

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/ 2 Level; Reopening)
1-level: wide-range, may be 4 good cards; 2-level: good
New suit F1 if 1/3 level, CONST if 2 level; WJS after minor overcall
After [1m] – 1M: 1NT = 8-13HCP; 2m = fit 11+ or no fit 14+;
2NT = fit4, 14+; 3m = fit4, 11-13; 3om = fit4, 8-10
After [1m] – p – 1M: 1NT = 9-12HCP; 2m = as above; 2NT = 13-15;
3m = as above; 3om = fit jump; 3NT = short M, 16-17HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-17; Sandwich : 16-18; Reopening : 10-13 (11-16 over 1 ♠),
next steps: 14-16, 17-19, 20-21;
Over all 1NT: 1NT system on; Over all 2NT: 2NT system on
[1m]-[2m NF]-2NT=16-18; [1m]-[2m F]-2NT=om+♥; [1M]-[2M]-
2NT/3♣=6+♣/♦, 3♦=6+OM good, 3M=5OM5m, 4♣/♦=ms NF/FG
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (wide-range, may have an opening with PH partner) (+Ogust)
New suit F1; Ghestem (see details below)
Reopen: 2 level: 6 cards, 13-16HCP; 3 level: 7 cards, 13-16HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem; [1♣] – 2♣ = 54Ms; [1m] – 2♦ = Ms, 2NT = om+♥, 3♣ =
om+♠; [1M] – 2M=♣+OM, 2NT = ms, 3♣=♦+OM;
After Ghestem: first bid that is not one of the 2 suits = relay
[1x] – 3x asks for stopper (if not Ghestem)
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong : x=m5+M4; 2♣=at least 54Ms; 2♦=M6; 2M=M5,m4+;
2NT=at least 55ms
Weak/Reop/PH : same but x = 1) 14+HCP with a tendency towards
T/O for the majors or 2) a strong hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
[2M] – 3M = at least 55ms and opening values / independent minor
[2M] – 4M = STR ms (max 3 losers), 4NT = distributional ms
[3m or 1/2m-3m] – 4♣ = Ms, 4♦ = om+M; [2/3M] – 4m = m+OM
[3m] – 4♣ – 4♦ = equal Ms or S/T in ♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
[1♣] – x = 44/54Ms 11+HCP or 18+, 1NT = min 5♣4♦, 2 level
as over 1NT opening (but all 2-suiters are 55)
[2♣] – x=ms/Ms, 2♦=♣+♥/♦+♠, 2NT=♣+♠/♦+♥
OVER OPPONENTS' TAKEOUT DOUBLE
1M – [x] – 1NT = fit CONST, 2x = NF, 3x = fit jump, 2NT = fit4
INV+ (same on O/C); 1♦ – [x] – 2NT = fit WK, 3♦ = fit CONST
1♣ – [x] – 2NT = min 5♣4♦ 6-9HCP, 3♣ = 6♣ (5)6-9HCP; 2♦ –
[x] – p = ♦, 2♥ = P/C, xx = own 6M+short OM; 1NT – [penalty x] –
bid = to play, xx = 2suits; 1NT – [other x] – sys on; other xx = points

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	STD CT
NT	2/4; highest from xx, xxx	STD CT
Subseq	Low = ENC	STD CT
Other: original 4 th best when winning the lead and returning		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AK(+)
King	AK, KQ(+), Kx	KQ(+), AKJT(+) (UB Q)
Queen	QJ(+), Qx	QJ(+), KQT9(+), KQJT(+) (UB J/A)
Jack	JT(+), Jx, KJT(+)	JT(+), KJT(+), AJT(+)
10	109(+), 10x, H109(+)	109(+), H109(+), AQ109(+)
9	H9x	9x, 9xx, H9x
Hi-X	HXx, xX, xX(+)	HXx, Xx, Xxx, xXxx(+)
Lo-X	HxxX(+), xX	HxxX(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	S/P	Low = ENC
Suit 2	S/P	CT when necessary	
3	CT (Low = E)		
1	Low = ENC	S/P	Low = ENC
NT 2	S/P	CT when necessary	
3	CT (Low = E)		

Signals (including Trumps): S/P on trumps

Lavinthal when discarding from a suit with no future; Lavinthal on the order of cashing high cards

REV Smith vs NT (Low = ENC from both hands, revert to S/P if not needed)

DOUBLES

Doubles usually mean: T/O, extras, invitational values, desire to compete

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: normal to light; Reopening: normal to light

[1m] – x – 2m = 44Ms 8-10HCP / 4M INV / FG; [1M] – x – 2M = 11+HCP

[1x] – x – jump to 2M = 5M, 8-10HCP (1M can have up to 10HCP)

[2M] – x – 2NT = relay; [2M] – x – 2/3other = S/O; [2M] – x – 4m = FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

