

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
• Natural; 4 <sup>+</sup> c.=6/19 HCP
<b>Responses</b>
• Cue bid = Forcing (w/ or w/out fit)
• New Suit = Major over minor is forcing
• Raise = Pre-emptive; Fit bids
<b>Take out Double</b>
• Opening values / Natural responses
• Reopening = can be weak
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2th position</b> ⇒ 15 <sup>+</sup> /18 HCP (System on)
<b>4th position</b> ⇒ 10/14 (System on)
<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
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 4rd position → Landy</b>
X = 11 <sup>+</sup>
VS Weak – Same except Double in 2 <sup>nd</sup> pos =14 <sup>+</sup>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) SS1</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>
• Fit w/3c: 2♥/♠ = 5-8 <sup>-</sup> ; 2♣ = 8-10; XX= 10 <sup>+</sup>
• Fit w/4 <sup>+</sup> c: 3♥/♠ = 0-6; 2♦ = 7-9; 2NT = 11 <sup>+</sup> ;
• Splinter 11-13
• Support doubles (till 2♥)
• RDBL = 10+ HPC no fit

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	High Encor	High Encor	High Encor
Suit 2	Low Descor	Low Descor	Low Descor
3			
1	High Encor	High Encor	High Encor
NT 2	Low Descor	Low Descor	Low Descor
3			
Signals (including Trumps):			
* Counting: hi/low = even nr of cards			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
• Negative Double thru 4♦			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
• Support double and redouble			
• Competitive Double and responsible double			

EBL CONVENTION CARD
<b>CATEGORY: i.e. Green:</b>
<b>NCBO: CBL Portugal</b>
<b>PLAYERS:</b>
<b>Maria João Lara 986 PRT</b>
<b>Manuel Capucho 299 PRT</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
• ♣ = 2 <sup>+</sup> c.(only if 4432)
• ♦ = 4 <sup>+</sup> c.
• ♥, ♠ = 5 <sup>+</sup> c.
• 1 NT = 14 <sup>+</sup> -17 HCP (5M or 6m possible)
• '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=F1
• Jacobi and Bergen raises
• 2♣ = Strong (24+ or any GF)
• 2♦ = ♥-♠ weak or 22-23 bal – NOTE SS11
• 2♥-♠ = Strong, 19+ HCP, unicolor or 4/5 losers
• 3NT = 1 solid minor- (no side stopper)
• 4♣/♦ = Natural Pre-empt
• 4♥-♠ = Natural Pre-empt
<b>SPECIAL FORCING PASS SEQUENCES</b>
• 1x / LHO Overcall / Pass = Maybe penalty
<b>IMPORTANT NOTES</b>
• Lebensol – NOTE SS11
• Walsh • 4 <sup>th</sup> suit GF
• Defense against Multi – NOTE SS10
• Splinters and Fit bids in competition
• Cachalot – NOTE SS6
• Lightner Doubles
<b>With passed hand over 1♥/♠</b>
• Reverse Drury – NOTE SS5
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4♥	Natural, 3+ c. 11+ 21 HCP * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 8+ HCP	Walsh; Inverted minors (2♦ = intermediate). 2♣ Positive 3♣ Preempt 2♥/♠ = strong (follow by controls) 3♥/♠ = splinter	Walsh; Cachalot	Cachalot SS6
1♦		3+	4♥	Natural, 3+ c. 11+ 21 HCP * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 8+ HCP	Walsh; Inverted minors (2♦ = intermediate). 2♣ Positive 3♣ Preempt 2♥/♠ = strong (follow by controls) 3♥/♠ = splinter	Walsh; Cachalot	Cachalot SS6
1♥		5*	4♦	10-21 HCP, 5+ ♥; * 3 <sup>rd</sup> and 4 <sup>th</sup> place: 4+♥ and 8+ HCP	*2/1 = GF; 1NT-F1 2♥ = 7-9, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Bergen raises SS3; 4x/3♠ = splinter;	• Over 2♣, 2♦, 2♥ = catch-all; 2NT = 12-14 or 18-19; 3NT = 15/17; help suit game try, check back (SS4); Reverse drury (SS5)	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-F1 2♠ = 7-9, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Bergen raises SS3; 4x/3♥ = splinter; 4♥ = to play	• Over 2♣, 2♦, 2♥ = catch-all; 2NT = 12-14 or 18-19; 3NT = 15/17; help suit game try, check back (SS4); Reverse drury (SS5)	Bergen
1NT			4♦	14+ -17 HCP BAL (Maybe with 5 cards M and 6 cards minor)	2♣ = Stayman (may have no majors) (SS7); 2♦♥ = transfer; 2 = transfer 2♠ = Both minors, weak 2NT = 1 minor, weak 3♣♦♥♠ = Slam Try 4♣ = Gerber; 4♦ = ♥♠; 4♥♠ = play; 4NT invit.	After transfer, opener bid 2NT with max (3 cards), double raise with 4 cards min and 3NT with 4 cards max	SS11 lebensohl
2♣	<input checked="" type="checkbox"/>	0		Any GF	2♦ = neg; 2 2ST = 8+ or 2 Kings Aces CESAR; DOPI	2NT = 24+ bal – like 2NT open	SS9
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 SS11	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = ♠ max, 3♠ = ♥ max.	
2♥		6		19+ HCP unicolor or 4/ 5 losers	2ST = neg; 3♥ = Fit, strong, w/1+ aces 3 suit = Nat, positive; 4♥ = Fit, strong, w/out aces 3NT = bal, positive ; 3♠4♣-4♦ = Splinters	Natural	
2♠		6		19+ HCP unicolor or 4/ 5 losers	Same as 2♥	Natural	
2NT				19+ -21 HCP BAL (possible 5M or 6m)	3♣ = Puppet stayman; 3♦/♥ = transfer; 3♠ = 5♠ + 4♥; 3ST = to play; 4NT = quant	Opener accepts with 2 cards, other suit with 3 cards and 3NT with 4 cards	
3♣		6*		Pre-emp in ♣	Any suit Natural F1R		
3♦		6*		Pre-emp in ♦	Any suit Natural F1R		
3♥		6*		Pre-emp in ♥	Any suit Natural F1R		
3♠		6*		Pre-emp in ♠	Any suit Natural F1R		
3NT	<input checked="" type="checkbox"/>			1 Solid Minor with no side stopper			<b>HIGH LEVEL BIDDING</b>
4♣		0		Pre-emp			• RKCB → • 3/0 • 4/1 • 2 • 2 + Q; When ♥ suit = 41/30
4♦		0		Pre-emp			• 5 NT = 1 Ace + 1 Useful Void
4♥/♠		6		Natural			• 6 x (under trump) = 2A + 1 useful void
							• 6 on trump suit = 2A + 1 useful void
							• If LHO interfer, X or XX is 0 ace, “pass” is 1 ace (DOPI)

