

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level lead directing, seldom 4 card suit.
2 level sound.
Responses: Cue bid 11+ with/without support, new suit forcing 1, Jump cue=mixed raise 7-9 hcp, jump new=fit bid, 2support=8-10, Jump support=2-7
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15/17
Reopening 11-14 (1x)-pass-(1y)-1NT shows the other 2 suits.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2-3 weak (5-10HCP)
2nt Michaels
Reopen: positive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cuebid
Jump cuebid shows a long solid minor over 1 major opening
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: double 5m+4M, multi landy.
Weak (less than 15HCP): x opening values, multi landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels, sound doubles, direct cuebid over 2M, 3M=minors 2NT= 16-18 2M -X-(pass)-2NT = lebensohl.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 10+ penalty interest (creates a forcing pass)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 3 5	1 3 5	
NT	2 4	1 3 5	
Subseq	attitude	attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude	Ask attitude	
King	Asks count, AK or KQ	AKJ, KQJ, KQ10 unbl/count	
Queen	Asks attitude QJx, KQx	QJ10, QJ9, KQx	
Jack	J10, KJ10	J10, KJ10, AJ10	
10	109, H109	H109	
9	9x	109	
Hi-X	xx	xx	
Lo-X	xxx or xxxxx	xxx or xxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (count on K)	Count	Attitude
Suit 2	Suit preference	Suit preference	Count
3			
1	Attitude /count	Count	Attitude
NT 2	Suit preference	Suit preference	Count
3			
Signals (including Trumps):			
low=enc, trump suit preference. Hi-low even			
Reverse Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles, natural responses.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX if we can bid responder's suit at 2 level. If not 15+			

EBL CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SPAIN
<b>PLAYERS:</b> Ramon Gómez-Pedro Gonçalves
<b>EVENT:</b> 16 <sup>th</sup> World Bridge Games
<b>SYSTEM SUMMARY</b>
Best minor, 5 card major, 2/1, 1NT Semiforcing, multi, 2H/S muiderberg (5-10HCP 5M+4(5)m), UDA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D Multi, and 2M Muiderberg (5-10HCP 5M+4(5)m)
<b>SPECIAL FORCING PASS SEQUENCES</b>
In game forcing situations
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rare

				Ramon Gómez-Pedro Gonçalves			
OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Best minor	Inverted minors, Walsh club, 2♦=8-10 support, 2♥=5(6)♠+4(5)♥ 7-9hcp, 2♠= Invitational with ♦	After 1D, 1NT balanced and 1M unbalanced, 2 way check back	Same
1♦		3	4♠	Best minor	Inverted minors, Walsh club, 3♣=8-10 support, 2♥=5(6)♠+4(5)♥ 7-9hcp, 2♠= Invitational with ♣	2 way check back	Same
1♥		5(4)	4♠	5+	2/1GF, 1NT SF, 3x weak (2-5HCP), 2NT Jacoby, 3NT=balanced with support, 4x=Splinter	After Jacoby, 3♣ strong natural or just to play game, 3 other suit strong natural, 4x=Splinter	2♣= Drury 3c support, 2♦= Drury 4c support. 2NT=minors
1♠		5(4)	4♠	5+	Same as 1H (4♥ to play)	Same as 1H	Same as 1♥
1NT				15/17 5 card major o 6 minor possible	Stayman, all trasnfers, Smolen, 4♣=Majors, 4♦/♥=texas		
2♣	x		4♠	Semi forcing or plus one suiter, or balanced 22-24 or GF 5♣-4M, or GF 5+M-4+m	2D relais, other suit natural positive.	2NT second relais	
2♦	x		4♠	Weak in a major (5-10HCP), bal 25-26, GF with 5d+4M, or GF long minor	2M pass or correct, 2NT asks, 3♥=Preemptive 3 level, 3♠=Natural invitational	After 2NT, 3♣ min H, 3♦ min S, 3♥ max ♠, 3♠ max H.	
2♥	x		4♠	5H+(4)5m 5-10HCP	2NT asks, 3♣=P/C, 3♦=Nat F1	After 2NT, 3♣ min ♣, 3♦ min ♦, 3♥ max ♣, 3♠ max ♦.	
2♠	x		4♠	5S+(4)5m (5-10HCP)	2NT asks, 3♣=P/C, 3♦=Nat F1	After 2NT, 3C min C, 3♦ min ♦, 3♥ max ♣, 3♠ max ♦.	
2NT				(semi)balance 20 21, possible 5card major or 6 minor	Puppet stayam, transfer.		
3♣		7(6)		Preemptive (5-10HCP)	Natural		
3♦		7(6)		Preemptive (5-10HCP)	Natural		
3♥		7(6)		Preemptive (5-10HCP)	Natural		
3♠		7(6)		Preemptive (5-10HCP)	Natural		
3NT	x	7		Gambling	4♣ pass or correct, 4♣ asks singleton, 4NT=asks number of cards		
4♣		7(6)		Preemptive (5-10HCP)	Natural		
4♦		7(6)		Preemptive (5-10HCP)	Natural		
4♥		7(6)		Preemptive (5-10HCP)	Natural		
4♠		7(6)		Preemptive (5-10HCP)	Natural		
4NT	x	6 6		Preemptive (5-10HCP)	Natural		
5♣		8(7)		Preemptive (5-10HCP)	Natural	<b>HIGH LEVEL BIDDING</b>	
5♦		8(7)		Preemptive (5-10HCP)	Natural	4NT 5 keys blackwood 14/30/2/2+Q. 6x=2+void. 5NT asks for first king.	
5♥		8(7)		Preemptive (5-10HCP)	Natural	Double jump exclusion blackwood (0,1,2,3 responses)	
5♠		8(7)		Preemptive (5-10HCP)	Natural		