


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	1 level: 5 <sup>+</sup> cards; 7-17HCP      2 level: 6 <sup>+</sup> cards; min12-17HCP
	Jump raises = weak ; new suit: 1-level=F1R, 2-level=No F
	Cue bid = 10 <sup>+</sup> with FIT of 3 <sup>+</sup> or any GF.
	Cue bid after two Level overcall, looking for stop or 2 <sup>+</sup> suit.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses: Reopening)</b>	
	In 2 <sup>nd</sup> 15 - 18 > system on ????
	In 4 <sup>th</sup> 11 - 14 > system on ????
	1♠/♥/♣/♦-pass-pass-2NT = 18-20 > system on ????
	1X-pass-pass-Double... and after 1NT=15-17
	1X-pass-pass-Double... and after jump to 2/3NT=21-22
<b>JUMP OVERCALLS (Style: Responses: Unusual NT)</b>	
	PRE, new suit=F1, 2NT=INNV+
	1/2X - (3NT) = to play (based on any minor and stoppers outside)
	1♣/♥/♦/♠ - (2NT) = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup>
	Reopen: More than opening values 13-15
<b>DIRECT &amp; JUMP CUE BIDS (Style: Response: Reopen)</b>	
	Michael's direct ♠/♥/♣ 5 <sup>+</sup> /5 <sup>+</sup> , over ♣ natural
	Also in sequences: 1X-p-1NT-2X, 1NT-p-2X <sup>TRF</sup> -2Y <sup>suit of TRF</sup>
	2M-(3M) = minors 5 <sup>+</sup> /5 <sup>+</sup> , good hand      1m-3m=PRE,natural
	2♦-(3/4♦) = ♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , good hand      1M-3M=STOP ASK
<b>VS. NT (vs. Strong/Weak; Reopening:PH)</b>	
	Vs. Strong NT: Double= 1 minor Other the same Vs. weak NT
	Vs. Weak NT: Double= Strong
	2♣ =Majors; 2NT = minors
	2♦ = 6+ ♥ or 6+ ♠; 2♥/♠ = M+m
<b>VS. PREMETS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
	Double = T/O or any strong hand; NT are NAT
	3NT = to play
	Leaping Michael's: 2♥/♠ - (3♥/♠) = minors 5 <sup>+</sup> /5 <sup>+</sup>
<b>VS. ARTIFICIAL STRONG OPENINGS-i.e. 1♣ or 2♣</b>	
	1♣ <sup>STR</sup> - (Double) = clubs, 1♠ - 2♣ = ♣+♦
	1♣ <sup>STR</sup> - (1NT) = ♣+♦ any two suit.
	2♣ <sup>STR</sup> - (Double) = clubs; 2♣ <sup>STR</sup> - (2NT) = ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
	After T/O double our voices at 1 level are unchanged F1,
	At 2 level = weak 6-9HCP, 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>
	Trusscott over 1♥/♠: Reversed Trusscott over 1♥/♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	Vs. Suit	Vs. NT	In Partner's Suit
Suit	3 <sup>rd</sup> - 5 <sup>th</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10	3 <sup>rd</sup> - 5 <sup>th</sup>
Subseq	Low with interest	QJ10/9(+), AQJ <sup>(+)</sup> , KQ <sup>(+)</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
	<b>K</b> is the strongest lead vs. NT and asks for unblock or count		
	<b>A</b> and <b>Q</b> ask for encourage vs. NT. 10 promises high honor		
	Against Slam: <b>A</b> ask for attitude and <b>K</b> for count		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKX <sup>(+)</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>	
King	KQX <sup>(+)</sup> , AK sec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10	
Queen	QJX <sup>(+)</sup> , Qx	QJ10/9(+), AQJ <sup>(+)</sup> , KQ <sup>(+)</sup>	
Jack	J10X <sup>(+)</sup> , HJ10X <sup>(+)</sup> , Jx	J10/9/8 <sup>(+)</sup> , J10x	