NEG x through 4♥(after that x = card showing, can be removed with shape)

SUPP x through 3♠(not worst hand / 2 level, ~15+ / 3 level, ~18+ / 4 level)

Thrupp x: x asks for a stopper for 3NT when there is no room to ask

Snapdragon x: after each player bids a suit, the player in 4th pos doubles to show 5 cards in the 4th suit and tolerance for partner's suit

Future x: x-ing 3♠ over our ♥ or 4♥ over our ♠ = bid game but don't bid 5

Over weak/strong Bergen: x = T/O / L/D; Responsive x; Anti-lead x when they cue-bid one of our suits (meaning "I want another lead")

EBL CONVENTION CARD
CATEGORY: Green
NCBO: ROMANIA
PLAYERS: Mihaela <u>Balint</u> – Bogdan <u>Marina</u>
EVENT: Mixed Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = nat / 11-14 bal / 18-19 bal / 22-23 bal
5+M (semi-F 1NT), 5(4)+♦, 2/1 FG
1NT = 15-17 bal, 2NT = 20-21 bal (M5, m6 possible)
2♣ FG, 2♦ multi (weak M or 24-25 bal), 2M weak M+m
(promises 5-5 in 1 st /2 nd seat), 3NT gambling in 1 st /2 nd seat
1-level overcalls: wide-range; may overcall beautiful 4 cards
Wide-range 3 rd hand pre-empts
3 rd hand openings: may be very light; may open 4 card M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi; 2M weak M+m; 3NT gambling
1♣ – 1♦ = 0-7hcp or less than FG with ♦
Transfers after 1♣ – [x/1♦/1♥] and after 1♦ – [1♥]
As UPH switch red suits after 1m – [1♠] (2♦ = ♥, 2♥ = ♦)
After 1x – 1M – 1NT, 1x – 1♥ – 1♠: 2♣ asks 2♦, 2♦ = ART FG
After 1M – 1NT, 1♥ – 1♠: Gazzilli; Ghestem 2-suiters
SPECIAL FORCING PASS SEQUENCES
After a FG bid (2♣ opening, 2/1, XYZ 2♦, Jacoby 2NT, FG cue, limit+ bid followed by one of us showing extras, etc.)
After a limit+ bid if they bid to the 5 level
[3 rd hand 2M/3M] – x – [4M]; 1x – [5y]; [some y] – x – [5y]
1x – [x] – xx = F2NT; 1NT – [non-penalty x] – xx = F2NT
1NT – [2m = Ms] – 2M – [3M/OM]
When the bidding is below the level imposed by our raise
IMPORTANT NOTES
1♥ – 1♠ – 2m/♥ – 3♥ = FG; [1♠] – x – 2NT/3♥ = inv with 4♥/5♥
1m – [2♥] – 2♠ = NF; 1x – [overcall] – 2♥ – 3♥ = FG, extras
When opener showed 6 cards 2NT = F (+Ogust)
Transfers after 1m – [2♣] and after 1♣ – [3♣]
1m – [1NT] – 2♣ = at least 44Ms; 1M – [1NT] – 2♣ = 5OM
In comp resp's 2 nd bid (2/3 level) in a lower suit than his 1 st = NF
1x – 1M – 2M – 2NT = asking (+3344 answers)
1♦ – 2♣ – 2♦ – 2M – 3NT = 4M + OM stopper
1NT – 2♦/♥ – 2♥/♠ – 2NT = F
PSYCHICS: Very rare (no specific positions)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL FORBIDDEN				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		nat / 11-14bal / 18-19bal / 22-23bal	1♦=nat(not FG) or 0-7; 1M=7+; 1NT=8-10bal; 2♣=natF1; 2♦=natFG; 2♥= min 54ms INV; 2♠/2NT = bal INV3NT; 3♦=6♦ INV good suit	1♣-1♦-1M=3+M, 1/2NT=18-19/22-23 bal, 2♦=FG; 1♣-1M- 2NT=balFG, 2♦=3+M FG; 1♣-1NT-2♦=FG; 1♣-2♣-2♦= min, 2M=vals FG, 2NT=balFG, 3NT=18-19 with 2♣; 1♣-2♥-2♠relay-2NT=5422max, 3♣=55min, 3♦=55max, 3♥=31(54), 3♠=13(54)	1♣-[x/1R]-1♦/♥=4-5♥/♠, 1♠=♦, 2♣=F1, 2♦/♥=6♥/♠, 2♠=6♠ INV 1m-[1♠]-ifnotPH- 2♣=natF1, 2♦ =♥, 2♥=♦, 2♠=balFG PH 2/1 positiveNF; only simple CB by PH (always 2♣)
