

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 <sup>st</sup> level = might be light, 2/1 = mostly CONSTR
Reopening = similar
Responses: CUE, drury, mixed raise, some 1-suiter INV/GF.
After 1M overcall -> 2NT limit+ 4+c
Splinter
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18PC, almost SYSTEM ON
Reopen 11-15PC, almost SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (depends on zone). 2NT = two the lowest suits
Reopen: CONTR
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Vs 1♣: 2♣ = NAT ; 3♣ = weak
Vs 1♦: 2♦ = 5+-5+ M's ; 3♦ =ask for stopper(vs prec CONST)
Vs 1M: 2M = 5+OM + 5 minor weak/strong; 3M = ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = 5+/4+ M's, 2♦ = 1M (6+), 2♥/♠ = M+m
2NT = m's
X = vs STRONG 5+m 4M or strong ; vs weak = points
Vs Strong on reopen X might be 4+4+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O dbl, NT = strong (same level), jump to 4m = minor + OM GF,
CUE = 5OM + minor but less then GF
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors, NT = minors, weak jump
After overcall 1M -> 1NT is a CUE
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = points, Transfers, Support jump, Mixed raised 3M-1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4, might some differences from sequences		
Other: might lead small from H10x			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, AKx(x)	AKJ10(x), KQ109(x)	
Queen	Qx, QJ(x)	KQx(x), KQ(x)	
Jack	J10(x), HJ10(x)	J10(x), HJ10(x)	
10	H109(x), 10x	H109(x), 10x	
9	109(x), H109(x)	109x(x)	
Hi-X	xXx(x)	xXx(x)	
Lo-X	xX, HxxX(x)	xX, HxxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/Disc	S/P	Odd/even (first disc)
Suit 2	Count	Count	Count
3	S/P		
1	Enc/Disc	Smith Echo	Odd/even (first disc)
NT 2	Count	S/P	Count
3	S/P	Count	
Signals (including Trumps):			
Rev Smith Echo vs NT, odd/even, UDCA, S/P in trumps			
When we lead A (1 <sup>st</sup> lead) and xx/xxx/xxxx on the dummy - STD			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Might be lighter with good shape or after partner's passed hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 ♣ - (1 ♦) - X = 4+♥ ; 1 ♣ - (1 ♥) - X = 4+♠			
1 ♦ - (1 ♥) - X = 4♠			
Support X = 2M-1			
XX = support			
Neg. X			
Lightner X			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: Ron PACHTMANN – Piotr ZATORSKI</b>
<b>EVENT (ALL)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural (5+♠, 5+♥, 4+♦, 2+♣), 1NT = 15-17
Transfer responses to 1♣, 2/1 is GF.
2NT = 20-21
1♦ is unbalanced (with 5♦ 332 we open 1♣)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 1 major, up to opening hand (MULTI)
2♥/♠ = 2-suiter M+minor 5/4 at least, weak
1♣ - 2♦ = 1 major. 4-7HCP
1♣ - 1x = tranfers (1♦=♥, 1♥=♠, 1♠= NO M)
1♣ - 2♣= 6+♦ GF
1♣ - 2♥ = 5/4 M's up to INV
1♣ - 2♠ = minors, up to INV
1♦ - 2♥ = INV to 3NT, NO 4M
1♦ - 2♠ = INV ♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
Regular positions
Red vs green like (3m) – X – (5m)
<b>IMPORTANT NOTES</b>
1♣ - (X/1♦/1♥) - != Mostly transfers
1♦ - (1♥) – X /1♠ = 4♠/5+♠
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-22 PC 2+♣, maybe 5♦332 Also 2♣4♦	1♦=4+♥, 1♥=4+♠, 1♠=No M, 1N= INV NT 2♣ = GF 6+♦ no 4M, 2♦= 1M 4-7, 2♥ = 5+4+ M's, 2♠ = 5+4+ m's less then INV, 2N=GF BAL, 3♣/♦ = weak NAT, 3♥/♠ = splinter, 3N =15-17	Accept TRF 3c supp in M. 2NT =18-19, 1♣ - 1♦ - 3♦ = INV+ with 4♥ 1♣ - 1♥ - 3♦ = INV+ with 4♠, no H shortness	1♣ - 2♣ = NAT
1♦		4	4♠	11-22 HCP, 4+♦ unbalanced, NO 5♦332	NAT, 2♦ = INVERTED, 2♥ = INV BAL no 4M, 2♠ = ♣ INV, 2NT = 0-5 supp, 3♦ = MR	1♦ - 1♥ - 1NT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 3-4♥ 13-14 ; 2♥ = 3-4♥ 11-12 1♦ - 1♠ - 1NT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 4♥ 11-14, 2♥ = 4+♥ REV	1♦ - 2♦ = NAT t/p
1♥		5	4♠	11-21 5+ cards	2NT art inv+ with fit, mixed raise, Gazzili		drury
1♠		5	4♥	11-21 5+ cards	2NT art inv+ with fit, mixed raise, Gazzili		drury
INT			4♥	(14)-17 semi bal possible	2C stayman, 4 xfers, 3D puppet	Lots of transfers	
2♣				Art, strong	2D relay, then kokish		
2♦				Weak in 1 of the majors	2H/S – p/c, 2NT asking good hand		
2♥				5-5 with minor (nv can be 5-4)	3C p/c, 2NT asking good hand		
2♠				5-5 with minior (nv can be 5-4)	3C p/c, 2NT asking good hand		
2NT				(19)20-21 can be semi bal			
3♣		6		Pre-empt, nv can be very bad	3D is relay		
3♦		6		Pre-empt, nv can be very bad	New suit nat forcing		
3♥		6		Pre-empt, nv can be very bad			
3♠		6		Pre-empt, nv can be very bad			
3NT		7		Solid minor not outside K/A	3 <sup>rd</sup> or 4 <sup>th</sup> hand just to play		
4♣		7		Pre-empt, nv can be very bad			
4♦		7		Pre-empt, nv can be very bad			
4♥		7		Pre-empt, nv can be very bad			
4♠		7		Pre-empt, nv can be very bad			
4NT				Asking for specific aces			
5♣						HIGH LEVEL BIDDING	
5♦						DOPI ROPI DEPO	
5♥							
5♠							