## SS1                      2 SUITS BIDS AFTER PREEMTS

2♥ - Cuebid is minors/// 4 Clubs – Spades and Clubs/// 4Diamonds Spades and Diamonds

2♠ - Cuebid is minors/// 4 Clubs – Hearts and Clubs/// 4Diamonds Hearts and Diamonds

3♣ - Cue is spades and other /// 4♦ is ♦ and ♥///4Nt BW

3♦ - Cue is Spades and other///4Nt BW

3♥ - Cue is Spades and other///4Nt minors

3♠ - Cue is Hearts and other///4Nt minors

## SS3                      BERGEN 2NT

New suit is singleton// 3M strong without sing//4M weak // 3NT-interm//4 New suit 5/5 or +

## SS4                      CHECK BACK - **For invitational hands**

After 1m p 1M p 1Nt p 2Clubs/ – 2D with 3 cards support and 4 cards other major,

Single raise 3 cards without 4 other major //2 Nt without 3 cards support and without 4 cards other M

After check back all jumps are invitational from responder

After check back if responder bid minor opener means weak if clubs and inv if diamonds

## SS5                      REVERSE DRURY- After drury opener rebid is suit is weak

2Clubs – 3 cards support 9/11//2Diamonds – 4 cards support 6/9//2NT – 4 Cards support 10/11

## SS6                      CACHALOT

1♣-1♦

X	4+♥
1♥	4+♠
1♠	Bal without stop or m or dont want to play nt by his hand
1ST	Natural
2♥	6 cards weak
2♠	6 cards weak

1♣♦-1♥

X	4+♠
1♠	Bal without stop or dont want to play nt by his hand or with both minors
1ST	Natural
2♠	6♠ Weak

Opener acts as the real suit was bid naturally and Bid the suit with 3 cards or Nt after 1♠ with stopper.

If responder showed hearts, opener should rebid 1 spade with 4 cards even with 3 Hearts

Support Xs

## SS7 and SS8 1 NT OPENING BID - SUBSEQUENT AUCTION

2♣ Stayman may be a sign off and may not have 4 cards major.

After a transfer Opener can bid 2nt max 2/3 honours and 3 cards, or other suit with 4 cards max.

1NT-2♠, -Op. bid 2nt without 4 cards any minor or bid his minor; any major bid by Resp is sing or void, 3nt is BAL without stops in majors;

1NT P 2NT – Opener must bid 3♣

3Diamonds is weak with diamonds

3 M - 6♣/ 4M; 3nt or 4♣ - Fg in ♣ (6322) 4 other suit is singleton

## SS9 AFTER 2 Clubs FG

2D negative//2Hearts or spades - suit ace// 2Nt- 2Kings or 8+ without aces// 3 clubs- ace of clubs//3diamonds ace of diamonds//3Hearts - 2 aces same colour//3Spades,- 2 Aces same rank// 3 Nt 2 aces mixed.

After overcall : new suit is 5 cards with 2H and without aces//

DOPI

## SS10

### 2♦ MULTICOLOR OPENING BID

Responder bids 2H waiting, 2 Sp accepting to play 3 or 4 H and 2Nt asking strength and suit

Opener rebid of 2Nt is 22/23 balance follows the 2Nt opening conventions (Baron and transfers after 2d-2nt-3nt)

After 2Nt opener bid -3Clubs max with H, 3Diamonds max with Spades, his suit -minimum

### 2♦ MULTICOLOR OPENING BID - DEFENCES AGAINST

#### 2<sup>ND</sup> POSITION :

- a major bid means short and 4 cards in the other major
- double - 13/15 bal, or opening hand with ♦, or bal with 20 h +
- 2 Nt 16/19 h
- 3nt 2 minors

#### 4<sup>TH</sup> POSITION –

- after 2♦ p 2♥
  - X means Hearts if opener bid 2Spades and Spades if opener have heart
  - 2nt bal hand 16/19
  - 3♥ 2 minors
- after 2♦ p 2♠
  - x with 4♠
  - 3♣ or ♦ or ♥ natural
  - 2nt bal 16/19
  - 3♠ 2 minors

#### 6<sup>TH</sup> POSITION –

After 2♦ p 2♥ p p :

- x penalty
- 2♠ nat without op.strenght

- 2nt – minors

after 2♦-p - 2♠-p-p-

- x is penalty
- 2nt - minors
- others natural

#### DEFENSES OVER OPP OVERCALLS 1NT

### SS11                    LEBENSOHL

2nt followed by cuebid is stayman with stopper

2nt followed by 3nt shows a stopper

Direct cuebid is stayman without stopper

Direct 3nt is a trial bid without stop