


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 GF asking stopper
New Suit = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live = 14 ⁺ - 17 - System on
Balancing = 11 ⁺ - 14 - System on
4 th live (passed hand) = 2 Suiter with the unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump in suit = weak
Very aggressive NV vs Vul.
2NT shows both lower suits. - Unusual NT
Reopen: 6 cards 11-14
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = H/S or OM/m
(except: 1♣-2♣ = Nat; 1♠-2♦ = Majors)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = 4H ⁺ /4S ⁺ ; 2D = 6M ⁺ ; 2H = 5H/4m ⁺ ; 2S = 5S/4m ⁺ ; 2NT = m/m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL t/o until 4♥. Natural bids.
Cue in minor = M/M
Cue in major = OM/m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL majors, 1NT minors.
Other bids are natural. very light NV vs Vul
OVER OPPONENTS' TAKEOUT DOUBLE
Support RDBL.
RDBL shows 10+HCP
bid majors shows 5 cards, forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	135	135	
NT	135(4th if 3rd compromises)	135(4th if 3rd compromises)	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	same	
King	AK, KQJ, KQTx, Kx	same	
Queen	QJT, QJ9, Qx	same	
Jack	JTx, KJT	same	
10	Tx, T9x, KT98, QT98	same	
9	9x, 987	same	
Hi-X	xx, x	same	
Lo-X	xxx(x)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count or suit pref.	Odd/Even
Suit 2	Count		Count or suit pref.
3	Suit pref.		
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
UDCA			
Odd/Even discards: odd = encouraging, even = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style = sound			
Jump in a major = 8-10			
cue bid = inv+ in a major or any GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL , RDBL. Lead indicating DBL			
When our 1nt is DBL, RDBL=singlesuit sign off (forces 2♣)			

EBL CONVENTION CARD
Category: Green
Portugal

Carolina Pimenta Miguel Ferreira
2017 European U26 Bridge Team Championship, Slovakia
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
5 card Major
1NT = 15-17
1♣ = 3+ cards
1♦ = 3+ cards (4+ cards, except 4432)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥/♠ = 5M/4m ⁺ , 2-10
2♦ = (5)6 M, 2-10
2♣ = any GF, or strong in a major
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	4♥	11 - 21 HCP	1♦=5+ pts; 3+ cards, 1♥/♠ = 5+ pts, 4+ cards, may have longer diamonds, if not inv+; INT=8-10pts; 2♣=5+cards inv+; 2♦= art. 5+card♣, 7-9pts; 2♥/♠=weak; 2NT=11-12;	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♦		3	4♥	11 - 21 HCP	1♥/♠ = 5+ pts, 4+ cards; INT=6-10pts; 2♣=4+cards GF; 2♦= 5+cards inv+; 2♥/♠=weak; 2NT=10-12; 3♣= art. 5+card♦, 7-9pts;		
1♥		5	4♦	11 - 21 HCP	1♠ = 5+ pts; 4+ cards; INT=F1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=6-9pts; 2♠=6+♠s 0-4pts; 2NT=GF 4+♥; 3♣=7-9 with 4+♥; 3♦= inv 4+♥; 3♥=0-6pts 4+♥;	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.	
1♠		5	4♥	11 - 21 HCP	INT=F1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=5+cards GF; 2♠=6-9pts; 2NT=GF 4+♠; 3♣=7-9 with 4+♥; 3♦=inv 4+♠; 3♠=0-6pts 4+♠;		
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;	
2♣	x			GF, or long major with 4/5 losers.	2♦= relay; bidding suit shows 5cards w/2HC		
2♦	x	(5)6		Weak long major, 4-10pts; or 22-23 bal.	2♥=pass/correct; 2♠=pass/correct 3+♥; 2NT= art. strong; 3♣/♦=Nat. NF; 3♥=pass/correct; 3♠=pass/correct; 4♥=pass/correct;	NT rebid is 22-23 bal.;	
2♥	x	5		Weak (5♥ and 4+m) 4-10pts	2♠=Nat. NF; 2NT=art. Strong; 3♣=pass/correct; 3♦=inv with M support; 3M=pre-empt; 3OM=Nat. inv; 3NT=to play		
2♠	x	5		Weak (5♠ and 4+m) 4-10pts			
2NT				20 - 21 HCP bal.*	3♣=Mod. Puppet; 3♦/♥=Transfer; 3♠=strong minor 2-suiter; 3NT=to play; 4♣=Major 2-suiter; 4♦/♥= transf.; 4NT=quantitative;		
3x		6		Preempt, 6/7 cards	new suit F1		
3NT	x	7		7 cards minor suit AKQJTx	4♣ pass or correct; 4D GF; 4H/S to play		
4x		7		Preempt 7/8 cards	4M to play; 5m to play		
bal.* = could have 5M or 6m						HIGH LEVEL BIDDING	
						Control bids(1 st & 2 nd round) are shown up the line, 4NT replaces kickback suit Exclusion RKCB	