

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Can be light (8H) at 1 level w/good suit
Generally sound (10H+) overcalls at the 2 level
Reopening jump to 2M = 5+ cards & 12 - 13 hcp
1♣ - 2♣ = majors
1♦ - 2♦ = majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 hcp in direct seat, System on
After x transfers
(1M) P (2M) 2NT → any 2-suiter
Balancing 1NT = 10-14, (does not promise a stopper) SYSON
JUMP OVERCALLS (Style; Responses; Unusual NT)
2/3 level = Nat 6/7 card (6 - 10 hcp+)
In direct seat: 2NT = 2 lowest unbid suits
[1x] p. [p.] 2NT = 18-19 hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1x] - 3x = Stopper ask
[1M] 2M (Michaels) = other major + any minor in 2 nd or 4 th
(1M) - 2M = other M+m → 3♣ = pass/correct 2NT = asking
vs. NT (vs. Strong/Weak (to 14H); Reopening; PH)
vs. strong 1NT (14+): 2♣ = ♥+♠; 2♦ = 6+ M, 2M = M+m, X = 4M+ longer m, 2NT = minors, same if they open 1m - P - 1NT when we open 1m and opps overcall 1NT: 2m = M, 2 other m = m+M, 2M = natural, x = points
vs weak NT: X = 14+ balanced, rest like vs. strong NT
After our X: responses as if partner had opened 1NT (natural)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over 2♥/♠ 4m=5m+5♠/♥ over Multi 4m = 5m+5♥
Over Multi: 2♥/♠ = nat. 3♥/♠ = nat. 16-18
Double = t/o up to 3♣, Over 4♠ : X = strong, 4NT = any 2-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦
(1♣/♦): X = T/O 1♦ = Maj. 7-11 HCP 1NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Jump=weak (<10H); XX=11+ with misfit or 3 cards in pd's M 10-12 new suit at 1-level= F1, NF at 2-level
2NT after X over 1M = 4 card fit+10-11 hcp,
2NT after X over 1m: 2SA = 5+m, 5-10, 3m=5m and 10-12

Ruth Nikitine 1928 – Darina Langer 1554

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3 rd but attitude after raise	
NT	4 th		
Subsequent	attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx(x) asks attitude	
King	KQ(x) or AK bare	KQ(xx) or AKJ10x	
Queen	QJT(x), QJx, Qx	QJ(x), or KQ109(x)	
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x	
10	(H)T9x	(H)T9x	
9	9x	9x	
High-low	Doubleton or 3 rd from 3+	Doubleton or 2 nd from 3/4	
Low-high	Promises a third		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High=Enc	Count Hi-low=even	direct (High=Enc)
	2 Count, Hi-low=even		
	3 SP		
NT	1 High=Enc	Count high-low=even	1.discard: Lavinthal
	2 Count Hi-low=even	S/P	
	3 S/P		
Signals in opponents trumps suit:			
Hi Low=odd # of trumps if we want to ruff			
Lavinthal (SP) if not (High = suit preference for higher suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If shapely, may be light (10+)			
Responsive and negative doubles through 3♣			
1m - (1♥) - X = 4 spades			
If they bid our suit: X by responder: big H (A/ K); by opener: lead directing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner double (asks for unusual lead against a slam)			
Support X and XX (at the 3-level with extras, 16+)			

EBL CONVENTION CARD	
CATEGORY:	Natural Green
NCBO:	SWITZERLAND
PLAYERS:	Darina Langer-Ruth Nikitine
EVENT:	European Championship Woman + Seniors
January, 2024	
SYSTEM SUMMARY	
15-17 NT; 5 card majors, 1♦ = 4+	
GENERAL APPROACH AND STYLE	
2/1 F1	
5 card Majors in 1 st and 2 nd ; 1♦ = 4+	
1NT = 15-17 H (5M or 6m possible)	
2NT = 20-22 H (5M or 6m possible)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT solid minor, no outside king or ace	
2♣ FG or semiforcing in ♥ or ♠ ;	
2M=5M+4+m / 5(+m) if VUL (5-10H); may be 4 m NON VUL	
1♥/♠ [2NT] 3♣ = Fit 11-12 3♦ = ♠/♥ NF 3♥/♠ = 4+ cards, 7-10 hcp.	
2♦ Multi: weak major or SF in minor	
2♥ weak 2-suiter 5♥s + 4 in minor, vulnerable 5/5	
2♠ weak 2-suiter 5♠s + 4 in minor, vulnerable 5/5	
SPECIAL COMP. BIDS THAT MAY REQUIRE DEFENSE	
Weak jump shifts after intervention	
1♣ - 2♣ = majors	
1♦ - 2♦ = majors	
1♣ - 2♦ / 2♥ / 2♠ = weak	
SPECIAL FORCING PASS SEQUENCES	
In FG situations, pass is forcing	
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 nd round control	
IMPORTANT NOTES	
Splinter	
PSYCHICS: Rare	23.06.24