10	109X <sup>(+)</sup> , H109 <sup>(+)</sup> , 10x	H10X <sup>(+)</sup> , 109X, 10x	
9	9x, KJ9x	109/8/7 <sup>(+)</sup> , 9x	
HI-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxxSx, xSxx	
Lo-X	HxS, xxs, HxxxS, xxxxs	HxS, xSx, HxxxS,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Low=ENC)	High=Odd	High=Odd
Suit 2	CT (High=Odd)		
3	S/P dummy short		
1	ATT (Low=ENC)	High=odd	
NT 2	CT (High=Odd)		High=Odd
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style: Responses: Reopening)			
T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)			
Responses: jumps positive, usually 4 <sup>+</sup> , cue-bid = 10 <sup>+</sup> , standard ranges NT			
T/O Double over PRE at any level			
T/O Double when opponents support each other directly at any level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
3 card support Double/Redouble until 2 level-repeat-suit			
2 <sup>+</sup> <sup>Minor</sup> - Double = T/O over ♠; pass and then Double = T/O over ♥			
1♣ - (1♦) - Double = 4♥+4♦ or 5♥+4♠ < 11HCP			
1♣ - (1♥) - Double = 0-3 spades; 1♣ - (1♠) - Double = 4 <sup>+</sup> hearts			
Lightner, Negative Double to 4♠, Responsive Double when opponents fit			

EBL CONVENTION CARD	
<b>CATEGORY:</b> Green	
<b>NCBO:</b> SPAIN	
<b>PLAYERS:</b> Maria Sainz de Vicuña - Ana Francesés	
ESP2814115 - ESP2812081	
TRANSNATIONAL MARRAKECH 2023	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♥/♠ - 5 <sup>+</sup> card	(11) 12-22
1♣/♦ - 3 <sup>+</sup> card, 1♠ with 3/3, 1♥ with 4/4	(11) 12-22
1NT - Balanced 5m332, 5m422, 6m322 OK	(14) 15-17
2NT - Balanced 5m332, 5m422, 6m322 OK	(19) 20-22
2♣ - Strong ♥/♠, if balanced 23 <sup>+</sup> or any FG	6-10
2♦ - weak	6-10
2♥/♠ - weak	6-10
3♣/♦/♥/♠ Classic PRE 1 <sup>st</sup> /2 <sup>nd</sup> . May be very weak in 3 <sup>rd</sup>	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
4♣/♦ solid suit (7/8) ♥/♠ with something more.	
3NT Gambling (7/8) AKQxxxx in one minor (no A/K outside)	
Lebensohl	
Michael's cue-bid	
Leaping Michaels	
3 <sup>rd</sup> - 4 <sup>th</sup> suit forcing	
1X-1Y-1Z-2♣ = weak with ♦ or invitative	
1X-1Y-1Z-2♦ = Forcing Game	
Walsh 1♣-1♦-1ST = Balance	
1X-1♥/♠-2ST-3♣ = Check Back	
SPECIAL FORCING PASS SEQUENCES	
Standard, no special agreements	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CARDS	NE G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	(11) 12-22	1♣ - 2♣ = 6-9PH, 1♣ - 3♣ = 10-12PH Respond 1♥/♠ may have longer ♦ if weak hand 1♣ - 2♦/♥/♠ = 2-6PH, 6+ 1/2/3NT = 6-10, 11-12, 13-15 1♣ - 3♦/♥/♠ = 2-7PH, 7+	1♣ - p - 1♦ - p - INT = May be 4M or both. 1♣ - p - 1♥/♠ - p - INT we play XYZ, 3♣ Stop 1♣ - (Double) - 2NT = weak raise 1♣ - (Double/S) - 3m = game try 1♣ - 1X - 1Y we play XYZ	
1♦		3	4♥	(11) 12-22	Same as over 1♣	1♦ - (Double) - 2NT = weak raise 1♦ - (Double/S) - 3m = game try	
1♥		5	4♥	(11) 12-22	Jump support weaker than simple rise INT = Natural; 2NT = Jacoby 11+PH 1♥/♠ - 3♣/♥/♦ = 2-7PH, 7+ 1♥ - 3♠ = SPL; 1♥-3NT = Natural 13-15	1♥ - p - 2NT - p - 3♣ = weak or Singleton. 1♥ - p - 2NT - p - 3♦ = Singleton. 1♥ - p - 2NT - p - 3♥ = Strong. 1♥ - p - 2NT - p - 4♣/♦ = 5/5 Strong.	
