

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
wide range O/C, suit quality is a key factor, can have KQJxx and out
R: new suit = CONSTRUCTIVE, but NF; 1NT = 7-10/11;
2NT after M O/C = 4+ SUPP, INV+; 2NT after m O/C = 12-14;
CUE = 3c SUPP, INV + or 15+ by ADV;
FIT SHOWING JUMP SHIFT ( shows 5+M or lead directing if it in minor );
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17, system on
1m-p-p-1NT = 11-14
1M-p-p-1NT = 11-16
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO; (1x)-2M-(p)-2NT = ART, asks for shortage, 3♣ for feature
(1M) - 2NT = ♣♦(55+);
Reopen: intermediate jumps
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = ♠♥(55+)
(1M)-2M = oM+m(55+)
jump CUE asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MULTI-LANDY ( vs WEAK NT DBL shows 14+)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT = 15-18
CUE asks for stopper if below 3NT
T/O DBL through 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣/2♣ - 1/2 any = Natural
1♣/2♣ - 1NT/2NT or 1♣-pass- any-1NT/2NT = any two suiter
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
new suit = F on level 1, otherwise NF; WEAK jump shift;
2NT = SUPP, INV+, RDBL = 10+, PEN oriented
2M-1 = constructive raise, 2M - weak raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	4th, MUD		
NT	4th, ATT		
Other: A vs NT asks for UB/CT; Q vs NT asks for UB J; on level 5 or			
K asks for CT, A asks for ATT;			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	attitude
Suit 2	count	S/P	count
3	S/P		S/P
1			
NT 2			
3			
Signals (including Trumps): Hi=ENC, High-Low=EVEN			
Smith Echo from both on NT; reverse CT on trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
emphasize on M's, can be light w perfect shape; ELC;			
R:			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPP DBL/RDBL; RESP DBL; SNAPDRAGON DBL;			
LEAD DIRECTING DBL; ROZENKRANTZ RDBL;			
SPLINTER DBL ( asks for lead in lower suit );			
NEG DBL ( subsequent new suit is a GF or at least to 4m );			

EBL CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Matija Šenk – Hubert Fröhlich</b>
<b>EVENT:</b>
♣♦♥♠
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5533; INT=15-16; 2/1=GF;
(SCRAMBLING, GOODBAD ,LEB) in COMP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>COMPETITIVE CUE=limit raise or better ( or 15+ by ADV</b>
<b>LEAPING MICHAELS after OPPTS weak 2/3</b>
1m-2♠ = SUPP, INV; 1m-2♥ = 11-12, BAL
<b>TWO-WAY CHECKBACK</b>
2♠ = CONSTRUCTIVE weak in either M
2♥ = W2 IN ♥, WORSE THAN 2♠
2♣ = W2 IN ♣, WORSE THAN 2♦
♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x - DBL - RDBL = opps can not play unDBLed below 2♣
<b>IMPORTANT NOTES THAT DONT FIT ELSEWHERE</b>
1M - (DBL) - 2M-1=8-9,3+SUPP
1m - (INT)-2♣=♥♦(54+); 1M - (INT) - 2♠=5+oM,2/3c SUPP
<b>PSYCHICS: occasionally on 3rd position</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21	1NT=6-10/2NT=13-15 or 18+/3NT=16-17; 1 suit=NAT,F1; ♣2=SUPP,GF,2♥=11-12 BAL ; 2=♠ SUPP,INV ; WALSH; SPL ;	TWO-WAY CHECKBACK ; 1x-1M-2M- 2x/y = long suit TRIAL;	♣ ♦ ♥ ♠
1♦		3	4♥	11-21	1NT=6-10/2NT=13-15 or 18+/3NT=16-17; 1M=NAT,F1 ; SPL ; 2=♠SUPP,GF ; 2♥=11-12 BAL ; 2♠= SUPP,INV ;		2♣ = DRURY FIT JUMPS
1♥		5	4♦	11-21	1♠ = F1, ART, 1NT=5+♠ ; 2NT=SUPP,INV+; 2=♠ 5♣3♥,INV ;	1M-2♣-2♦ = minimum ; long suit TRIAL ;	
1♠		5	4♦	11-21	1NT=F1 ; 2NT=SUPP,INV+; 2 ♣/♦=NAT,AGF ; 3♠=PRE ; 3♣♠ = BERGEN 3♥=SPL; 2♥ = NAT GF;	3♥/♠/3NT= no min, shortnes in ♣/♦/oM ; 4 new suit = NAT , (55+) , good hand ;	
INT				15-17 , any 5332	2♠=STAY ; 2♦♥♠NT = TRF; 3♠ = ♦ WK or GF+ ; 3♥ = ♥♠	1NT-2♣-2NT/3♣/3M=5♥/5♠ min/ 5M max ;	
2♣	x				2♦ = WAITING ; 2♥ = 2 <sup>nd</sup> NEG ; 2♠/2NT/3♣ 3♦ = ♥/♠/♣/♦ , at		
2♦	x	6		weak –two in ♥ or ♣	Same as MULTY LANDY		
2♥	x			weak –two in ♥	3M=PRE; 3♠ = ART asks for feature ;		
2♠	x	6		Weak-two in ♣	3M=PRE; 3♠ = ART asks for feature ;		
2NT				19-21	PUPPET STAY ; TRF ; 3♠ = m STAY ; GERBER ; TEXAS ;		
3♣		6		PRE	new suit on level 3 = F1 ; 4M=SIGN-OFF ;		
3♦		6		PRE			
3♥		7		PRE			
3♠		7		PRE			
3NT	x	7		GAMBLING	4♣= P/C , 4♦ asks for singleton , 4M = to PLAY		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB 1430 , 5NT after 4NT promised all CTRL , asks for K (0312)	
5♥						GERBER	
5♠						DOPI /ROPI	
						VOIDWOOD	
						5NT = pick the slam ( when not preceded by 4NT )	