

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
• Natural; 4 <sup>+</sup> c.=6/17 HCP
<b>Responses</b>
• Cue bid = Forcing (w/ or w/out fit) F1 except if repeats suit;
• New Suit = Forcing at level 1 and 3; No forcing at level 2;
• Raise = Pre-emptive;
• 2ST = 11-12 points cuebid raise – GF;
• 3ST – To play;
• 3 New Major in jump - Natural Weak;
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>th</sup> position</b> ⇨ 15 <sup>+</sup> /18 HCP (natural responses)
<b>4<sup>th</sup> position</b> ⇨ 10/14 (Texas e stayman)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
⇨ Pre-emptive (at level 2: up to 13-14 pts if vulnerable, light if not vulnerable – up to 5-6 pts)
<b>Unusual NT</b> ⇨ 2 suiter (passed hand)
<b>2 suiter bids</b> ⇨ Guesthem modif
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>2<sup>nd</sup> pos. (P. Transfers)</b>
• 2♣ = ♥+♠ 8 <sup>+</sup> cards (4 <sup>+</sup> -4); • 2♦ = 1 Major 6+ cards;
• 2♥ = ♥+ minor (5-4 <sup>+</sup> ); • 2♠ = ♠+ minor (5-4 <sup>+</sup> ) • 2ST = Minors;
• 3♣ = Natural • 3♦ = Natural
• X = any strong
<b>In 4<sup>rd</sup> position → Landy</b>
VS Weak – Same except Double in 2 <sup>nd</sup> pos =14 <sup>+</sup>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Versus 1♣</b> ; strong → X=♣: 1♦/♥/♠ - Natural; 1ST=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
• transfers
• Fit w/4 <sup>+</sup> c: 3♥/♠ = 0-6; 2NT = conv+
• Splinter 11-13
• <b>RDBL = 10/11 HPC</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> + internal seq.	Same	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> + internal seq.	Same	
Subseq	Attitude	Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	AK, 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 10 9	10 x, H 10 9 (+)	
9	9 x, 9 8 x; D 9 8 X	9x; 9 8x; R 9 8 X	
Hi-X	XX	XX	
Lo-X	XXX; DXX	XXX; RXX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Encor	Low Encor	Odd Encour
Suit 2	High Descor	High Descor	Even Prefer
3			
1	Low Encor	Low Encor	Odd Encour
NT 2	High Descor	High Descor	Even Prefer
3			
Signals (including Trumps):			
* Counting: low/hi = odd nr of cards			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
• X followed by 1 suit = 18+ HCP (4/5 LT)			
• Negative Double thru 4♦			
• Competitive Double thru 3♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

EBL CONVENTION CARD
<b>CATEGORY: i.e. Green:</b>
<b>NCBO: CBL Portugal</b>
<b>PLAYERS: Zé Nuno Moraes – João Paes de Carvalho</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
• ♣ = 3 <sup>+</sup> c.
• ♦ = 3 <sup>+</sup> c.
• ♥, ♠ = 5 <sup>+</sup> c.
• 1 NT = 14 <sup>+</sup> -17 HCP
• 2/1' GF
• 2 NT = 19 <sup>+</sup> -21 bal
• 3♣/♦/♥/♠ = 6-9 in the suit (not vul could be 3-9)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
• Over 1♥/1♠: 1NT= não forcing
• Jacobi and Bergen raises
• 2♣ = Strong GF
• 2♦ = ♥-♠ weak or 22-23 bal
• 2♥-♠ = 6 cards, strong
• 3NT = 1 solid minor
• 4♣/♦ = Pre-empt (in 1 <sup>st</sup> or 2 <sup>nd</sup> position not vul shows bad suit)
• 4♥-♠ = Natural
<b>SPECIAL FORCING PASS SEQUENCES</b>
• 1x / LHO Overcall / Pass = Maybe penalty
<b>IMPORTANT NOTES</b>
• Lebensol
• Over 2♦ Multi → natural → double=take out double; 2 NT = 16-18 HCP bal
<b>With passed hand over 1♥/♠</b>
2NT= (or 2 spades over 1♥) = Drury with 4 cards, and a singleton; 2♣= Drury 3 cards (or 4 without singleton); Bergen raises; • Over 1♥-2ST= minors
