 2 nd bad)	1,3,5	
Subseq	New suit: 3,5 or <i>Attitude</i> if seems important	1,3,5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx, AKJ10	Ax, AKx, AKJx	
King	AK, KQ(+), KQJ(+)	AKJ10(+) (ask unblock.)	
Queen	QJ(+), AQJ(+)	QJ(+), KQ(+)	
Jack	J10(+), Jx,	Same	
10	10x, HJ10(+), 109(+)	Same	
9	H109(+), 9x, 98x	H109(+), V9x, 9x, 98x	
Hi-X	Hi-x shows even number	2 nd best from bad suit (J9x)	
Lo-X	Lo-x shows odd number	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	declarer's Lead	Discarding
1	Enc/disc	count	Enc/disc
Suit 2	S/P	Pref.	S/P
3	count		count
1	Enc/dis	count	Enc/disc
NT 2	S/P	Pref.	S/P
3	count		count
Signals (including Trumps):			
Hi/Low= DISCRG and ODD (UDCA count) Small is enc. (discards: small enc. and high S/P) Hi-low in trumps → <i>suit pref.</i>			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+ PHD in last position (reopening) 12+ in second.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBLS/RDLS at 2♣ Lightener 2x (2y) DOUBLE= Penalty			

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO:
PLAYERS: JOÃO PASSARINHO – INOCÊNCIO ARAÚJO
EVENT:
SYSTEM SUMMARY
<i>Natural 5 Maj 2/1 GF INT→F1 1NT=15/17</i>
GENERAL APPROACH AND STYLE
1♣/♦ = 3+ cards (inverted minors with 10+HCP)
1♥/♠ = 5+ cards 11+HCP
1ST= 15/17 bal (may be with 5 cards in a major)
2♣ = Strong → all strong hands, may be not game forcing
2♦ = Multi → 6 cards in ♥/♠ (6-10 HCP)
2♥/♠ = 6+ cards 11-14 HCP 2NT= 20-21
3♣/♦/♥/♠ 3ST 4♣/♦ 4♥/♠ 4NT (NOTE 6)
Aggressive biddings in third seat NV vs. V
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ → 2NT= 7+HCP with 4+ cards in ♥/♠
1♥/♠ → 3X= fit 3+ cards in M, mini splinter in transfer (8-10 HCP or 15+). With 11-14 HCP direct splinter.
"BERGEN" at 3 level, after pd overcall in a Major at one level. (only if LHO pass or double)
"Lebensohl" (NOTE 7) "Rubensohl" (NOTE 8)
1M (Major) -"double"- Other M → fit in OM = 8+HCP (same in pd's overcall, if LHO pass or double)
Defence against 2♦ multicolor (NOTE 9) Defence against Michaels (NOTE 10)
Negative Free-bids at level 2
NEW MINOR FORCING (NOTE 11)
SPECIAL FORCING PASS SEQUENCES
In competitive auctions when there is an evidence of superiority
IMPORTANT NOTES
PSYCHICS: Rare. Only in third seat NV vs. V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Natural (11-21 HCP)	Walsh. Inverted minors (NOTE 12) After 1NT rebid, 2 way check-back.	(NOTE 12)	
1♦		3	4♠	Natural (11-21 HCP)	Inverted minors (NOTE 13) 1♦-2♣= GF ----->	Similar action as inverted minors	
1♥		5	4♠	Natural (11-21 HCP)	1NT F1 2/1 GF MULTI TWO NOTRUMP	(NOTE 14)	
1♠		5	4♥	Natural (11-21 HCP)	(NOTE 14)		