1♦		4		5♦ or 4♦ unbal	2♦=min5♠4♥ WK; 2♥= 4+♦ F1; 2♠=min5♠4♥ INV; 2NT=bal INV3NT; 3♣=6♣ INV good suit	1♦-2♥-2♠=FG inappropriate for NT, 2NT=FG, 3♦=min	
1♥		5			1NT=semiF; 2♥=8-10; 2♠=5♠3♥ INV; 2NT=fit4 16+; 3♣/ 3♦=fit3/fit4 INV; 3NT=fit4 12-15bal; SPL=10-14 3+ctrls 3♥=nat INV, 4♥=to play	1M-2NT-3x=short, 4x=5M5x good x; G/T with min xxx in the suit; Gazzilli; unserious 3NT on good fit at 3 rd level or on 9 cards fit	Rev Drury (2♦=opening, 2M=less) 1M-[O/C]-2NT=fit3INV+, cue=fit4 INV/ S/T, 3NT=fit4 game, fit jumps
1♠		5					
INT				15-17	Stayman; 4 xfers(2NT->♦); 3♣=55msWK; 3♦=55msFG; 3♥=31(54); 3♠=13(54); 4♣=Ms; 4R=xfer; 4♠=44msQuant	1NT-2♣-2R-2♥=5♥4♠ INV, 2♠=5♠ INV; 1NT-2♣-2NT/3♣ =44Ms min/max(+xfers); 1NT-2♦-2♥-2♠=any INV; 1NT-2R -2NT=fit4max, 3M=fit4 good min, other=fit4 max Jx here; 1NT-2♠/NT-3m-reversed singletons(♥<->♠, ♣->NT)	1NT-[2m=Ms]-2♥/♠=♣/♦ INV+, 2NT= msWK, 3m=S/O, 3M=as1NT-3M; 1NT- [2♦=M6]-x=T/Ofrom♠, 3m/M =om/OM; 1NT-[2M]-3M/3NT=5OM wo/w stop, 3OM=3OM54ms;1NT-[3m]-as 2NT-[3m]
2♣	√			FG	2♦=0-2/5+ctrls; 2M/3m=good suit 3-4ctrls; 2NT=3-4ctrls	2♣-2NT-3NT(+Stayman, xfers), 4NT=to play	2♣-[O/C]-p=4+, x=0-3, other=good suit
2♦	√			M6 4-10 /	2/3M=P/C; 2NT=relay; 4♣=xfer your M; 4d=bid your M	2♦-2NT-3♣=max, 3♦=♥min, 3♥=♠min	
				24-25 bal		2♦-2NT-3♣-3♦-3M=6OM	
2♥	√	5		♥+m(55 in 1 st /2 nd)	2♠=NF; 2NT=relay; 3♣=P/C; 3♦=♥INV; 3♠=♠INV	2♥-2NT-3m=m min, 3♥/♠=♣/♦ max	
2♠	√	5		♠+m (as above)	3♥=CONST; 4♥=to play; rest=as above	As above	
2NT				20-21	3♣=Muppet; 3R=xfer; 3♠->3NT; 3NT=to play; 4 th level=as on 1NT	2NT-3♣-3♦=M4, 3♥=noM4 (+ 3♠=5♠4♥), 3♠/NT=5♠/♥; 2NT-3♠-3NT-4m=m S/T, 4M=55ms short M	2NT-[3♣]-x=bal wo4M, 3♦=Stayman, 3M=OM; 2NT-[3♦]-3M=OM
3♣		6		4-10	New suit F1; 4♦=fit S/T; 4M=to play		
3♦		6		4-10	New suit F1; 4♣=fit S/T; 4M=to play		
3♥		6		4-10	3♠=F1; 4m=cue; 4♠/5m=asking for control		
3♠		6		4-10	4m=cue; 4♥=to play		
3NT	√			Gambling wo stop (1 st /2 nd)	4/5♣=P/C; 4♦=singleton ask; 4NT=J of trumps ask	3NT-4♦-4NT=7222, 4M/5m=single M/om	
4♣		7		4-10	4♦=cue; 4M=to play		
4♦		7		4-10	New suit=to play		
4♥		7		4-10	4♠/5m=asking for control	4♥-5m-5NT=K m, 6♥=single m, 6m= 1 st round ctrl	
4♠		7		4-10	5any=asking for control	As above	
4NT						HIGH LEVEL BIDDING	
5♣		8				RKCB 14/30; Exclusion answers: 0,1,2,3; 5NT=even KC+void, 6x=odd KC+void x; DOPI, ROPI, DEPO	
5♦		8				Answers to Q ask: no, yes + 0/2Kings, yes and K in suit bid	
5♥		8				First available step asks for Kings: 0,1,2; If instead we bid a suit, we need control in that suit to play 7	
5♠		8				If 5NT is not asking for Kings, then it's "pick a slam"	
						Josephine	