OPENING	TICK IF ARTIFICIAL OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	2	3♠	10-21 HCP	1MAJ: may have longer ♦s Double Raise = Preemptive(5 Cards) Simple Raise 4-7 HCP	after 1MAJ and 1 NT Rebid: Check back: 2♣ = invit. asks for 2♦ 2♦ = FG	Cue Bid = Limit Bid or better
1♦	4	3♠	10-21 HCP	1NT: 6-10 HCP Double Raise= Preemptive Simple Raise 4-7 HCP		
1♥	5	3♠	10-21 HCP	Bergen Raises (without intervention OP - except x), 3♣ = 4card fit 7-9HCP, 3♦ = 4card fit 10-11HCP, 2 NT= 4card fit 12+ HCP, Splinter 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♥ = 15HCP+, 4♥ = min. hand, no single	Cue Bid = Limit bid or better 2♣ Drury, after 3/4th hand opening 3card fit, 10-11 HCP
1♠	5	3♥	10-21 HCP	Bergen Raises (without intervention OP - except x), 3♣ = 4card fit 7-9HCP, 3♦ = 4card fit 10-11HCP, 2 NT= 4card fit 12+ HCP, Splinter 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♠ = 15HCP+, 4♠ = min. hand, no single	Jump in new suit weak
1NT		3♠	15-17 HCP 5Card MAJ 6Card min possible	2♣ Stayman (can be weak) 2♦/♥: Transfers 2♠ Transf for ♣s or ♦s or both minors. 3 Level = Slaminvite 4♣ - Transfer for ♥ - 4♦ = Transfer for ♠	After transfer: break with 4card FIT New suit 2 LEVEL F1 New Suit 3 LEVEL FG After stayman : 2♦ - 2♠ : Relay; - 3♥/♠ : invit 5/4 After 2♠ : later 3♥/♠ :short with 5/4 minors	
2♣	✓		FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦: no Ace, 2♥= red Ace + extras, 2♠= black Ace + Extras. 2NT= 2 Aces, 3♣/♦= black/red Ace	after 2 NTRebid:: Puppet Stayman	
2♦	✓	2♠	Multi : Weak Two ♥ or ♠ 4-10 SF in Minor	2♥/3♥ pass or correct 2♠/3♣/3♦ = nat. n.f. 2NT: F1 INV relay 4♣ – announce your suit by Transfer 4♦ – announce your suit direct	after 2NT(INV+): 3♣: Min ♥ WT 3♦ Min ♠ WT 3♥: Max ♠ WT 3♠ Max ♥ WT	to play ♥: bid 2♥ then 3♥
2♥	5	3♣	2-suiter 5+ ♥&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct, new suits NAT nf	after 2NT: 3♣/♦: MIN with ♣/♦ 3♥: 5-4 MAX 3♠: 5♥+5♣ MAX 3NT:5♥+5♦MAX	
2♠	5	3♣	2-suiter 5+ ♠&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct; new suits NAT nf		
2NT			20-22 HCP BAL 5 Card maj. possible	3♣= PuppetStaym 3♦/♥s = Transfers 3♠ = Weak with minor 4♣/4♦=nat. slaminvite		4♣ both MAJ 4♦ both MAJ - Slaminvite
3any	6		PRE	new suit = F1	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓		Gambling, no side A/K	4♣: pass or correct;	CUEs up to 4NT, after 4NT mixed CUEs (1st and 2nd round controls), ROPI-DOPI,	
4♣	7		PRE (tactical)		RKCB (3/0, 4/1,2,2+TQ) + Scan 4♣/♦ = RKCB in non-comp. auctions	
4♦	7		“”			
4♥♠	7) “”			