1♠		5	4♥	(11) 12-22	Same as over 1♥ 1♠ - 4♣/♦/♥ = SPL.	Same as over 1♥	
INT				(14) 15-17 Balanced 5m+22, 6m+22 - OK	2♣ = STAY; 2♦/♥/♠/3♣ = TRF 3♦/♥/♠ = strong; 6 slam try 4♣ = 5/5+♥+♠; 4♦/♥ = TRF 6+ cards	INT - p - 2♣ - p - 2NT/3♣ = both majors. After major transfer new suit is natural, GF INT - p - 2♠ - p - 3♣ - p - 3♦ = minors strong. After minor transfer new suit is short, GF	
2♣	X	0		Kokish. Strong in ♥/♠. if balanced 23+ or any FG.	2♦ = negative 2♥/♠/3♣/♦ = Natural 8+PH. good suit. 2NT = Natural 8+PH balance.	2♣ - p - 2♦ - p - 2NT = 23-24PH balance. 2♣ - p - 2♦ - p - 2♥ = nat. or 25+ PH balance.	
2♦	X	5		Weak ♦ 6-10	2NT = Asking 2♥/♠/3♣ = Natural, forcing	2♦ - 2NT - 3♦ = min. 2♦ - 2NT - 3♥/♠/♣ = Honor max.	May be very weak in 3rd, Sound in 4th
2♥/♠	X	5		Weak 6-10	Same as over 2♦	Same as over 2♦	Same as over 2♦
2NT				(19) 20-22 Balanced 5M+32, 5m+22, 6m+32 - OK	3♣ = STAY; 3♦/♥ = TRF 3♠ = to 3NT 4♣ = mayors 4♦/♥ = TRF 6+ cards	2NT - 3♦/♥ - 3♠ = fit; 3NT = no fit 2NT - p - 3NT - p - 4♣/♦ Trf minor. 2NT - p - 3NT - p - 4♥/♠ singleton.	
3♣/3♦		(6) 7		PRE (5) 6-10 (19/20)	New suit is natural 5+ and FG	After opp's double new suit is NF, L/D	May be very weak in 3rd, Sound in 4th
3♥/3♠		(6) 7		PRE (5) 6-10 (19/20)	New suit at 4 level = CTRL 3♥-3♠ = NAT 5+ FG	After opp's double new suit is NF, L/D	
3NT	X			Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6♠-P/C; 4M = to play; 4♥ = asks for singl. 4NT = asks for extra length	3NT - 4♦ - 4♥/♠ = short = 4NT no short; = 5♣/♦ short in other minor	
4♣	X	(7) 8		Solid 7/8 card ♥ suit	4♦ = asks for lateral Honour		
4♦	X	(7) 8		Solid 7/8 card ♠ suit	4♥ = asks for lateral Honour		
4♥/♠	X	(7) 8		preemptive	New suit Ctrl.		
4NT	X	5-5		5+♥/♠+♦			
5♣/♦		(8) 9		preemptive			
<b>HIGH LEVEL BIDDING</b>							
						RKCB 14 / 03 / 2-O / 2+ O. Cue bid Control 1&2, Splinter.	
						Josephine, Exclusion BW	
						PODI, PORL	