1NT			4♠	(14+) 15/17 Bal. may be with 5M Can be semi bal (5M, 6m, 5422)	2♣= Stayman, (Smolen) 3♣= Puppet Stayman 2♥/♥= Transfer 2♠→♣ 2NT→♦ 3♦= 5/5 minors GF 3♥/♠= 5/4 min. singl. 4♣= Gerber 4♦= Maj (5/5) 4♥/♠= 5/5 min. Singl (slam)	When RHO overcall 1NT → Neg. Doubles and Rubensohl (usually w/8+ HCP)	1 NT- 2♣- 2♦- 3♣ → Asking minors (MONK, see NOTE 3)
2♣	X		4♥	All STRONG hands. May not be GF	2♦ = Waiting bid with 0+HCP -----> 2♥, 2♠, 3♣, 3♦= Natural, 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	2X is Not GF; 3X is GF.	Kokish 2♣ - 2♦ 2♥→2♠ 2NT= 25-27 bal.
2♦	X			MULTICOLOUR (Only weak in one Major w/6 cd) 5-10 HCP	2♥=pass or correct 2♠= Can play 3/4♥ (passw/♠)→ 2NT= 14+HCP asking -----> 3♣/3♦= Nat. F1 3♥= 0-12 HCP to play 3♥/3♠ 3NT= To play 4♣=asking to bid the suit in transfer 4♦= asking to bid the suit 4♥/♠= To play	With ♥ opener bid is singleton or 3♥ w/o 3♣= minimum with ♥ 3♦= minimum with ♠ 3♥= Maximum with ♠ 3♠= Maximum with ♥	Wide-range depending on vulnerability and position If opps double 2♦ (NOTE 15)
2♥/♠		6		6+ cards 11-14 HCP	2NT → F1 10 HCP -----> 3♣/3♦= Nat. F1 3♥/3♠= Not invit.(0-10 HCP)	3♣/3♦= Short min. 4♣/4♦= Short Max. 3NT= AKQxxx	
2NT				20-21 can be semi bal (5M, 6m, 5422)	3♣= Puppet 3♦/♥= Transfer -----> 3♠= Transfer to 3NT 3NT= 5♠+4♥ 4♣/♦/♥/♠= Same as 1NT	3♥/♠ shows agreement (fit) 3NT denies	
3♣♦♥♠		7(6)		5-9 HCP	New suit is one round forcing		Wide-range depending on vulnerability and position
3NT	X			Solid minor suit w/o side stop	(NOTE 16)		
4♣/4♦	X	7/8		Transfer to 4♥/♠ minimum opening values Ace or King in other suit (10-13 HCP)	“Relay”→ ask side suit with Ace or King	HIGH LEVEL BIDDING: <i>RKCB - 41-30</i> → 5♥= 2 without triumph Queen 5♠= 2 with Queen	6 Ace Blackwood (2 suits agreed)
4♥/♠		7/8		7 + ♥/♠ cards, 6-9 HCP		4NT→ 5NT= 2 Aces + “useful void” 4NT→ 6♣ = 1 Ace + “useful void” 5NT (after 4NT) → Kings → STEPS	When opps overcall 4NT “PASS” → even number of Aces “DOUBLE” → odd number of Aces When Opps double a control bid → XX= first control; Pass= 2nd Control.
4NT	X			Both minors, 6+5+	(Only third position NV vs. V)	Exclusion Blackwood → Aces 41-30	

Supplementary Sheet

João Passarinho – Inocência Araújo

NOTE 1

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1♣/♦ Pass 1♥/♠ **1NT** → Other suits (5/5). NV vs. V (0-6 HCP)

Cue in m (medium hand depending of vuln.)

Cue in M (strong hand)

NOTE 2

1♣ - 2♣ or 1♦ - 2♦ → at least 4/4 in Majors with 6 more HCP, depending of vulnerability and distribution.

Over 2♣, bids are:

2♦ → Choose; 2♥/♠ → Weak preference;

2NT → Relay asking distribution;

Over **2NT**: 3♣ → 4/4 minimum hand;

3♦ → 4/4 Not a minimum hand;

3♥ → 5♥/4♠

3♠ → 5♠/4♥

3NT → 5♥/5♠ or more

3♥/♠ → To play.

