

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
• Natural; 4 ⁺ c.=6/19 HCP
Responses
• 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;
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position ⇨ 15 ⁺ /18 HCP (natural responses)
4th position ⇨ 10/14 (Texas e stayman)
JUMP OVERCALLS (Style; Responses; Unusual NT)
⇨ Pre-emptive (at level 2: up to 13-14 pts if vulnerable, light if not vulnerable – up to 5-6 pts)
Unusual NT ⇨ 2 suiter (passed hand)
2 suiter bids ⇨ Guesthem modified
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
2nd pos. (P. Transfers)
• 2♣ = ♥+♠ 8 ⁺ cards (4 ⁺ -4); • 2♦ = 1 Major 6+ cards;
• 2♥ = ♥+ minor (5-4 ⁺); • 2♠ = ♠+ minor (5-4 ⁺) • 2ST = Minors;
• 3♣ = Natural • 3♦ = Natural
• X = any strong
In 4rd position → Landy
X = 11 ⁺ 4M + 5 ⁺ m
VS Weak – Same except Double in 2 nd pos =14 ⁺
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Versus 1♣ ; strong → X=♣: 1♦/♥/♠ - Natural; 1ST=minors
OVER OPPONENTS' TAKEOUT DOUBLE
• transfers
• Fit w/4 ⁺ c: 3♥/♠ = 0-6; 2NT = conv+
• Splinter 11-13
• Support doubles (till 2♥)
• RDBL = 10/11 HPC

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th + internal seq.	Same	
NT	1 st /3 rd /5 th + internal seq.	Same	
Subseq	Attitude	Attitude	
Other:			
LEADS			
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 109	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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Encor	Low Encor	Odd Encour
Suit 2	High Discor	High Discor	Even Prefer
3			
1	Low Encor	Low Encor	Odd Encour
NT 2	High Discor	High Discor	Even Prefer
3			
Signals (including Trumps):			
* Counting: low/hi = odd nr of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
• X followed by 1 suit = 18+ HCP (4/5 LT)			
• Negative Double thru 4♦			
• Competitive Double thru 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
• Support Double/RDL when RHO interferes till 2♥			

