

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
May be light (9+) with suitable shape in overcall or balancing seat
<b>Responses :</b>
Jump To 3♣/♦/M=10-11/7-9/0-6 4 cards support; Cue= Forcing raise; New Suit= F
Same (1m) 1♠ (x) 3♣ / 3♦ 3M
<b>In balancing :Same</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Overcall :</b> 15-17+
<b>Balancing :</b> 10-13
<b>Responses :</b> 2♣ (weak) STAY, 2♦ and 2♥= Trf;
2♠=either ♣or INV to 3NT, 2NT =Trf♦; 3♣=Puppet;3♦=5/3 MM
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1x(2NT) = 2-lower unbid suits
(1m) 2♦ = MM
<b>Reopen:</b> 2NT=17-19 Bal
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Direct CueBid</b> = 2-suiter except (1♣) 2♣
<b>Jump CueBid :</b> ask for STOP to play 3NT; Except (1♣) 3♣ = 55♦♠
<b>Style :</b> Non Vul vs Vul : ↓ to 4 HCP
<b>Reopening same :</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>VS Strong NT:</b> Dbl =5+4 mM; 2♣=STAY;2♦=any 6M;
2M=5M4m -2NT = 54 mm
Same in 4th
Vs Weak NT : Dbl Max of NT Opening; 2♣=STAY; 2♦/2♥=Trf
2♠= Trf ♣ ; 2NT=minors, 3♣=Trf ♦
Same in 4th
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take Out thru 4♠
(2M) 3M = mm
Over weak2 M: 4♣=55♣oM;4♦=55♦oM; Resp. NAT,CUE=F
<b>VS. ARTIFICIAL STRONG OPENINGS-</b> i.e. 1♣ or 2♣
(1♣) Dbl = MM, 1NT mm, Other NAT
(1♦) 2♦ = NAT
If Resp in TRF: Dbl=Interv, 1 suit trfed=T/O, 2Suit trfed=NAT;
<b>2♣=55♦/oM other NAT</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>1M(D)INT = Trf♣, 2x=Trf or Fit 7-9+value in the suit transfered</b>
Direct Raise: 0-6;2NT=10-11 4 cards, Jump Raise=0-6 4 cards
1♥ (Dbl) 2♠ = Mixed raise 7-9, 1♠ (Dbl) 3♥ = Mixed raise 7-9
1m (Dbl) 3m = PRE; 1m (Dbl) 2NT = INV

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup> (xSxx;Sxx;HxS)	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(H)(x+)	AKJ(x+)	
King	AK	AKJ10; Unblock; Count	
Queen	QJ10(x+);QJ9(x+);QJ(x+)	KQxx;QJ9(x+)	
Jack	J10(x+);KJ10(x+);J10;Jx	AorKJ10(x+);J10(x+);Jx	
10	K/Q109(+);109(x+);10(x)	A/K/Q109(x+);109(x+);10x	
9	98x;9x	J98(x+);9xx;9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENC		Hi=ENC
Suit 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	S/P	Hi/Lo=E	
1	Lo=ENC		Lavinthal
NT 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	S/P	Hi/Lo=E	
Signals (including Trumps): Suit preference/Hi-Lo want to ruff			
Smith in NT and Suit:Small on declarer's lead = ENC= Interest in the lead S			
Ace's lead asks for attitude; King's lead for counts			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe light (9+) with suitable shape in O/C or balancing seat			
Offshape OK if (17) 18+			
Responses :NAT, CUE=F			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After 1NT (X) = PEN then RDBL = PUPP to ♣ or ♦, 2♣=STAY, other TRF			
After 1m (P) 1M (any) Dbl shows 3 cards support			
After 1m (P) 1M (Dbl) RDL shows 3 cards support			
1♣ (1♦) Dbl = 4 + ♥ may have 4 ♠, 1m (1♥) Dbl = 4+ ♠			
Responsive Dbl: afterT/O Dbl thru 4♠			
Repeat same suit dbl by negative doubler = T/O			

EBL CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> SWITZERLAND
<b>PLAYERS:</b> Irène <u>Saesseli</u> – Christine <u>Vincent</u>
EVENT: Women
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
5+M (semi-F INT) w/ or w/o SUPP up to 12 HCP
Better minor, Resp. Jump to 2X= weak 3-6 HCP
NEG DBL thru 4♠
Wide-range overcall (good at 2-level);
2 over 1 RESP = FG
1NT Opening : 1+2 = 14-16 HCP; 3+4 = 15-17 HCP ; wk STAY
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening : STR near GF – any suit(s) any shape
Multi 2♦ : Weak in a M or STR BAL 22-23
2M opening =54+Mm; NV 1+3 seat PRE (↓to4 HCP), V/NV= 55
3NT opening: 1°, 2°, 3° SOL m
4m = strong M-opening: SOL ♥/♠ 8+ tricks
4♥/4♠ opening: To Play
After 1NT (2♣ Landy) X = T/O other = as w/o Overcall
After 1NT (2♦ or 2M) X=T/O; 2 of suit = NAT NF;
2NT=PUPP to 3♣; CUE = STAY w/o STOP
3 of a suit = Trf INV+; 3NT to play w/o STOP
<b>In Competitive</b>
2NT response after our balancing dbl = Lebenshol or scrambling
2NT GoodBad
SPECIAL FORCING PASS SEQUENCES
In competitive at 4+ level
Forcing pass when partner showed INV hand
In unclear situation we do not pass
IMPORTANT NOTES
Fit Jumps by passed Hand only without any intervention
<b>In comp</b> responder's 2 <sup>nd</sup> bid in a lower suit than his first is F at level 2 or 3. Otherwise 2NT Good Bad
PSYCHICS: Rare

