

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1 level overcalls, 5-17, good 4 card possible
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 16-18(19) → syson
4 th live: (1m) p (1y) 1NT: 16-18(19) → syson
(1♥) p (1♠) 1NT: 16-18(19) → 2♣/♦ = NAT to play; 2♥ = TRF ♠;
2♠ = TRF ♣; 2NT = INV; 3♣ = TRF ♦, WK or SI; 3♦ = INV;
3M = 1M3oM(54)
4 th reopening: /1m: 11-14; /1M: 11-16 → NAT, CUE = ASK,
jump CUE = SPL
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) 2♦ = 5 ⁺ 5 ⁺ MM;
(1x) 2NT = lowest unbid suits;
WJO
Reopen: intermediate jump overcalls
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = natural;
(1♦) 2♦ = 5 ⁺ 5 ⁺ MM;
(1M) 2M = 5 ⁺ oM+5 ⁺ m
VS. NT (vs. Strong/Weak; Reopening; PH)
Weak: DBL = 15 ⁺ or quick tricks; reopening DBL = 12 ⁺
Strong or PH: DBL = 4M+5 ⁺ m
2♣ = majors
2♦ = ♥ or ♠
2M = 5M+4 ⁺ m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O; strong jump overcalls;
Over natural 2♣/♦: 4♣ = 5 ⁺ M+5 ⁺ om; 4♦ = 5 ⁺ 5 ⁺ MM;
Over natural 2♥/♠: 4m = 5 ⁺ oM+5 ⁺ m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = majors; NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL): 1NT – 2M-1 = TRF; Truscott
1m (DBL): RDBL/1♦/♥/♠ = TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & low	3 rd & low + ATT after support	
NT	3 rd & low	3 rd & low + ATT after support	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AK(+)	
King	KQ(+)	UB Q, KQ(+)	
Queen	QJ(+)	UB J, QJ(+)	
Jack	KJT(+), JT(+)	UB T, A/KJT(+)	
10	K/QT9(+), T9(+)	K/QT9(+), T9(+)	
9	H98(+), 98(+)	H98(+), 98(+)	
Hi-X	Sx	Sx	
Lo-X	xxS(+), xxxxS	xxS(+), xxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Lo = Even	Odd = ENC
Suit 2	Lo = Even	S/P	Lo = Even
3	S/P		
1	Lo = ENC	Lo = Even	Odd = ENC
NT 2	Lo = Even	S/P	Lo = Even
3	S/P		
Signals (including Trumps): S/P or CT in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light takeout doubles w/ major suits → new suit not forcing; cue = F1;			
jump = 5 ⁺ -card, INV			
Reopening double 8 ⁺			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative doubles, support (re-)doubles, responsive doubles,			
sacrifice slam doubles			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Elly Schippers – René Stienen
EVENT: 1st European Mixed Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision w/ two-way 1♣ opening
9-12 NT in 1 st /2 nd favourable; else 15-17
1♣ = 16 ⁺ in 1 st /2 nd favourable; else 10-12 BAL (5M possible) or 16 ⁺
1♦ = 13-14(15) BAL or 11-15 4 ⁺ ♦, longer ♣ possible
1♥ = 5♥ or 4414; 1♠ = 5♠; in 3 rd /4 th 4M possible
Light openings and one-level overcalls
Third hand openings can be (very) shaded
1♣ - 1♦ = 0-7 or 8 ⁺ , no 4M or 15 ⁺ , 5 ⁺ ♦ + 4M
