


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card 
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
May be very light (5+) if good suit ou good shape		Lead	in Partner's Suit		
Responses: 2M-2 (2♠ or 2♦)=supp 11+; 2NT= supp 4+c	Suit	3rd/5th	3rd/5th		
New suit: Nat NF; sometimes in transfer at level 2	NT	Attitude	Count/attitude		
3♣: 7-10 4+c; Jump in new suit = Strong GF or Fit bid	Subseq	Attitude	Attitude		
	Other:	2nd/4th through declarer			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
2nd/4th live= 15-18	Lead	Vs.Suit	Vs. NT		
Responses: System on.	Ace	AKx or Ax (at lvl 5+ deny the K)	Ask for attitude		
2NT and over=leb and transfer inv+	King	KQx or AK (AKx at lvl 5+)	Ask for unblock or count		
Reopening: 11-14 (over 1♠=12-17) 2♣=special stayman ask ra	Queen	QJx	KQx or QJx		
	Jack	JT or KJT	JT/KJT/AJT		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9 ot Tx		
Over 1♠ (2/3+ nat): 2♣=majors, 2♦=♠+♦, 2nt=♥+♦	9	9x	T9xx/9xx/H98		
Over 1♠ (2+ red): 2♣=nat, 2♦=majors, 2nt=♥+♦, 3♣=♠+♦	Hi-x	Even	Even		
Over 1♦: 2♦=majors, 2♥=♠+♣, 2♣=♥+♣, 2nt=♥+♣, 3♣=♠+♣ NF,3♦=♠+♣	Lo-x	Odd	Odd		
Over 1♥: 2♥=♠+♣, 2♣=minors, 2nt=♠+♦	SIGNALS IN ORDER OF PRIORITY				
Over 1♣: 2♣=♥+♣, 2nt=♥+♦, 3♣=minors, 3♦=minors strong		Partner's Lead	Declarer's Lead	Discarding	
Responses: 2NT= weak any or Slam try in the minor	Suit:1st	Attitude (Low enc)	Attitude (Low enc)	Low Encourage	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		2nd	Count	Count	
Jump cue: very strong 2 suiter (minors over 1M or m+♣ over 1♠/♦)	3rd	Suit preference	Suit preference	Suit preference	
	NT: 1st	Attitude (Low enc)	Attitude (Low enc)	Low Encourage	
VS. NT(vs. Strong/Weak; Reopening; PH)		2nd	Count	Count	
Over weak or strong No Trump:	3rd	Suit preference	Suit preference	Suit preference	
2♣= Majors; 2♦= 1 Major or strong M+m; 2M=1 Major stronger	Signals (including Trumps): Reverse count and attitude (Except when lead A)				
Dbl= Points; 2NT= 4♥+6m; 3♣=6♣+4♣; 3♦=6♦+4♣	Smith Eco at No Trump (LOW card likes)				
From passed hand (2nd or 4th): Double=1m or 2Ms; 2♣,2♦=dont,2♥,2♠=r	Natural suit preference				
After Double strong: Double is penalty over a minor and takeout over a ma	DOUBLES				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES(Style;Responses;Reopening)			
Vs minor: 4♣=m+M, 4♦=majors; vs major: 4♠=♠+M, 4♥=♦+M	Takeout doubles in almost all situations				
NT biddings natural, over 2NT 15-17	Responses are natural; 2NT is usually a choice of 2suits				
Over Double, 2NT is LEB	After 1M/1NT (X) XX: X=Penalty				
	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS		Doubles and redoubles usually show cards/points			
vs Str 1♠: X= majors; 1NT=minors	At high level, double show good hand and wants partner to bid				
	When 1♠/♦ openings are overcalled at level 1 or doubled, double and redouble show exact suits				
OVER OPPONENTS' TAKE OUT DOUBLE					