EBL CONVENTION CARD
CATEGORY: i.e. Green:
NCBO: CBL Portugal
PLAYERS:
Francisco P. Coutinho – João Paes de Carvalho – João Fanha
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
• ♣ = 3 ⁺ c.
• ♦ = 3 ⁺ c.
• ♥, ♠ = 5 ⁺ c.
• 1 NT = 14 ⁺ -17 HCP
• '2/1' <i>GF</i>
• 2 NT = 19 ⁺ -21 bal
• 3♣/♦/♥/♠ = 6-9 in the suit (not vul could be 3-9)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
• Over 1♥/1♠: 1NT= NO forcing
• Jacobi and Bergen Raises
• 2♣ = Strong Indeterminated
• 2♦ = ♥-♠ weak or 22-23 bal
• 2♥-♠ = 6 cards, (10-13)
• 3NT = 1 solid minor
• 4♣/♦ = Pre-empt (in 1 st or 2 nd position not vul shows bad suit)
• 4♥-♠ = Natural
SPECIAL FORCING PASS SEQUENCES
• 1x / LHO Overcall / Pass = Maybe penalty
IMPORTANT NOTES
• Lebensol
• Over 2♦ Multi → natural → double=take out double (like over 2♠ weak or very strong); 2 NT = 16-18 HCP bal (Answers like 2NT opening)
With passed hand over 1♥/♠
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
PSYCHICS: Frequent in 3 rd position with vuln favourable (7 ⁺ points and 4 ⁺ 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♥	Natural, 3+ c. 10 ⁺ 21 HCP * 3 rd and 4 th place: 7 ⁺ HCP	Walsh; Inverted minors (2♦ = intermediate). 1♣-2♣ (11+)-Forcing till 3♣ 2♥ = 5♥ c 4♠ (6-9) 2♠ = weak ♠	After 1♣ - 1(♦/♥/♠) - 1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST = Forcing to 3♣	
1♦		3 ⁺	4♥	Natural, 3+ c. HCP 10 ⁺ 21 HCP * 3 rd and 4 th place: 7 ⁺ HCP	Inverted minors (3♣ = intermediate). 2♣ = GF except 1♦-2♣-2♦-3♣ 2♥/♠ = strong. Walsh. 1♦-2♦ (11 ⁺) Forcing till 3♦ 2♥ = 5♥ c 4♠ (6-9) 2♠ = weak ♠	After 1♦ - 1(♥/♠) -1 NT: a) 2♣ = Forcing to 2♦; b) 2♦ = Checkback GF; c) 2ST = Forcing to 3♣	
1♥		5*	4♦	10-21 HCP, 5 ⁺ ♥; * 3 rd and 4 th place: 4 ⁺ ♥ and 7 ⁺ HCP	2/1' = GF; 1NT-F1 2♥ = 7-10, 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 ♠	• Over 2♣, 2♦, 2♥ = catch-all; 2NT = 15-19; 3NT = 11/12 • Over 2♥, 2♠ = trial in ♠; 2NT= trial; 3X=trial in X	2♣ = Drury (3 c) 2ST = (or 2♠ over 1♥) = Drury (4 ⁺ c) + singleton /void 3x – Bergen
1♠		5*	4♥	10-21 HCP, 5 ⁺ ♠; * 3 rd and 4 th pl: 4 ⁺ ♠ and 7 ⁺ HCP	1NT=F1; 2/1' = GF; 2♠ = 7-10, w 3 cards support; 2NT = fit w/ 4 ⁺ GF, 3x = Bergen raises; 3♥/4x=splinter 3NT = 4 ⁺ ♠ GF with one void	• Over 2♣, 2♦ GF 2♥/2♠ = catch-all; 2NT = 15-19; 3NT = 11-12; • Over 2♠, 2NT= trial; 3X=trial in X	
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, weak or strong in ♣ or strong in ♦ 3♣ = Puppet; 3♥/♠ = 3 suit, singl ♠/♥; 4♣ = Majors; 4♦ = ♥; 4♥ = ♠; 4NT invitational.	• Over 1NT – 2♣ – 2♦ → <i>Smollen</i>	After RHO natural overcall, negative doubles and Lebensol
2♣	<input checked="" type="checkbox"/>	0		Any Strong	2♦ = Relay; 2♥/♠ = 5 cards with 2 honours; 2ST= 14 ⁺ ; 3♣/♦ = 6 cards with 2 honors	After 2♣- 2♦-2 NT→ 3♣ = Muppet Stayman After 2♣- 2♦-2♥/2♠→ 3♣=2 nd 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		6 Hearts (10-13)	2♠ = asks → Any min, FLMH		
2♠		6		6 Spades (10-13)	2ST = asks → Any min, FLMH		
2NT				19 ⁺ -21 HCP BAL (maybe with 5 cards M)	3♣ = Muppet stayman; 3♦/♥/♠ = transfer; 3♠ = MSS; 3ST = transf to 4♣	After 3♦ : 3♥ = 4 c. ♠, 3♠ = 4 c. ♥ 4♣ = Natural 4♦ = Natural	
3♣		6*		Pre-emp in ♣ (* 3 rd not vul pos 5 ⁺)	Natural		
3♦		6*		Pre-emp in ♦ (* 3 rd not vul pos 5 ⁺)	Natural		
3♥		6*		Pre-emp in ♥ (* 3 rd not vul pos 5 ⁺)	Natural		
3♠		6*		Pre-emp in ♠ (* 3 rd not vul pos 5 ⁺)	Natural		
3NT	<input checked="" type="checkbox"/>			1 Solid Minor	4♣-4♦-4♥-4♠-5♣-5♦ = Natural; 4NT= asking key cards	• Kickback RKCB → • 3/0 • 4/1 • 2 • 2 + Q • 5 NT = 1 Ace + 1 Useful Void	
4♣		0		Pre-emp: with in bad suit in 1 st and 2 nd position		• 6 x (under trump) = 2A + 1 usef void	
4♦		0		Pre-emp: with in bad suit in 1 st and 2 nd position		• 6 on trump suit = 2A + 1 usef void	
4♥/♠		6		Natural		• If LHO interfer, X or XX is even, “pass” is odd (DEPO)	
4NT		0		Asking aces		• After fit minor at level 4 ask key cards	