


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style = Aggressive
Level 1 = 6-16 ; Level 2 (2 <sup>nd</sup> )= 10-18 ; level 2 (4 <sup>th</sup> ) = 6-16
Level 1 (3 <sup>rd</sup> ) = 2-16
Reponses: Jump Raise = Preemptive
Cue-Bid = inv.+ with or without fit
New Suit (major) = Forcing
New Suit (minor) = Forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Live = 14+ - 18 - System on
Balancing = 10+ - 14 - System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Level 2 = (5)6+ cards, 4-10 (or 4-13 if partner is a passed hand)
Guesthem (1ouro – 2ouros = ricos)
Reopen: suit 6+ cards, 14-17; NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue Bid = H/S or OM/m
Jump Cue Bid = Asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X=punitivo
2C = 4H+/4S+ ; 2D = 6M+; 2H = 5H/4m+ ; 2S = 5S/4m+ ; 2NT = m/m
X(4a)= 5+m4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Jump in a minor = m/OM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
vs 1club/1heart/1spade = transfers
Vs 1diamond = natural
Over 1M = mixed raise; 2nt = 10+ 4+c

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/2/4	1/3/5	
Subseq	135 ou att	1/3/5	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ(x), AKx(x), A(x);	Same	
King	AKJ10(x), KJ109(x), KQ10(x), KQJ(x), K(x), AK;KQx	Same	
Queen	QJ9(x), QJ10(x), Q(x), QJx	Same	
Jack	J108(x), J109(x), J(x), J10x	Same	
10	1098(x), 1097(x), 10(x)	Same	
9	K109(x),Q109(x), 9(x)	109x(x), 987(x), 986(x)	
Hi-X	xx	xxxx, xxx, xx	
Lo-X	xxx(x), Hxx(x)	H10xx or better	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count or suit pref.	UDCA
Suit 2	Count		Count or suit pref.
3	Suit pref.		
1	Same	High = encourage lead suit	O/E
NT 2		Count or suit pref.	
3			
Signals (including Trumps): UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style = sound			
2clubs = any 0-7 over 1spade DBL			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

EBL CONVENTION CARD
<b>Category: Green</b>
<b>Portugal</b>

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<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF (1ouro – 2paus: 11+)
5 card Major
1NT = (14)15-17
1C = 3+ cards
1D = 3+ cards (4+ cards, except 4432)
Menores invertidos
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 way checkback
2C = any GF
Drury
Lebenshol
Non-serious
Rubehshol
Bergen
<b>SPECIAL FORCING PASS SEQUENCES</b>
Qualquer 2/1 ou (x)-xx
Cuebids seguidos de abertura de p
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat openings – Very aggressive, 1M opening may have 4 cards.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11 - 21 HCP	1♦=5+ pts; 3+ cards, 1♥/♠ = 5+ pts, 4+ card may have longer diamonds, if not inv+; INT=8-10pts; 2♣=5+cards inv+; 2♦= art. 5+card♣, 7-9pts; ; 2NT=10-12;	New suit by opener shows unbalanced hand. NT rebids may hide majors. After 1NT rebid, 2♣ forces 2♦. Any invitational bid starts with 2♣. Any reverse or jump is GF. 2♦ is GF any. 1♣-1♦-1♥ (unbal)-1♠ (transfer ♣ ou qq desistencia)/2♣=checkback. 1♣-1♦-1♠-2♣ (2way checkback)/2♦(checkback gf)	After opp. Dbl: Strength of support rises in the sequence 2NT, 3m, 2m
1♦		3	7♥	11 - 21 HCP	1♥/♠ = 5+ pts, 4+ cards, may have longer diamonds, if not inv+; INT=4-10pts; 2♣=4+cards GF; 2♦ = 5+cards inv+; 2NT=10-12; 3♣= art. 5+card♦, 7-9pts;		
1♥		5	7♦	11 - 21 HCP	1♠ = 5+ pts; 4+ cards; 1nt = f1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=7-10pts 2♠=6+♠s 0-4pts; 2NT=jacoby; 3♣=7-9 4+♥; 3♦=10-11 with 4+♥; 3♥=0-6pts 4+♥	After 2/1 2♠ shows no extras, any 3 level rebid shows extras.	
1♠		5	7♥	11 - 21 HCP	1nt = f1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=5+cards GF; 2♠=3-10pts; 2NT=jacoby; 3♣=7-9 4+♠; 3♦=10-11 with 4+♠; 3♠=0-6pts 4+♠	After 2/1 any 3 level rebid shows extras.	
INT				(14)15 - 17 HCP bal.*	2♣=Stayman; 2♦/♥=transf., 2♠=minors; 2NT=1minor; 3♣=ask 5 card major; 3♥/♠=singl. and 5m/4m; 4♣=Maj slam try.; 4♦=Maj	After 1NT-2♣-2♦, 2♥=weak pass/correct; 2♠=5♠4♥ inv; 3♥/♠=Smolen; 4♦/♥=transf.	After opp. overcall: 3 level transfers, lebensohl style
2♣	x			GF	2♦= relay; 2♥=2 figuras grandes 5+♥; 2♠=2 figuras grandes 5+♠; 2NT=14+; 3♣=2 figuras grandes 5+♣; 3♦=2figuras grandes 5+♦;	2NT rebid is GF unlimited	
2♦	x	(5)6		Weak long major, 2-10pts; or 22-23 bal.*	2♥=pass/correct; 2♠=pass/correct 3+♥; 2NT= art. strong; 3♣/♦=Nat. NF; 3♥=pass/correct; 3♠=Nat. inv; 4♣=asks to transfer to M; 4♦=asks to bid M; 4♥/♠=to play	NT rebid is 22-23 bal.;	
2♥	x	6		long major with 4/5 losers.			
2♠	x	6		long major with 4/5 losers.s			
2NT				20 - 21 HCP bal.*	3♣=Mod. Puppet; 3♦/♥=Transfer; 3♠=tsf to 3NT; 3NT=forces 4♣; 4♣= blackwood; 4♦= blackwood;	After 3♣: 3♥(no 4 or 5 card major)-3♠(transfer to 3nt)/3nt(5♠4♥);	
3x		5		Pre-empt, depends on Vul./Pos.	New suit Nat. F1		
3NT	x	7		Solid minor, no stoppers 1 <sup>st</sup> -3 <sup>rd</sup>	4♣=pass/correct		
4♣				Pre-empt, depends on Vul./Pos.	4M to play		
4♦				Pre-empt, depends on Vul./Pos.	4M to play; 4NT=RKCB		
4♥				Pre-empt, depends on Vul./Pos.	4♠= to play; 4NT=RKCB; 5m=control		
4♠				Pre-empt, depends on Vul./Pos.	4NT= RKCB ; 5m=control		

bal.\* = could have 5M or 6m, and may have singleton

**HIGH LEVEL BIDDING**

RKCB 30/41/2/2+Q  
 Para ♥: 41/30/2/2+Q  
 Menores: Minorwood

Exclusion RKCB  
 A Jump to 5NT=pick slam