

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural; 4+c.=6/19 HCP
Responses
<ul style="list-style-type: none"> • Cue bid = Forcing (w/ or w/out fit) 1NT (8-11) & 2NT (12-14) • New Suit = Major over minor is forcing • 2NT fit 4+, inv+; Mix-Raise – Jump in openers suit at 3 level
Take out Double
<ul style="list-style-type: none"> • Opening values / Natural responses • Reopening = can be weak
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position ⇒ 15+/18 HCP (System off)
4th position ⇒ 10/14 (System on)
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 ⇒ Modified Guesthem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
2nd pos. Multilandy
<ul style="list-style-type: none"> • 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 → Multilandy
X = 11+
VS Weak – Same except Double in 2 nd pos =14+
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) SS1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Versus 1 ; strong → X= ; 1♦/♥/♠ - Natural; 1ST=minors MultiLandy at 2 ND LEVEL
OVER OPPONENTS' TAKEOUT DOUBLE
<ul style="list-style-type: none"> • Fit w/3c: 2♥/♠=5-8-; 2M-1 = 8-10; XX=10+ • Fit w/4+c: 3♥/♠ =0-6; 3M-1 = MixRaise 7-9; 2NT=11+; • Splinter 11-13 DHS • Competitive doubles • RDBL = 10+ HPC , 90% WHITOUT FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
			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	1 st /3 rd /5 th + internal seq.		Same
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 (+); RDx(xx)
Jack	J x, J10 (+) H J 10 (+)		J x, J10 (+) H J 10 (+)
10	10 x, 10 9 (+), H 10 9		10 x, 10 9 (+) (Ten Denies)
9	9 x, 9 8 (7.6)x;		9x; 98x; R J 9 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 Encor
Suit 2	High Discor	High Discor	Even Discor
3			
1	Low Encor	Low Encor	Odd Encor
NT 2	High Discor	High Discor	Even Discor
3			
Signals (including Trumps): - Some "Preferentials" AND Smith APEAL			
* Counting: Low/Hi = EVEN NUMBER of Cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
<ul style="list-style-type: none"> • Negative Double thru 4♦ 			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
<ul style="list-style-type: none"> • Lead Discouraging doubles • Competitive Double and Responsive Double 			

EBL CONVENTION CARD
CATEGORY: i.e. Green:
NCBO: CBL Portugal
PLAYERS:
Sofia Pessoa 1412 PRT
Pedro Morbey 1480 PRT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<ul style="list-style-type: none"> • ♣ = 2+ c.(only if 4432) • ♦ = 4+ c. • ♥, ♠ = 5+ c. • 1 NT = 14+ -17 HCP (5M or 6m possible) • '2/1' GF • 2 NT = 19+-21 bal • 3 /♦/♥/♠ = 6-9 in the suit (not vul could be 3-9)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<ul style="list-style-type: none"> • Over 1♥/1♠: 1NT=F1 • Jacoby and Modified Bergen • 2♣ = Strong (24+ or any GF) • 2♦ = ♥-♠ weak or 22-23 bal – NOTE SS11 • 2♥-♠ = Strong, 19+ HCP, One Suiter or 4/5 losers • 3NT = 1 solid minor- (no side stopper) • 4 /♦ = Natural Pre-empt • 4♥-♠ = Natural Pre-empt
SPECIAL FORCING PASS SEQUENCES
<ul style="list-style-type: none"> • 1x / LHO Overcall / Pass = Maybe penalty
IMPORTANT NOTES
<ul style="list-style-type: none"> • Transfer Lebensohl – NOTE SS11 • Walsh • 4th suit GF • Defense against Multi – NOTE SS10 • Splinters in competition • Cachalot – NOTE SS6 • Lightner Doubles
With passed hand over 1♥/♠
<ul style="list-style-type: none"> • Reverse Drury – NOTE SS5
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	Natural, 3+c. 11+ 21 HCP * 3 rd and 4 th place: 8+ HCP	Walsh; Inverted minors (2♦ = intermediate). 2♣ Positive 3♣ Preempt 2♥ = 5♥ + 4♠, 6-9 HP 3♥/2-3♠ = WJS	Walsh; Cachalot	Cachalot SS6
1♦		4+	4♥	Natural, 3+c. 11+ 21 HCP * 3 rd and 4 th place: 8+ HCP	Walsh; Inverted minors (2♦ = intermediate). 2♣ Positive 3♣ Preempt 2♥/♠ = Same Over 1 Club 3 3M - Preemptive, WJS	Walsh; Cachalot	Cachalot SS6
1♥		5*	4♦	10-21 HCP, 5+ ♥; * 3 rd and 4 th place: 4+♥ and 8+ HCP	'2/1' = GF; 1NT-F1 2♥ = 6-9, w 3 cards support; 2NT = fit w/ 4+ GF 3x = Mod. Bergen raises SS3; 4x/3♠ = spl;	• 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 rd and 4 th 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, W/S 2NT = 1 min, W/S 3♦♦♥♠ = Pup, Majsinv+, 1345 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 Transfer Lebensohl
2♣	<input checked="" type="checkbox"/>	0		Any GF	2♦ = neg; 2 2ST = 8+ or 2 Kings Aces CESAR;	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♣/♦ = Forcing SS11	After 2NT, 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = ♠ max, 3♠ = ♥ max.	
2♥		6		19+ HCP unicolor or 4/ 5 losers	2ST = F1 or Bal. Weak Fit; 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; 4♥♠ - 5/5 gf/st 3♠ = 5♠ + 4♥; 3ST = to play; 4♣/♦ = Ace Ask	Opener accepts with 2 cards, other suit with 3 cards and 3NT with 4 cards	
3♣		6*		Pre-emp in ♣	Any suit Natural F1R – Except 3D implies 3H / CABS		
3♦		6*		Pre-emp in ♦	Any suit Natural F1R + CABS		
3♥		6*		Pre-emp in ♥	Any suit Natural F1R + CABS		
3♠		6*		Pre-emp in ♠	Any suit Natural F1R + CABS		
3NT	<input checked="" type="checkbox"/>			1 Solid Minor with no side stopper			
4♣		0		Pre-emp			• 5 NT = 2 Aces + 1 Useful Void
4♦		0		Pre-emp			• 6 x (under trump) = 1A + 1 useful void
4♥/♠		6		Natural			• 6 on trump suit = 2A + 1 useful void
							• If LHO interfer, X or XX is 0 ace, “pass” is 1 ace (DOPI)

