

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
- Aggressive 1-level; Sound 2-level
- Responses: Jump raise = preemptive
Jump cue = Mixed raise
Cue = Invitation with fit or strong hand
New suit = NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
- 15-17 with stopper. Responses: =1NT opening
- Reopening = 10-14
- 4 <sup>th</sup> live = Other suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
- 1 suit = weak
- 2 suit = 2NT (over M) = +♦ (55+) weak or very strong.
2NT (over m) = Om+♥ (55+) weak or very strong.
Reopen: 6+ good suit 11-13 HCP; 2NT = Bal 18-20 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue = Michaels
Jump Cue = Asks for stopper to play 3NT
Reopen = Same
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
CAPELETI: Dbl = menor suite; ; 2♣ = majors ; 2♦ = 6+major ; 2♥ = hart and menor; /2♠ = spade and menor 11 HP +
Two suiter = maybe 5 4 cards
2NT = Minors
Reopen = Same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = Take out (Lebensohl); NT = 16-18 (transfer)
Cue = minors over a major, majors over a minor
Jumps =Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Aggressive. Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit 1-level = Forcing; 2-level No forcing
Jump raise = preemptive; 2NT = limit raise
Redouble = 10+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	2nd / 4th	3rd / 5th	
Subseq	Attitude		
Other: Vs NT K asks CT/UB. A asks attitude			
Vs Suit K asks CT. A asks attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AKx(+); Ax(+)	AK; AKx(+)	
King	KQ; KQx(+)	AKJ10(+); KQ109; KQJ	
Queen	QJ; QJx(+)	QJ; QJ10(+); QJx; QJ9(+)	
Jack	J10; J10x(+)	J10; J109(+); J10x	
10	109; 109x(+); 10x	109; 109x	
9	9x	9x	
Hi-X	Sx; xxSx; xxxxSx(+)	Sx; xSx; xSxx; HxxSx(+)	
Lo-X	xxS; xxxxS	HxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENCRG	Hi/lo = EVEN	Hi = ENCRG
Suit 2	Hi/lo = EVEN		Hi/lo = EVEN
3			
1	Hi = ENCRG	Hi/lo = EVEN	Hi = ENCRG
NT 2	Hi/lo = EVEN		
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening values; short in x suit			
Responses: Cue = 12+; Jump = 9-11			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl and redbl			
Neg Dble thru 4♥			
Resp Dble thru 3♣			

EBL CONVENTION CARD
<b>NCBO: SPAIN</b>
<b>PLAYERS: IGDOTE, DANTES2803</b>
<b>CATEGORY: NATURAL - GREEN</b>
<b>EVENT: SENIOR TRANSATLANTIC</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>GENERAL APPROACH AND STYLE</b>
- Natural, 5 card majors, better minor
- Weak jump raises over majors
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- 2/1 Game Forcing
- 1NT response over majors F1
- 1NT Opening = 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
- Over 1 M, Bergen and Jacoby raises
- /2♥/2♠ opening = weak 6+ (6-10 HCP)
- 2♣ opening = strong 2♦ =FG (any suit, any shape)
- 3♣/3♦/3♥/3♠ = preemptive
- 3NT = Gambling (no outside A or K)
- 4♣ = strong 4♥ opening (8 1/2 tricks)
- 4♦ = strong 4♠ opening (8 ½ tricks)
- Michaels Cue-bids
- Lebensohl after 2 level overcall of 1 NT
- Lebensohl after opps weak 2
- Negative double to 4♥
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
- Splinters
<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♥	11-22 HCP	Natural 2♦/♥/2♠ = Weak 6+ (2-6 HCP)			
1♦		3	4♥	11-22 HCP	Natural; 2♠ = Natural FG 2♥/2♠ = Débil 6+ (2-6 PHD)			
1♥		5	4♥	11-22 HCP	1ST = F1; Bergen raises (also after dbl); 1♥-2♥: 8-10 PH;	1♥-1NT-2♠/2♦: 3+ cards		
					1♥-3♥ = Preempt. 2/1 = Natural FG;	2/1: Natural; fast arrival: 1♥-2x-3NT = 11-13 Bal; Jump in 3rd suit = fit and short		
					2NT Jacoby FG; Splinters	1♥-2NT: 3x =short; 4x (55+); 4♥ = Min.		
1♠		5	4♥	11-22 HCP	SAME	SAME		
INT			2♠	15-17 HCP Bal	Stayman (weak hands possible) Transfers (♦=♥; ♥=♠; ♠=♣; ♣=♦) 2ST = Inv.	1ST-2♣-2♦-3♥/♠ = Smolen		
2♣	x	0		Strong any suit; F.up to 2NT; 21+Bal	2♦ = waiting; 2NT = 8+ Bal. 2♥/♠ = Natural; 8+ HCP, 5+ (2 HM) 3♠/♦ = Natural; 8+ HCP, 6+ (2 HM)	2♣-2♦ = Kokish 2♣-2♦-2ST (25+): Puppet stayman y transfer 2♣-2♦-2♥-2♠-2ST (23-24): Puppet Stay y transfer		
2♦		6		23+FG	2♥/=wating	2♦-2NT; 3x = stopper & max		
2♥		6		6-10 HCP	2NT ask; New suit F1	2♥-2NT; 3x = stopper & max		
2♠		6		6-10 HCP	2NT ask; New suit F1	2♠-2NT; 3x = stopper & max		
2NT			3♠	20-22 HCP Bal (5M possible)	Puppet stayman Transfers (3♦=♥; 3♥=♠; 3♠=♣; 4♣=♦)	2NT-3♠: 3♦ = 1 or 2 maj (4 cards) 3♥ = 5 cards 3♠ = 5 cards 3NT = No majors		
3♣		7 (6)		Preemptive	Natural	2NT-3♣-3♦: 3♥ = 3♠ = ♥ 4♣ = ♠+♥		
3♦		7 (6)		Preemptive	Natural			
3♥		7 (6)		Preemptive	Natural			
3♠		7 (6)		Preemptive	Natural			
				Gambling (no outside A or K)				
3NT	x				4♦ = ASK a singleton;			
4♣	x	0		Good 4♥ opening (8 ½ tricks)				
4♦	x	0		Good 4♠ opening (8 ½ tricks)				
4♥		7		Preemptive				
4♠		7		Preemptive				
4NT								
5♣								
5♦								
5♥								
5♠								
							<b>HIGH LEVEL BIDDING</b>	
						1st 2nd round cue bids,		
						RKCB -30—14 -2-2+Q,		
						JOSEPHINE; LIGHTNER		
						PASS asks partner to DBL, then pull = SLAM TRY		