Game Forcing sequences after 1♣ opening

1♣-1♦-2♦	2♥=5+ 2♠=0-4 2NT->3♥=xfers, 0-4	1♣-1M-2♦	2♥=4M 7=10 (then on 2NT 3♥=44Ms) 2♠/NT=4/5M 11+ 3m=5m4M 7-10 3♥=5M unbal 7-10 (3♠ ask: no/lo/mid/hi) 3♠/NT=5/6M bal 7-10 4x=SPL with 6M 7-10	1♣-1NT-2♦	2M=(32)44 with 3M 2NT=33(43) 3m=5m
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Invitational and Game Forcing sequences after 1♦ opening

1♦-2♥	2♠=FG inappropriate for NT 2NT=FG	2NT=relay(answers as below) 3♣/M=single 3♦=no single, 15+ 3NT=no single, <15	1♦-1M	2NT=15-17, NT oriented 3♦=6+ good ♦, 15-17	1♦-1NT	2NT=0-1♣, 15-17 3♦=6+ good ♦, 15-17
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Gazzilli

1♠-1NT-2♣	2♦=8+ other=7-	2♠=11-15 with ♠+♣ 2♥=3+♥ 16+ (2NT ask: 3♥=4♥, 3♠=6♠no4♥) other=natural 16+	1♥-1♠-2♣	2♦=8+ other=7-	2♥=11-15 with ♥+♣ 2♠=3♠, 16+ (2NT asks to describe further) 3♠=4♠, 17+ (14-16 bids 3♠ before) 2NT=2533, 17-20 other=natural 16+	1M-1NT-2NT or 1♥-1♠-2NT	3♣=relay 3♦=6M4♦, 16+ 3♥=6M4♣, 16+ 3♠=5M5♦, 16+ 3NT=5M5♣, 16+
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Checkback

1x-1♥-1♠	2♣(xyz) 2♦=denies a STR hand 2♥=single ♥ WK	1m-1M-1♠/NT	2NT(->3♣)	3♣ 3♦=5M4m single om 3♥=5M4m single OM 3♠=4M5m single om 3NT=4M5m single OM	1x-1M-1♠/NT	3M=6M S/T 3other=55 S/T (min 14+ good suits)
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After we double their opening

[1m]-x	1M=max 10HCP (w 44Ms 0-4/5+ start with 1♠/♥) 2M=5M 8-10 2m=44Ms 8-10HCP/4M INV/any FG [2m]-x=2 suits	2♠ over 1♥=6♠/5♠4♥ F1 3m=fit4 FG 3M=fit5 INV	[1M]-x	2M=11+ [2M]-x=responsive (may have 5OM) [2M]-2NT=choose m (may have 4OM)	OM on min level=4OM NF 2NT/3m=nat FG 3M/3NT=STR 5+OM wo/w stop 2NT=choose m(+show 5OM as below) 3m/3NT=to play 3M=asking for stop 3OM=STR 5+OM 3m-3OM=4OM INV 3m-3M/NT=4OM FG wo/w stop 3M/OM=as above	[2M]-x	2NT=relay 3x=to play 4m=nat FG	3♣=4OM min 3♦=no 4OM max 3M/NT=4OM wo/w stop 3OM=STR 5+OM
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Defense against other 2-level openings and 2-suited overcalls

[2♦ multi]	x=4+♥ or STR hand x then non-jump ♠=cue 3M=6+M 14-16 4m=5+♥5+m FG pass then x=4+♠ pass then 2NT=ms pass then 4m=5+♠5+m FG	[2NT minors]	x=T/O 3♣=Ms 13-16 3♦=Ms WK or STR	1M-[2NT=ms]	3♣=INV in OM 3♦/NT = fit3INV+/fit4 game 3OM=nat FG	1m-[2m=Ms]	2♥/♠=♣/♦ INV+ 3m=to play 3M=SPL
		[2♦ WK]	3♦=stopper asking 3♦ then 4♦=Ms S/T 4♣=Ms 4♦=♣+M	1M-[2M =OM+♣]	2NT/3OM/3NT=fit3/4/4game 3♣/♦=♦ INV/FG 3om=fit5+ INV+ 3♥/♠=♠ INV/FG	1M-[2M =OM+m]	2NT/3OM/3NT=fit3/4/4game 3♣/♦=nat F 3om=fit5+ INV+ 3♥/♠=nat F
On all O/C where both suits are known: x=T/O or penalty in higher suit, pass then x=penalty in lower suit							

Defense against other 3-level openings

[3NT gambling]	x=points 4♣=one suit(+4♦=F) 4♦=Ms 4M=5+M5+m	[3m]-3NT	4♣=Ms 4♦=xfer 4♥=xfer 4♠=om S/T	[3♥]-3NT	4♣=♦ 4♦=♣ 4♥=xfer 4♠=ms S/T	[3♠]-3NT	4♣=♦ 4♦=xfer 4♥=♣ 4♠=ms S/T
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