

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normal, usually 5 card, 1Level 6-17, 2 level 10-17
Cue response = limit+
New suit NF
Jump new suit F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd seat - system on
10-13 4 th seat – system on
4 th position 2NT = 19-21 bal
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit = Weak
2 suits – Gestem: cue = extreme, 2NT = lower suits, 3♣ = higher
Reopen: jump = intermediate, 14-16 6 card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = gestem (1♣) 2♣ = ♠+♦, 2♦ = M's, 2NT = ♦+♥
Rest: cue is extreme suits, 2NT low suits and 3♣ is high suits
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landi
2♣ = Majors, 2♦ = 1 major, 2♠♥ = 5 ♠♥ + 4 minor
DBL: 4 Major + 5 minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensol after (w2M) DBL (P)
4NT over 3/4x is minors or 2 suiters
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL Majors
NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at the 1L F1, 2NT is limit+ fit
RDBL 9+ implies no fit
1MA (DBL) 2MA -1 is constructive, 2MA is weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	Low from 3	
NT	Attitude	Low from 3	
Subseq	Attitude, low=enc	Low = good	
Other: vs NT: K ask unblock/count, A asks for attitude, Q asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax+	AKx +	
King	KQ+, AK	POWER	
Queen	QJ+	KQx+	
Jack	J10+, HJ10+	J10x+	
10	109+, H109+	H109+	
9	9x, 98x+	109x+	
Hi-X	Xx, xxx, xxxx	Xx, xxx, xxxx	
Lo-X	Hxx+	Hxxx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low/Hi = Even	Low = Enc
Suit 2	Low/Hi = Even	s/p	Low/High = Even
3			
1	Low = Enc	Low/Hi = Even	S/P
NT 2	S/P		Low/High = even
3			
Signals (including Trumps):			
UPCA - Low=enc, Low = even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
normal			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double through 4♥			
Support DBL up to 2 level			
Responsive DBL up to 3 Level			

EBL CONVENTION CARD
CATEGORY:Green
NCBO: Israel
PLAYERS: Barr Ronnie- Dana Tal/Noga Tal
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card MA better minor
2\1 F1 INT NF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening is weak MA or strong minor
2♠♥ openings are 55 (54) with a minor
Ghestem
3NT opening is Gambling
SPECIAL FORCING PASS SEQUENCES
After RDBL points Forcing in the 2 Level
IMPORTANT NOTES
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor	Weak jump shift, 3MA is splinter 1m-2m nat, 1m-3m inv	CB stayman, 4 th suit F 1m-1MA-4m 18-19 bal with Fit	1m(1NT)2♣ both Majors
1♦		3				CB stayman, 4 th suit F	
1♥		5		Normal	2\1 10+, 1NT nf, weak jump shift, 3♣: 10-11 INV 3 card fit Or 7-9 4 card fit (3♦ asks), 3♦: 10-11 4 card fit	CB stayman, 4 th suit F	Drury
1♠					2NT: Jacoby	After 2NT jacyoby: 3♣ min, 3Level new suit extra, 4L void, after 3Level 3Ma asks short	
INT				(14)15-17 could be semi BAL	2♣: nf stayman with smolen, 2♦♥: transfers, 2♠\NT: minor transfers, 3♣: p- stayman,	After minor transfers new suit is singleton but 3NT is BAL slam try (or ♣ short if ♦'s)	Lebenshol, fast denies If they DBL penalty play Transfers runnouts (Pass transfer to RDBL
					3♦: 54minors(31)- 3♥ asks, 3♥: 55 M's, 3♣: minors Texas transfers, 4♣ gerber		If they DBL convention play RDBL pen and system on If they bid 2♣ cap DBL is stayman +system on
2♣				Strong	Natural		
2♦				Weak MA or 8 tricks minor	2♠♥: P\c, 2NT asks, 3♥: P\c	After 2NT: 3♣\3♠ strong minor and 3♦♥: transfer to the MA	
2♥		5		55(54) with a minor	2NT asks, new suit is Nat NF, jump in new suit is F	After 2NT all the bids are INV	
2♠		5		55(54) with a minor	2NT asks, new suit is nat NF, jump in new suit is F		
2NT					3♣: p-stayman, transfers, texas transfers, 3♠: minors (or one minor), 20-22 could be semi BAL	2NT-3♣-3♦-3♥: ♠ or no 4MA, 3♠: ♥, 3NT: both	
3♣		7 (6)			4♣: gerber		
3♦		7 (6)					
3♥		7 (6)					
3♠		7 (6)					
3NT				Gambling, solid minor with no side A\K			
4♣		8 (7)					
4♦		8 (7)					
4♥		8 (7)					
4♠		8 (7)					
						HIGH LEVEL BIDDING	
						0314 RKCB with dopi	
						4♦ RKCB for ♠'s only if 1♣-3♣-4♦ or 3♣-4♦	
						Unusual VS unusual when they overcall with 2 suits	