

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
ocasionally good 4-card suit at 1 level;
2-level overcalls sound Vul.
CUE-BID RESP F1; New suit=NF , Constructive
Jump RAISE=PRE; NT RESP=NF;
4THX: usually 5 cards + tolerance for partners suit.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS: 15-17(18)-HCP; Can be semi-balanced;
Resp: System on;
Reopen 1NT=11-14 (sys off); Reopen 2NT=18+-20;
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK
2-Suit: 2NT for lowest unbid suits.
Reopen: Jump Overcall=Intermediate.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE:(1m)-2m = MM ; (1M)-2M:OM+♣(55+);
flexible HCP ranges
VS. NT (vs. Strong/Weak; Reopening; PH)
MULTI-LANDY:
2♣ is Both Majs; then 2♦ ASK
2♦ :either M; then 2M=P/C;2NT=ASK
2M:M+m;
DBL = Strong.
Double by PH = 5+m & 4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on;
CUE=STOP ASK; Over WK 2M:4m=OM+m
4NT over 3M or 4♥=minors ; 4NT over 4♠=any 2 suiter;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive, but decent suits if VUL.
1♦ = ♦+♥; 1♥ = ♥+♠; 1♠=♠+♣; 2♣=♣+♦
X = ♣+♥; 1NT = ♦+♠
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F 1-level; JUMPS=PRE; Bergen Raises
RDBL=usually no SUPP, 9+;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th from H, 2nd from weak.	same ; xxS unless supported	
NT	4th from H, 2nd from weak.	same ; xxS unless supported	
Subseq	As above	same	
Other: Vs NT K asks CT/UB, A/Q ATT ;			
Vs suit lead K from AKx(+) Vs 4♣ and up; signal count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+ to 3♠, Ax+, AK♣ } up	Ax, AKx(+)	
King	AK to 3♠, AKx+ 4♣ up, KQ+	AKJT(+), KQ109(+)	
Queen	QJ, QJx(+), AKQ+ (poss.)	QJT/9+, AQJx+, KQ(+)	
Jack	J10, J10x(+), KJT+	HJT+ , J10, J109(8)+	
10	10x, H109x(+), 109(+)	as Vs. Suit	
9	9x, H98x(+), 98(+)	as Vs. Suit	
Hi-X	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)	
Lo-X	HxS, HxxS	as Vs. Suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O=ENC, E=DIS/SP	O = O (REO)	O=ENC, E=DIS/SP
Suit 2	REO Count	S/P	REO Count
3			
1	O=ENC, E=DIS/SP	S/P (SMITH)	O=ENC, E=DIS/SP
NT 2	REO Count	REO Count	REO Count
3	S/P		
Signals (including Trumps):			
Trumps:Hi-lo shows interest in ruff or S/P; REMAINDER COUNT=REO;			
REMAINDER COUNT=REO; ODD/EVEN SIGNAL & DISCAR			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening Values; CUE-BID=F to S/A; RESP DBL after m:2+ 4 -card suits;			
1m-(DBL)-1M-(2M)=NAT;			
Over RDBL:Jump is PRE, Pass is NEU			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m-(1♠)-DBL suggests 4+♥, 6+ HCP;			
NEG DBL, then new suit=NF;			
SUPP DBL up to 2 of pd's suit;			
RDBL of NEG DBL = TOP H.			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Noga Tal – Yaniv ZACK
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card M, 1♣=3+, 1♦=3+.
1NT = (14+)15-17 , 5MAJ possible
2♦ = WK2 in ♥ OR ♠ ;
2♥/♠ = 5+♥/♠, 5(4)+m , weak
Light responses to Opening bids – possible.
2 OVER 1 Responses FG ; 1M-1NT SemiForcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ - WK 2 in either Major.
2♥/♠ = 5+♥/♠, 5(4)+m , 4-10
3NT = ♣ or ♦ PRE.
4♣/♦ = NAMYATS (good 4♥/♠ opening)
4NT = good 5♣/5♦ opening. (9 tricks)
MICHAEL'S - (1m)-2m is 55+ Majors
(1M)-2M is 55+ OM+♣flexible hcp ranges).
WEAK JUMP RAISES IN COMPETITION.
COMPETITIVE CUE often is FIT, limit+
(1X) 4X = Strong Major , 1 suiter
SPECIAL FORCING PASS SEQUENCES
Pass=F when: we bid game constructively.
Pass = F , if we invited , and they bid to the 5 level.
IMPORTANT NOTES
Most low-level doubles are T/O
Many PRE jumps in competition.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11-21 HCP;1♣ with 33minors.	jump shift = weak; 2♣=INVERTED; Usually respond up the line – but can bypass ♦	2 way NMF over 1NT rebid.	
1♦		3	7♥	11-21 HCP 3 with 4432 only.	as above; 3♣=9-11, 6♣ INV		
1♥		5			3♣=4c 6-9; 3♦=4c limit raise; 3♥=PRE ; 2NT=FIT FG; 1NT=SF		Can be 4 cards in 3rd
1♠		5	7♥		as above ; 3♥= 6♥INV		Can be 4 cards in 3rd
INT				(14) 15-17 5M/6m/(5422) possible.	NF stayman ; 3♣=pup stay; 4txf ; Smolen 4m = Texas Trf		
2♣	X		----		2♦ = 3+p ; 2♥=0-3p ; 2NT = ♥		
2♦	X	6(5)	-----	WK2 in either MAJ 5-11 ,	2NT = ASking , usually strong.		Can be 5 cards in 3rd
2♥		5	----	5+ , 5(4)+ Mm , 5-11	2NT INV , 3♣ P/C		
2♠		5	-----	5+ , 5(4)+ Mm , 5-11	2NT INV , 3♣ P/C		
2NT				20-22HCP;BAL/SemiBal	3♣=Puppet stay ; 3♦,♥ =TXF; 3♠ = minors.		
3♣		7(6)		PRE			
3♦		7(6)		PRE			
3♥		7(6)		PRE			
3♠		7(6)		PRE			
3NT		7		Broken }/{ PRE	4♣ = P/C ;		
4♣		7♥		Good 4♥			
4♦		7♠		Good 4♠			
4♥		7					
4♠		7					
4NT		7m		Good 5m opening			
5♣						HIGH LEVEL BIDDING	
5♦						CUE=usually 1st before 2nd ; FREQ SPLINTER BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER; 1430 RKCB, 1st step asks for Q of trumps and K's, next step for specific K's; RKCB-DOPI,ROPI; "GERBER" over NT openings; 5NT: GSF with step RESP; Raise to 5M : if a suit was bid by OPPT or 1 suit unbid CTRL ASK, otherwise trump ASK or SHOW. LIGHTNER DBL;	

