

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1 level overcalls, 5-17, good 4 card possible
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> : 16-18(19) → syson
4 <sup>th</sup> 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 <sup>th</sup> reopening: /1m: 11-14; /1M: 11-16 → NAT, CUE = ASK,
jump CUE = SPL
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) 2♦ = 5 <sup>+</sup> 5 <sup>+</sup> MM;
(1x) 2NT = lowest unbid suits;
WJO
Reopen: intermediate jump overcalls
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = natural;
(1♦) 2♦ = 5 <sup>+</sup> 5 <sup>+</sup> MM;
(1M) 2M = 5 <sup>+</sup> oM+5 <sup>+</sup> m
VS. NT (vs. Strong/Weak; Reopening; PH)
Weak: DBL = 15 <sup>+</sup> or quick tricks; reopening DBL = 12 <sup>+</sup>
Strong or PH: DBL = 4M+5 <sup>+</sup> m
2♣ = majors
2♦ = ♥ or ♠
2M = 5M+4 <sup>+</sup> m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O; strong jump overcalls;
Over natural 2♣/♦: 4♣ = 5 <sup>+</sup> M+5 <sup>+</sup> om; 4♦ = 5 <sup>+</sup> 5 <sup>+</sup> MM;
Over natural 2♥/♠: 4m = 5 <sup>+</sup> oM+5 <sup>+</sup> 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 <sup>rd</sup> & low	3 <sup>rd</sup> & low + ATT after support	
NT	3 <sup>rd</sup> & low	3 <sup>rd</sup> & 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 <sup>+</sup> -card, INV			
Reopening double 8 <sup>+</sup>			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative doubles, support (re-)doubles, responsive doubles,			
sacrifice slam doubles			

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

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 <sup>+</sup> any	1♦=0-7, 8 <sup>+</sup> no 4M, 15 <sup>+</sup> 5 <sup>+</sup> ♦ + 4M; 1♥/♠=8 <sup>+</sup> NAT;	1♣-1♦-1♥=10-12 (16-17) BAL, 20-21 BAL, 16 <sup>+</sup> NAT	(DBL) RDBL/1♦/♥/♠: TRF
				10-12, 18-21 or 24 <sup>+</sup> 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 <sup>+</sup> any	2♦/♥/♠/3♣=WK or S-SOL ♥/♠/♣/♦;	→ PUP+TRF	(1♦/♥/♠): 2♣/♦/♥/♠: TRF
					2NT=WK or GF 5 <sup>+</sup> 5 <sup>+</sup> mm; 3♦=WK or GF 5 <sup>+</sup> 5 <sup>+</sup> MM;	1♣-1♦-1NT=18-19 BAL/2NT=24 <sup>+</sup> 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 <sup>+</sup> NAT; 2♣=10 <sup>+</sup> BAL w/o 4M or NAT;		Same as after 1♣
				longer ♣ possible	2♦=10 <sup>+</sup> NAT; 2♥/♠=WK; 2NT=WK or GF 5 <sup>+</sup> 5 <sup>+</sup> mm		
1♥		4		11-15, 5 <sup>+</sup> or 4414; 3 <sup>rd</sup> pos 4 <sup>+</sup>	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 <sup>+</sup> ; 3 <sup>rd</sup> pos 4 <sup>+</sup>	2NT=INV <sup>+</sup> 4 <sup>+</sup> 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 <sup>+</sup> 5 <sup>+</sup> mm	2♣ - 2♦ - 3♣: MSA → 3♦ = ♦; 3♥ = ♣ 3♠ = both	
					3M=1M3oM(54)		
2♣		5		11-15, 6 <sup>+</sup> ♣ 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 <sup>+</sup> ♥+4 <sup>+</sup> ♠, 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 <sup>+</sup> 5 <sup>+</sup> 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♠							