NOTE 3 – MONK Convention

3♣ ask for minors:

3♦ = 4 cards in ♦ (3343)

3♥ = 44 in minors with tripleton in ♥ (2344)

3♠ = 44 in minors with tripleton in ♠ (3244)

3NT = 4 cards in ♣ (3334)

4♣ = 5 cards in ♣

4♦ = 5 cards in ♦

If opener bids at the 3 level, 4♣/♦ sets trump and ask for cue;

If opener bids at the 4 level, 4♦/♥ is Kickback for ♣/♦.

NOTE 4

DEFENCE against weak NT (upper limit 14 HCP)

1.1. **Double**→ 13+ points, balanced hand;

1.2. **2♣**→ at least 4/4 in Majors (11-14 HCP); **Over 2♣, bids are:**

2♦→ Choose; 2♥/♠→ Weak preference; **2NT**→ **Relay asking distribution;**

Over **2NT**: 3♣→ 4/4 minimum;

3♦→ 4/4 Max;

3♥→ 5♥/4♠

3♠→ 5♠/4♥

3NT→ 5♥/5♠ or more

3♥/♠→ To play.

1.3. 2♦→ Transfer to ♥; 2♥→ Transfer to ♠;

1.4. 2♠→ two suiter of spaced suits → 2NT is relay and over 2NT→ 3♣ (♣/♥); 3♦ (♦/♠).

1.5. 2NT→ Transfer to ♣, or ♦;

1.6. 3X→ Two suiter of contiguous suits;

1.7. **IN REVEIL** only: 2♣ (majors), 2NT (minors);

Other bids are natural and **double** is 13+HCP

NOTE 5

DEFENCE AGAINST STRONG CLUB

Double→ Any good suit (denies opening values)

1♦ → Majors (4/4)+ (3-9 HCP)

1♥/♠ → Major + minor (Major can be 4 cards) (3-9 HCP)

1ST→ Minors (4/4)+ (3-9 HCP)

2♣/♦/♥/♠ → Natural, 3-9 HCP (less than "double")

2ST→ 6 more cards in any good suit (3-9 HCP)

3♣/♦/♥/♠ → 6 more cards in any good suit (3-9 HCP)

NOTE 6

3♣/♦/♥/♠ = 6/7 cards 5-9 HCP, depending of vulnerability

3ST = Solid minor suit w/o side stop

4♣/♦ = minimum opening values with ♥/♠ and Ace or King in other suit (10-13 HCP) (NAMYATS)

4♥/♠ = 7 + ♥/♠ cards, 6-9 HCP

4ST = 6/5 5/6 in minors. Only third position NV vs. V.

NOTE 7

“Lebensohl” against 2 weak openings, or similar after pd’s double

NOTE 8

“Rubensohl” when RHO overcall our 1NT opening bid and when we open 1♣/♦ and opponent overcall with 2♥/♠. (Same if 1♥ opening and 2♠ overcall). Usually 8+ HCP and with 6+ cards if transfer is to a new suit.

NOTE 9

Defence over 2♦ multicolor – 2M (Maj) → Take-out double, short in bided suit (*take-out* in 4th position) 12+ HCP.

2NT → 16-18 Bal. (*system on*).

NOTE 10

Defence against Michaelis

1♥/♠ 2♥/♠

Double = 6/7 HCP with fit or punitive in any suit.

Cue in opps M = limit or better with fit (11+ HCP)

2NT = NF in a minor (opener minimum bids 3♣)

3♣/♦ = nat F1

3 in M = 8/10 HCP

3NT = fit in M forcing “4 cards”

NOTE 11

New Minor Game Forcing

1♣ - 1♥/♠

2♣ - 2♦ → Artificial bid **G.F.**

1♦ - 1♥/♠

2♦ - 3♣ → Artificial bid **G.F.**

NOTE 12

Inverted minors (1♣-2♣)

Responses (over 1♣)

Subsequent auctions (over 2♣)