HIGH LEVEL BIDDING

SS1 2 SUITS BIDS AFTER PREEMTS

- 2♥ - Cuebid is minors /// 4 Clubs – Sp and Clubs /// 4 Diamonds - Sp and Diamonds
- 2♠ - Cuebid is minors /// 4 Clubs – Hts and Clubs /// 4 Diamonds - Hts and Diamonds
- 3♣ - Cue is Majors /// 4♦ is ♦ and Major /// 4NT BW
- 3♦ - Cue is Majors /// 4♣ is ♣ and Major /// 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 DOUBLE CHECK BACK

After 1m p 1M p 1Nt p 2Clubs implies 2D - To Play, or SOME Invitational Hands,

After 1m p 1M p 1NT p 2D – Any GF Action

After check back 2 clubs all jumps are invitational from responder

Without check back jumps by responder are GF and most Slam Invitational

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

2 Clubs – 3/4 card support 9/11 HP /// 2NT – 4 Cards support 9/11, With Some Short Suit

SS6 CACHALOT

1♣-X
1♣-1♦

1♦ / X	4+♥
1♥	4+♠
1♠	Bal without stop or m or dont want to play NT by his hand
1ST	Natural (With some clubs, but balanced)
2X	Transfer to Next Suit, 6 cards weak or GF (but 2 Clubs Natural after 1♣-1♦)
2♠	Cue-Bid, Strong, 10h,+

1♣♦-1♥

X	4+♠
1♠	Bal without stop or dont want to play NT by his hand or with both minors
1ST	Natural - 2X – Transfers, 6 Cards, Weak OR GF (2 Sp Cue-bid)
2♠	Cue-Bid, Strong, 10h,+

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

X

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 in OM, 3nt is BAL without stops in MAJs;

1NT P 2NT – Opener must bid 3♣

3 Diamonds is weak with diamonds

3 M - any major bid by Resp is sing or
void in OM, 3nt is BAL, S H O R T M I N

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 NATURAL, 5,+ cards with 2H and without aces//

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 (STAYMAN + Transfers after 2d-2nt-3nt)

After 2Nt opener bid - 3 Clubs min with H, 3 Diamonds max with Spades, 3H/S – Máx S/H

2♦ MULTICOLOR OPENING BID - DEFENCES AGAINST

2ND 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
- 3 NT TO PLAY

4TH 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

6TH 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

TRANSFER 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