When Opps DBL 1m opening, transfers from RDBL					
When Opps DBL 1M opening, transfers from 1NT					
	</				

Country: Portugal				Paulo Sarmiento - João Barbosa			
OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♥	11-21 2+♣	1♦=4+♥; 1♥=4+♠; 1♠=without majors or 5+♣-4M GF; 1NT=11 bal NF	1♣-1♦-1♥=2/3♥ 12-14; 1♣-1♦-1NT=18-19	IF RHO bids: X or XX = any 15+unbal;
					2♣= GF (balanced or ♣); 2♦=inv with 6+♥ or ♠; 2NT= weak ♣ or ♥/♠ GF	1♣-1♥-1♠=2/3♠ 12-14; 1♣-1♥-1NT=18-19	IF LHO bids: transfers by responder
					3♣= limit raise (invite the balanced range)	1♣-1X-2♦= strong art; 1♣-1X-2NT= 17+ support	1♣-(1♥)-1♠ = 8+ with 0-3♣
1♦		4	7♥	11-21 4+♦	1NT= GF (balanced or Club or Diamond support)	1♣-1♥-1♠= 4++4♠ F1	
					2♠/♠= Nat NF; 2♥/♠= 6 cards weak	1♠-1M-2M= may often have 3 cards support	
					3♠= Limit 4+♦	1♠-1♥-1NT= art 16+; 1♠-1♠-1NT= 11-15 6+♦ or art 16+	
					3♥/♠ = Splinter with void		
1♥		5	7♦	11-21 5+♥	1♠= 4+ cards; 1NT= semi forcing	1♥-1♠/1NT-2♥= 5♥-4+♠ 11-15	Passed hand: 2♣=drury 8+3+c
					2♠/♠= GF; 2♠=6♠ Weak	1♥-1♠-2♠= 6+♥ 14-16 or any 16+	
					2NT= limit+ with 4 cards	1♥-1NT-2♠= same as above	
					3♠= 6-9, 4 cards support	1♥-1♠-2NT= 6♥+4m 17+ or 5-5 18+	
					3♦= 6+♦ limit	1♥-1NT-2NT= same as above	
					3♥= Weak	1♥-2♠ = GF with ♣ or bal or fit ♥	
					3♠=strong void; 3NT/4♠/♦= void in ♠/♦/♠		
1♠		5	7♥	11-21 5+♠	3♥= limit with 6+♥	Same	Same
					Others as above with one step up		
1 NT				15-17 Balanced	2♠= Stayman; 2♦=Transfer; 2♥= Transfer		After X: XX=1-suiter; pass=not forcing
					2♠= Ask range or transfer to ♣		2x=dont
					2NT=puppet ask for 4 or 5M or (41)44		
					3♠=Transfer with 6++		
					3♠= Invite with (5)6+ in one major		
					3M= Short (may have 3 OM or a minor 2-suiter)		
2♣	X			20-21 or any GF	2♦=generic relay; 2♥=4+♠; 2♠=transfer to ♣ or 6+♦ with short ♣	With 20-21 opener follows the transfers, otherwise shows GF hand	
					2NT= 5+5+ Majors GF	2♣-2♦-2♥ = 20-21 or GF h	
					3♠= transfer to ♦	2♣-2♦-2♥-2♠=relay for 2NT with 20-21	
					3♦ = (4441 or 544) short minor; 3♥/♠=(41)44 or 445 short in the suit bid		
2♦	X			Multi 0-9 or GF ♦	2♥/♠= pass/correct, may be strong in the suit bid		
					2NT=inv+; 4♠=bid in transfer; 4♦=bid your suit		
2♥		6		out/13	2♠= Ask for short; 2NT= Ask for number of ♠		
2♠		6		out/13	2NT= Ask for short; 3♠= Ask for number of ♥		
2 NT				22-23 Bal	3♠= Puppet; 3♦= 5+♥; 3♥=5+♠; 3♠= one or both minors	2NT-3♠-3♥= No Majors	
					4♠/♠= transfers to ♥/♠ slam try; 4♥/♠= 6+♠/♦	2NT-3♦-3♠= 5♠-2♥; 2NT-3♥-3NT=5♥-2♠	
3♣		6					
3♠		6					
3♥		6					
3♠		6					
3 NT	X			Solid Major		High Level Bidding	
						RCKB 14-30	
4♣		7		Pre-emptive		4♠ RCKB 14-30 in ♥ ♦ ♣	
4♦		7		Pre-emptive		Exclusion RCKB (03-14)	
4♥		7		Pre-emptive		D0PI (X=0/3; P=1/4; 2; 2+Q)	
4♠		7		Pre-emptive		DEPO (X=even; P=odd)	
4NT				Minors 6+5+		High level RKCB trump+1: odd/even/even+q	