<b>PSYCHICS:</b> Frequent in 3 <sup>rd</sup> position with vuln favourable (7 <sup>+</sup> points and 4 <sup>+</sup> cards if open in majors)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4♥	11+/20 PH	<ul style="list-style-type: none"> <li>• Men Invertidos (1♣ - 2♦ = 7-9 PH)</li> <li>(1♦ - 3♣ = 7-9 PH)</li> <li>• 2♥ = 5♥4♠ (6-9)</li> <li>• 2♠ = Fraco (6 cartas)</li> </ul>	After 1♣ - 1(♦/♥/♠) - 1 NT: <ul style="list-style-type: none"> <li>a) 2♣ = Forcing to 2♦;</li> <li>b) 2♦ = Checkback GF;</li> <li>c) 2ST = Forcing to 3♣</li> </ul>	
1♦		3+	4♥	11+/20 PH		After 1♦ - 1(♥/♠) - 1 NT: <ul style="list-style-type: none"> <li>a) 2♣ = Forcing to 2♦;</li> <li>b) 2♦ = Checkback GF;</li> <li>c) 2ST = Forcing to 3♣</li> </ul>	
1♥		5*	4♦	10-21 HCP, 5+♥; * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 4+♥ and 7+ HCP	*2/1 = GF; 1NT-NF 2♥ = 8-11, w 3 cards support; 2NT = fit w/ 4+ GF, no void 3x = Bergen raises; 4x = splinter; 3♠ = 4+♥ GF with one void; 3NT-Splinter in ♠	<ul style="list-style-type: none"> <li>• Over 2♣, 2♦, 2♥ = catch-all;</li> <li>2NT = 12-14 ou 18-19; 3NT = 15-17</li> <li>• Over 2♥, 2♠ = trial in ♠; 2NT= trial;</li> <li>3X=trial in X</li> </ul>	2♣ = Drury (3 c) 2ST = (or 2♠ over 1♥) = Drury (4+c) + singleton /void 3x – Bergen
1♠		5*	4♥	10-21 HCP, 5+♠; * 3 <sup>rd</sup> and 4 <sup>th</sup> pl: 4+♠ and 7+ HCP	*2/1 = GF; 1NT-NF 2♠ = 8-11, w 3 cards support; 2NT = fit w/ 4+ GF, no void 3x = Bergen raises; 4x = splinter; 3♥ = 4+♠ GF with one void; 3NT-Splinter in ♥	<ul style="list-style-type: none"> <li>• Over 2♣, 2♦ GF</li> <li>2♥/2♠ = catch-all;</li> <li>2NT = 12-14 / 18-19; 3NT = 15-17;</li> </ul> <ul style="list-style-type: none"> <li>• Over 2♠, 2NT= trial; 3X=trial in X</li> </ul>	
1NT			4♦	14+ -17 HCP BAL (Maybe with 5 cards M)	2♣ = Stayman (may have no majors); 2♦ = transfer or others; 2♥ = transfer 2♠ = Both minors, weak or strong or weak in Diamonds 2NT = 1 minor strong or weak in ♣ 3♣ = Puppet; 3♥/♠ = 3 suit, singl ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥ = ♠ = 4NT invitational.	<ul style="list-style-type: none"> <li>• Over 1NT – 2♣ – 2♦ → Smollen</li> </ul>	After RHO natural overcall, negative doubles and Lebhenzol
2♣	<input checked="" type="checkbox"/>	0		GF	2♦ = Relay; 2♥/♠ = 5 cards with 2 honours; 2ST = 14+; 3♣/♦ = 6 cards with 2 honors	After 2♣ - 2♦ - 2 NT → 3♣ = Puppett Stayman After 2♣ - 2♦ - 2♥/2♠ → 3♣ = 2 <sup>nd</sup> neg.	
2♦	<input checked="" type="checkbox"/>	0		♥-♠ weak, or 22-23 HCP BAL (Maybe 5 cards if not vul)	2♥ = to play if weak in ♥; 2♠ = to play if weak in ♠ 2NT = asks; 3♣/♦ = Not forcing	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = max, 3♠ = ♥ max.	
2♥		6		strong			
2♠		6		strong			
2NT				19+ -21 HCP BAL (maybe with 5 cards M)	3♣ = Muppet stayman; 3♦/♥/♠ = transfer; 3♠ = MSS; 3ST = transfer to 4♣		
3♣		6*		Pre-emp in ♣ (* 3 <sup>rd</sup> not vul pos 5+)	Natural		
3♦		6*		Pre-emp in ♦ (* 3 <sup>rd</sup> not vul pos 5+)	Natural		
3♥		6*		Pre-emp in ♥ (* 3 <sup>rd</sup> not vul pos 5+)	Natural		
3♠		6*		Pre-emp in ♠ (* 3 <sup>rd</sup> not vul pos 5+)	Natural		
3NT	<input checked="" type="checkbox"/>			1 Solid Minor	4♦ - asks singl 4NT = asking key cards	<ul style="list-style-type: none"> <li>• 5 NT = 1 Ace + 1 Useful Void</li> </ul>	
4♣		0		Pre-emp: with in bad suit in 1 <sup>st</sup> and 2 <sup>nd</sup> position		<ul style="list-style-type: none"> <li>• 6 x (under trump) = 2A + 1 usef void</li> </ul>	
4♦		0		Pre-emp: with in bad suit in 1 <sup>st</sup> and 2 <sup>nd</sup> position		<ul style="list-style-type: none"> <li>• 6 on trump suit = 2A + 1 usef void</li> </ul>	
4♥/♠		6		Natural		<ul style="list-style-type: none"> <li>• If LHO interfer, X or XX is even, “pass” is odd (DEPO)</li> </ul>	
4NT		0		menores		<ul style="list-style-type: none"> <li>• After fit minor at level 4 ask key cards</li> </ul>	