Ope- ning		Neg X	Description	Responses	Subsequent bidding	Passed hand and over intervention
1♣	2	4♥		1♦ = semi-nat, partner responds 1NT with any 4333 distribution 2♣ = inverted minor, 1NT = 8-10 2♦ = Weak with ♥ or ♠ 1♥/♠ = ♦ may be longer	Rebid 1NT over 1♦ with any 4333 2-way Checkback after 1NT rebid  over 2♦: 2NT = forcing	Truscott, Rubensohl, Switch at 1 and 3 level after an overcall opponents
1♦	4	4♥		Inverted minor	2-way Checkback	See 1♣
1♥	5	4♦		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters	2-way Checkback	Drury, Fitbids /Splinters
1♠	5	4♥		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters, 3♥=limit	2-way Checkback	Drury, Fitbids /Splinters
1SA		4♥	10-13, 1st and 2nd NV vs VUL  other positions 15-17 5-crd major possible	2♣ = Weak or INV hands 2♦ = GF relay, 2♥/♠ /3X = to play  2♣ = relay, 2♦/♥ = transfer, 2♠ = one minor, 3♣= Puppet, asks 5-crd major 3♦ = 5♦+4♣ +singl major, 3♥/♠ = 5♠+4♦ + singl, 4♣/♦ = Texas	Smolen (over 15-17 NT)	Transfer Lebensohl
2♣	X		a) Strong β) Weak two ♦ c) 22-23, 26-27 NT	2♦ = NF, 2♥/♠ = natural, NF 2NT = relay 3♥/♠ = 6-crd, invitational		
2♦	X	2♠	α) Weak two ♥ or ♠ b) 24-25 NT, 28+ NT c) any 4441 distribution, 20-24	2♥/♠ and 3♥/♠= pass/correct 2NT = relay, 3♣/♦ = nat, forcing 4♣ = request transfer, 4♦= asks suit		
2♥	X		Weak, 5♥+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2♠	X		Weak, 5♠+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2SA			20-21	3♣ = Puppet, 3NT/5NT = 5♠ + 4♥ 3♦/♥/♠/4♣ = transfer, 4NT = quanti 4♦/♥ = transfer, slaminvite, 4♠ = RKC	Slamconventions	
3X					Dopi/Ropi, Mixed cue bids, Splinters, 5NT = Josephine	
3SA	X		Solid minor		RKC Blackwood -> 5NT/6X = even/odd keycards + void (1430), Exclusion Blackwood	
4X			preemptive			

Defensive Bidding	Leads and Signals				System
Overcall:	Suit: 3rd/5th except from four small K asks count				Players:
At 1-level may be 4-crd					Bep Vriend – Anton Maas
Resp: jumpraise = preempt, cue = fit or FG	NT: small from an honor Strong King				The Netherlands
1NT-overcall	Leads				Basic system
15-18 -> resp as over 1NT opening	Lead	In suit contracts	In NT contracts		Natural style
	Ace	AKx			1♥/♠ = 5-crd
	King	AKx	KQ109		1NT = 10-13 HCP, 1st and 2nd NV vs VULN
Jumpovercalls	Queen		KQx		Other positions 15-17
Weak jumpovercalls	Jack	KJ10	QJx, KJ10		2-over-1 GF
in 4th position intermediate and Michaels	10	H109, 109x	H109		
	9	Q98x, J98x	109x, Q98x, J98x		Swicht bids at one and three level after an overcall
	X	xXxx	xXxx		Of our 1♣/♦ opening
	X		xxX in partners unsupp suit		
Twosuit overcalls	Signals in order of priority				Special openings
Over 1♣: 2♣ = natural, 2♦= majors, 2NT = ♥+♦, 3♣ = ♠+♦		Partner leads	Declarer leads	Discarding	2♣ = strong or weak two ♦
Over 1♦: 2♦ = majors, 2NT = ♣+♥, 3♦ = ♣+♠	Suit 1st	Odd = encourage	H/L = odd	Odd= enc	2♦ = Multi
Over 1♥/♠: 2NT= minors, cue bid =other major +♣	2nd	H/L = odd	Lavinthal	H/L = odd	2♥/♠ = weak, 5-crd + minor
3♣ = other major + ♦	3rd	Lavinthal		Lavinthal	
	NT 1st	Odd = encourage	H/L = odd	Odd = enc	
Against NT	2nd	H/L = odd	Lavinthal	H/L = odd	
2♣ = majors -> 2♦ = asks longer major	3rd	Lavinthal		Lavinthal	
2♦ = Multi	Other signals: H/L intrumps may show ability to ruff				
2♥/♠ = 5-crd major + minor	Against suit: King asks count, Ace asks enc/discour				
Against preempts	Doubles				Forcing pass situations
Leaping Michaels over 2X					
Against strong openings	Special doubles				Other
CRASH : X = red or black suits 1♦ = majors or minors	Optional X, Support X				
1NT = ♣/♥ of ♦/♠	Responsive X				
Over info-double opponents	Lightner X				
New suit 1-level = FIR, Truscott	Negative X				



