


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Aggressive
Level 1 = 6-16 ; Level 2 (2 nd)= 10-18 ; level 2 (4 th) = 6-16
Reponses: Jump Raise = Preemptive
Cue-Bid = inv.+ with fit or any GF
New Suit (major) = Forcing
New Suit (minor) = Non-Forcing
Jump shift = Fit bid
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live = 14+ - 18 - System on, special over major
Balancing = 10+ - 14 - System on, special over major
4 th live (passed hand) = 2 Suiter with the unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Level 2 = (5)6+ cards, 4-10 (or 4-13 if partner is a passed hand)
2NT = Modified Unusual NT
Reopen:
Single Jump in Suit = 6+ cards, 14-17
2NT = 16-18
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = H/S or OM/m
Jump Cue Bid = Asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X =top of range+
2C = 4H+/4S+ ; 2D = 6M+; 2H = 5H/4m+ ; 2S = 5S/4m+ ; 2NT = m/m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3 Level Cue bid = Asks stopper
Jump in a minor = m/OM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C – same as vs strong 1NT, 1NT = 6m+;X=mm; 1 level = natural
OVER OPPONENTS' TAKEOUT DOUBLE
vs 1M - (X) – 2 lvl = Transfers; 2NT = inv+ 4card sup.; Jump = fitbid

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/2/4	1/3/5	
Subseq	1/3/5 or att	1/3/5 or att	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ(x), AKx(x), A(x);	Same	
King	AKJ10(x), KQx(x), K(x), KQ, AK;	Same	
Queen	Q(x), QJx(x)	Same	
Jack	J10x(x),A/K J10x(x), J(x), J10	Same	
10	109x(x), 10(x), A/K/Q109x(x)	Same	
9	K109(x),Q109(x), 9(x)	same	
Hi-X	xx	xxxx, xxx, xx	
Lo-X	xxx(x), Hxx(x)	H10xx or better	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count or suit pref.	O/E
Suit 2	Count		Count or suit pref.
3	Suit pref.		
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps): UDCA, O/E discards, Trump is suit pref.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style = sound			
vs (1S) - X - (P) – 1NT = lebensohl			
Jump in a major = 8-10			
cue bid = inv+ in a major or any GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
vs 1C-(1D) – X= 4H			
Negative doubles up to 7H			

EBL CONVENTION CARD
Category: Green
Portugal

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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
5 card Major
1NT = 15-17
1C = 3+ cards
1D = 3+ cards (4+ cards, except 4432)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
3 rd seat openings – Very aggressive, 1M opening may have 4 cards.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11 - 21 HCP	1♦=5+ pts; 3+ cards, 1♥/♠ = 5+ pts, 3+ cards, may have longer diamonds, if not inv+; INT=7-10pts; 2♣=5+cards inv+; 2♦= art. 5+card♣, 7-9pts; 2♥=5♠/4+♥, 6-9pts 2♠=5♠/4+♥, 9-11pts; 2NT=10-12;	New suit by opener shows unbalanced hand. NT rebids may hide majors. After 1NT rebid, 2♣ forces 2♦. Any invitational bid starts with 2♣. Any reverse or jump is GF. 1♠ response followed by 2♥ is also GF (5♠/4♥). 2♦ is GF any.	After opp. Dbl: Strength of support rises in the sequence 2NT, 3m, 2m
1♦		3	7♥	11 - 21 HCP	1♥/♠ = 5+ pts, 3+ cards, may have longer diamonds, if not inv+; INT=7-10pts; 2♣=4+cards GF; 2♦= 5+cards inv+; 2♥=5♠/4+♥, 6-9pts 2♠=5♠/4+♥, 9-11pts; 2NT=10-12; 3♣= art. 5+card♦, 7-9pts;		
1♥		5	7♦	11 - 21 HCP	1♠ = 5+ pts; 4+ cards; INT=nf; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=6-10pts 2♠=6+♠s 0-4pts; 2NT=gf 4+♥; 3♣=7-9 4+♥; 3♦=10-11 with 4+♥; 3♥=0-6pts 4+♥; 3NT=12-15 3♥	After 1NT rebid, 2♣ forces 2♦. Any invitational bid starts with 2♣. Any reverse or jump is GF. 2♦ is GF any. After 1NT response, 2♣ shows 2+ and 2♦ 3+. After 2/1 2♠ shows no extras, any 3 level rebid shows extras.	After opp. Dbl: 1♠=nat. forcing; transfers starting in 1NT(♣); transfer to opening suit=good support; single raise= weak 3 card support; 2NT=inv+ with 4 card support; In 3 rd and 4 th : 4+ card support may change to splinters or fit bids whenever the playing strength may justify not using drury; 2♣=drury; other 2/1=misfit NF; 1NT=semi-forcing
1♠		5	7♥	11 - 21 HCP	INT=nf; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=5+cards GF; 2♠=6-10pts; 2NT=gf 4+♠; 3♣=7-9 4+♠; 3♦=10-11 with 4+♥ 3♠=0-6pts 4+♠; 3NT=12-15 3♠	After 1NT response, 2♣ shows 2+ and 2♦ 4+. After 2/1 any 3 level rebid shows extras.	
INT				15 - 17 HCP bal.*	2♣=Stayman; 2♦/♥=transf., 2♠=♣; 2NT=♦; 3♣=weak m/m; 3♦=strong m/m; 3♥/♠=singl. and 5m/4m; 4♣=Maj.; 4♦/♥= transf.	After 1NT-2♣-2♦, 2♥=weak pass/correct; 2♠=sign-off; 3♥/♠=Smolen; 4♦/♥= transf.	After opp. overcall: 3 level transfers, lebensohl style
2♣	x			GF, or long major with 4/5 losers.	2♦= waiting; 2♥/♠/3♣/♦= 5+cards with 2big Honors	2NT rebid is GF unlimited; after 2♦/♥, jump in a major is NF; all other rebids are Nat GF	
2♦		(5)6		2-10	All natural forcing 1		
2♥		(5)6		2-10	All natural forcing 1		
2♠		(5)6		2-10			
2NT				20 - 22 HCP bal.*	3♣=Mod. Puppet; 3♦/♥=Transfer; 3♠=strong minor 2-suiter; 3NT=forces 4♣ (♣ or ♦strong); 4♣=majors; 4♦/♥= transf.; 4♠=BW; 4NT=quantitative;	After 3♦/♥: accepting transfer= misfit; 3NT=3card support; 4x=control with 4card support; Jump accepting=min. 4 card support	
3x		5		Pre-empt, depends on Vul./Pos.	New suit Nat. Fl		
3NT	x	7		Solid minor, no stoppers 1 st -3 rd	4♣=pass/correct; 4♦=singleton asking;		
4♣				Pre-empt, depends on Vul./Pos.	4♦=RKCB; 4M to play		
4♦				Pre-empt, depends on Vul./Pos.	4M to play; 4NT=RKCB		
4♥				Pre-empt, depends on Vul./Pos.	4♠= RKCB; 4NT=♠control; 5m=control		
4♠				Pre-empt, depends on Vul./Pos.	4NT= RKCB ; 5m=control		
bal.* = could have 5M or 6m, and may have singleton						HIGH LEVEL BIDDING	
						RKCB through Kickback Control bids(1 st & 2 nd round) are shown up the line, 4NT replaces kickback suit Exclusion RKCB A Jump to 5NT=pick slam	