2♣ = fit (inv minors) 10+HCP w/o 4 Maj----→	2♦ = artificial → any 14(+) HCP
2♦ = fit ♣ (8/9 HCP) 5+ cards	2♥/♠ = stop in ♥/♠, less than 14 HCP
2♥/♠ = 6+ cards (3-6 HCP)	2NT = 12/13 with stop in both majors
2NT = Nat (11-12 HCP)	3♣ = <i>Catchall</i> 12-13 HCP (denies stop in majors)
3♣ = (0/7 HCP) 5+ cards	3♦/♥/♠ = Splinter 15+ HCP 3ST = 18/19 Bal.
3♦/♥/♠ = Splinter (13+ HCP)	

NOTE 13

Inverted minors (1♦-2♦)

Responses (over 1♦)

Subsequent auction (over 2♦)

2♦ = fit (inv minors) 10+HCP w/o 4 Maj----→	3♣ = artificial → any 14(+) HCP
3♣ = fit ♣ (8/9 HCP) 5+ cards	2♥/♠ = stop in ♥ or ♠, less than 14 HCP
2♥/♠ = 6+ cards (3-6 HCP)	2NT = 12/13 with stop in both majors
2NT = Nat (11-12 HCP)	3♦ = <i>Catchall</i> 12-13 HCP (denies stop in majors)
3♦ = (0/7 HCP) 5+ cards	3♥/♠ = Splinter 15+ HCP 3ST = 18/19 Bal.
3♥/♠ = Splinter (13+ HCP)	

NOTE 14

Responses (over 1♥/♠)

<p>1NT= F1 (all positions)</p> <p>→GF nat.(2♣ w/2+cd) , or reverse drury, if passed hand (2♣ w/ 3 cd, 2♦ w/ 4 cd)</p> <p>2♥/♠= 8/10 HCP, fit 3 cards-----></p> <p>2NT= Multi 2NT resp. = fit w/ 4+ cards 7+ HCP, (no short) → (*)</p> <p>Mini Splinter in transfer, even after RHO double (8-10 HCP or 15+ with fit 3 or 4 cards)</p>	<p>(→ even after opps double)</p> <p>2NT →Trial bid gen. 3♣/♦→ neg. trial bid</p> <p>→3♣= 11-14 with any short, or 15-17 bal. if 5:4:2:2 3♦= Artificial GF.</p> <p>→ “Splinter bids” at 4 level are limited to 14 HCP (11-14)</p>
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(*) MULTI TWO-NOTRUMP

1♥/♠ → **2NT** Fit in M, 4+ cards, 7+ HCP

Over 2NT

3♣→ 11-14 HCP with any singleton or 15/17 bal. with any 5:4:2:2 not good to open 1NT **(a)**

3♦→ Artificial. GF with any unbal. 17+ HCP **(b)**

3♥/♠→ Minimum hand

3NT→ 18-19 Bal.

4♣/♦→ Splinter 16+HCP

4♥/♠→ Any 5/5+ (11-14 HCP)

(a) Over 3♣, 3M from responder is to play (sign-off with 7-10 HCP) and 3♦ asks for singleton (probably slam try). (With 15-17 Bal opener bid 3NT).

(b) Over 3♦, responder has the following options:

3M→ Minimum hand (7-9 HCP) with at least one Ace or King

3NT→ 10-12 HCP

4♣/♦→ 13+ HCP- Control-

4M→ Minimum hand (7-9 HCP) without any Ace or King

NOTE 15

If opps DOUBLE 2♦

PASS	Proposition to play 2♦ doubled
RDBL	Asks opener to bid his suit
2♥	6+ ♥ (singleton or void in OM)
2♠	6+ ♠ (singleton or void in OM)
2ST	Minors two suiter (5/5)+ (if double is take-out, otherwise asking)
3♣	6(5)+ ♣ cards – lead directing
3♦	6(5)+ ♦ cards – lead directing
3♥	Ignoring double. Same with the rest of the auctions

NOTE 16

OPENING 3NT

4♣/5♣/6♣= to pass or correct.	
4♦= asking singleton ----->	4♥/♠= singleton 4ST→ denies 5m→ singleton O/m
4♥/♠= to play.	
4NT= asking number f cards ----->	5♣=7 5♦=8