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Non vul: weak
Vul: intermediate
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 suiters:
1M-2M=oM+♣, 1M-2 NT = minors, 1M-3♣=oM+♦
1m-2m = ♠+om, 1m-2NT=♥+om, 1m-3m = majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy: 2♣=MM; 2♦=1M; 2M=5M+4+m
4 <sup>th</sup> position: natural
Vs weak NT double = 15+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles
Over 2/3M: 4m=m+oM
Over 2/3m: 4m=M+M; 4om=om+M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble= 9+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st, 3rd, 5th		
NT	4 <sup>th</sup> (2 <sup>nd</sup> from xxxx)		
Subseq	attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	ATT	
King	AK, KQ(+)	CT	
Queen	QJ(+)	ATT	
Jack	JT(+), KJT(+)	JT(+), A/KJT(+)	ATT
10	T(+), K/QT9(+)	T(+), A/K/QT9(+)	ATT
9	9(+)	ATT	
Hi-X	Sx, xSx(x)		
Lo-X	HxS(x), HxxxS		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low=enc	low=even	odd=enc
Suit 2			(first discard only)
3			
1	low=enc	low=even	odd=enc
NT 2			(first discard only)
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

<b>W B F CONVENTION CARD</b>	
<b>CATEGORY:</b> Green <b>NCBO:</b> The Netherlands <b>PLAYERS:</b> Janine van Ipenburg - Onno Janssens <b>EVENT:</b> Mixed Teams 2019	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
natural	
5 card majors	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♣: weak with both majors or strong	
2♦: multi	
2♥/♠: 5 M – 4+m, weak	
3NT: gambling	
4♣/♦: namyats	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-14 or 18-19 balanced / 11+ unbalanced	Inverted, Walsh	checkback	
1♦		3	4♥	12-14 or 18-19 balanced / 11+ unbalanced	Inverted		
1♥		5	4♦		1NT = 6-11; 2♣ = GF; 2NT = 12-15 4+M; 3♣ = 6-9 or 16+ 4+M ; 3♦ = 10-11 4+ M; 3NT = 12-15 3M		
1♠		5					
INT				15-17 balanced May contain 5 card major	2♣ = Stayman; 4 way transfers; 3♣ = puppet; 3♦ = sleminterest with both minors; 3M= singleton		Lebensohl
2♣	√	0		Weak 5/4 M; NT 22-23 bal.; SF M / GF m	2♦ = relay; 2NT = GF		
2♦	√	0		Weak 5+ M / NT 24-25 bal. / GF M / SF m	2♥/2♠/3♥/3♠/4♥/4♠ : pass or correct 2NT = relay; 3m = to play		
2♥		5		5♥ + 4+m (7-11)	3♣ = p or c; 3♦ = invite for 4♥; 3♥ = barrage		
2♠		5		5♠ + 4+m (7-11)	3♣ = p or c; 3♦ = invite for 4♠; 3♠ = barrage		
2NT				20-21 balanced	3♣ = puppet; 3♦/3♥/3♠/4♣: transfers 3NT = to play		
3♣		5/6		preemptive			
3♦		5/6		preemptive			
3♥		5/6		preemptive			
3♠		5/6		preemptive			
3NT				gambling			
4♣				namyats			
4♦				namyats			
4♥				preemptive			
4♠				preemptive			
4NT				minors, weak, at least 11 ♣&♦			
5♣						HIGH LEVEL BIDDING	
5♦						RKC (1430)	
5♥							
5♠						splinters	
						DOPI - ROPI	