1♦ - 1♥/♠/NT = 0 ⁺ 4 ⁺ ♥/4 ⁺ ♠/no 4M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
OPENING BIDS
2♣ = precision: 11-15 6 ⁺ ♣ or 5♣ + 4M
2♦ = WK (5)6♥ or 11-15 good 5M + 6 ⁺ m or 22-23 balanced
2♥ = WK 4 ⁺ 4 ⁺ MM, usually (54)
1♣ - 2♦/♥/♠/♣ = TRF ♥/♠/♣/♦ WK or GF S-SOL
1♣ - 2NT = 5 ⁺ 5 ⁺ mm WK or GF; 1♣ - 3♦ = 5 ⁺ 5 ⁺ MM WK or GF
1m - 4♣/♦ = good 4♥/♠ (AKQxxxx or KQJxxxx with A)
(1♣/♦) 2♦ = 5 ⁺ 5 ⁺ MM; (1M) 2M = 5 ⁺ 5 ⁺ oM + m
(1x) – (1y) 1NT = 16-18(19) → SYSON
Transfers and switch in competition
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	4♥	Favourable: 16 ⁺ any	1♦=0-7, 8 ⁺ no 4M, 15 ⁺ 5 ⁺ ♦ + 4M; 1♥/♠=8 ⁺ NAT;	1♣-1♦-1♥=10-12 (16-17) BAL, 20-21 BAL, 16 ⁺ NAT	(DBL) RDBL/1♦/♥/♠: TRF
				10-12, 18-21 or 24 ⁺ BAL,	1NT=8-12 BAL no 4M; 2♣=GF NAT, SI if 4M;	→ 1♠=(R) → 1NT=10-12 (16-17); 2NT=20-21	(1♦/♥): DBL/1♥/♠: TRF
				5M (or 6m) possible, 16 ⁺ any	2♦/♥/♠/3♣=WK or S-SOL ♥/♠/♣/♦;	→ PUP+TRF	(1♦/♥/♠): 2♣/♦/♥/♠: TRF
					2NT=WK or GF 5 ⁺ 5 ⁺ mm; 3♦=WK or GF 5 ⁺ 5 ⁺ MM;	1♣-1♦-1NT=18-19 BAL/2NT=24 ⁺ BAL → PUP+TRF	(1NT): syson
					3♥/♠=WK; 4♣/♦=♥/♠, AKQxxxx or KQJxxxx + A		(2x): 2NT/3♣/♦/♥/♠: Rubensohl
1♦	x	2	4♥	13-14(15) BAL or 11-15 NAT,	1♥/♠/NT=0 ⁺ NAT; 2♣=10 ⁺ BAL w/o 4M or NAT;		Same as after 1♣
				longer ♣ possible	2♦=10 ⁺ NAT; 2♥/♠=WK; 2NT=WK or GF 5 ⁺ 5 ⁺ mm		
1♥		4		11-15, 5 ⁺ or 4414; 3 rd pos 4 ⁺	1NT=F1; 2♣=INV 3M, GF BAL, GF NAT;	1M-2♣-2♦=MIN w/o 4♥ or NAT; 1M-2♣-2M=GF NAT	Two-way Drury
					2M=8-10, 3M; 3M=PRE; 4M=wide range;	1M-2NT → 3♣=GF; 3♦=doubt; 3oM=any void	1M (2m): switch
1♠		5		11-15, 5 ⁺ ; 3 rd pos 4 ⁺	2NT=INV ⁺ 4 ⁺ M; 3♣/♦/oM=INV; 3NT=SPL oM		
INT			4♥	Favourable: 9-12 (semi-)BAL	2♣ = any INV; 2♦ = any GF		Rubensohl
				15-17 5M (6m) possible	2♣=PUP; 2♦/♥/♠/NT=TRF; 3♣/♦=WK/GF 5 ⁺ 5 ⁺ mm	2♣ - 2♦ - 3♣: MSA → 3♦ = ♦; 3♥ = ♣ 3♠ = both	
					3M=1M3oM(54)		
2♣		5		11-15, 6 ⁺ ♣ or 5♣+4M	2♦ = (R); 2♥/♠ = nf, 5-crd; 2NT = PRE ♣, GF ♦ or		
					GF 2-suiter		
2♦	x	0		WK (5)6♥; 22-23NT;	2♥ = NF (R); 2NT = (R); 2♠/3♣/♦ = NF	2♦ - 2NT: 3♣ = 5♥; 3♦ = 6♥, MIN; 3♥ = 6♥, good hand;	
				11-15 good 5M + good 6m		3♠ = 6♥, good suit	
2♥	x	4		WK 4 ⁺ ♥+4 ⁺ ♠, UNBAL	2NT = (R); 3♣/♦ = NF	2♥ - 2NT: 3♣/♦ = MIN, longer (better) ♥/♠;	
					4♣/♦ at any time: S/T ♥/♠	3♥/♠ = MAX, longer (better) ♠/♥; 3NT = MAX, 55MM	
2♠		5		WK (5)6♠	2NT = (R); 3♣/♦/♥ = NF	2♠ - 2NT: 3♣ = 5♠; 3♦ = 6♠, MIN; 3♥ = 6♠, good hand;	
						3♠ = 6♠, good suit	
2NT	x			5 ⁺ 5 ⁺ mm, WK or GF	3♥/♠ = F	2NT - 3♣/♦: 3♥/♠ = SPL	
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	x			Gambling w/ side H	4♣ = NF (R); 4♦ = (R)		
4♣		6					
4♦		6					
4♥		6					
4♠		6					
4NT	x			Good 5♣/♦			
5♣						HIGH LEVEL BIDDING	
5♦						Roman Keycard Blackwood 1430; D0p1, R0p1	
5♥						mixed cues, splinters	
5♠							