

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
after overcall new suit forcing
opponent's suit = support and inv.+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Raptor = 9-16 hcp 5+ card minor + 4 card major (second seat)
Reopening 1NT: 11-14(15) hcp (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Unusual NT
Reopening 2NT: 19-21 hcp
Reopen: intermediate one-suiter
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue
Jump cue bid asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Against weak NT: DBL = strong, 2NT minors
Against strong NT: DBL = 5+C/D or both majors at least 44
2C = C+D/H/S at least 44, 2D = D+H/S at least 44
2H and 2S = 5+ cards
2NT = strong distributional hand
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michael's (after 2D-3C)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□
after 1C/1D: DBL = majors, 1NT = minors
after 2C: DBL = majors, 2NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5, seldom 4 th	1-3-5	
Subseq	1-3-5	1-3-5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	AKxx	
King	AK, KQ(+), Kx	AKJ10(+), KQ109(+), Kx	
Queen	Qx, QJ(+)	QJ(+), KQ(+), Qx	
Jack	J10(+), Jx	J10(+), Jx	
10	109(+), 10x	KJ10(+), 109(+), 10x	
9	9x	K109(+)	
Hi-X	Xx	Xx	
Lo-X	HxX	HxX, KQ9X, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=encouraging	low/high = even	odd=ENC/even=SP
Suit 2	low/high = even	suit preference	
3	suit preference		
1	Low=encouraging	low/high = even	odd=ENC/even=SP
NT 2	low/high = even	Smith echo	
3	suit preference		
Signals (including Trumps): K-lead asks unblocking against NT			
Smith echo (high encouraging)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light in balancing seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support DBL/RDBL up to 2 level			
1M-2M-(3x)-DBL = (semi)balanced inv.			
Lightner DBL			
good-bad-notrump			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Bridge League of Finland
PLAYERS: Anni Mäkelä and Meri Korhonen
EVENT (Women)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542, 2/1 unless rebid
ID = 5 cards or 4441
1NT = 15-17
leads 1-3-5, udca, 1. discard odd=ENC/even=SP, smith echo against NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
transfer responses after 1C opening
1 NT overcall Raptor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	10-22 hcp, may have longer diamond if balanced	1D = 4+H, 1H = 4+S, 1S = 5(4)+D, 1NT = 5-10 hcp, 2C = 5+C, INV+, 2D = 5+D FG, 2H/S weak, 6+ M, 3C = weak 5+ clubs, 3D/H/S = void	two-way checkback, 1C-2C-2D/H/S = stopper, 1C-2H/S-2NT = asking	opponent suit support inv+ passed: 2D weak unusual vs. unusual
1♦	x	4	4♥	10-22 hcp, 5 cards or 4441	2D = GF, 4+ diamonds, 3C = inv. 4+ diamonds, 2H/S weak, 6+ M, 3D = weak 4+ diamonds, 3H/S/4C = void	two-way checkback, 1D-2D-2H/S = stopper, 1D-2H/2S-2NT = asking	opponent suit support inv+ passed: 2D = inv. 4+ diamonds unusual vs. unusual
1♥		5	4♦	10-22 hcp	1NT = 5-12 hcp, 2NT = 4+ card hearts, inv., 3C = 4+ hearts, 5-9 hcp, 3D = 3 hearts, 10-12 hcp, 3H = 4+ hearts, 0-5 hcp, 3S/4C/D = void, 4S = to play	two-way checkback, 1H-2NT-3C = min.	1H-(1S/2C/D): 2NT = 4+ support inv+, opponent suit = 3 support inv+, Two-way Drury unusual vs. unusual
1♠		5	4♥	10-22 hcp	1NT = 5-12 hcp, 2NT = 4+ card spades, inv., 3C = 4+ spades, 5-9 hcp, 3D = 3 spades, 10-12 hcp, 3S = 4+ spades, 0-5 hcp, 3H/4C/D = void, 4H = to play	1S-2NT-3C = min.	1S-(2C/D/H): 2NT = 4+ support inv+, opponent suit = 3 support inv, Two-way Drury unusual vs. unusual
INT			3♠	15-17 hcp, balanced, 5332, 6m322, 5m422	2C = Stayman, 2D-2NT = transfers, 3C = minors weak, 3D = minors SI, 3H/S = (31)(45), 4C/D = 6+M	Smolen, 1NT-2C-2D-2M = 54 majors inv., 1NT-2D-2H-2S = 55 majors inv., 1NT-2H-2S-3H = 55 majors GF	Lebensohl
2♣	x			GF or 22-24 hcp, balanced	2D = weak/relay, 2H/S = good suit, 2NT/3C = 6+ m, 3D = 55 minors	2C-2D-2NT = balanced 22-24 hcp -> responses same as after 2NT opening	
2♦		6(5)		pre-emptive, (3)5-10 hcp	new suit forcing, 2NT = Ogust, 4C = RKCB-pre		new suit nonforcing in competitive bidding
2♥		6(5)		pre-emptive, (3)5-10 hcp	new suit forcing, 2NT = Ogust, 4C = RKCB-pre		new suit nonforcing in competitive bidding
2♠		6(5)		pre-emptive, (3)5-10 hcp	new suit forcing, 2NT = Ogust, 4C = RKCB-pre		new suit nonforcing in competitive bidding
2NT				20-21(22) hcp, balanced	3C = Puppet-Stayman, 3D/H = transfers, 3S = transfer to 3NT with minor(s), 4C/D = 6+M		
3♣		6		pre-emptive	new suit forcing, 4D = RKCB-pre		
3♦		6		pre-emptive	new suit forcing, 4C = RKCB-pre		
3♥		6		pre-emptive	new suit forcing, 4C = RKCB-pre		
3♠		6		pre-emptive	new suit forcing, 4C = RKCB-pre		
3NT	x	7		minor pre-emptive	4C = p/c, 4D = asking shortness		
4♣	x	7		Namyats	4D = SI		
4♦	x	7		Namyats	4H = SI		
4♥		7		pre-emptive			
4♠		7		pre-emptive			
4NT	x			asking specific ace	5C = no aces, 5D/H/S = ace, 5NT = club ace	HIGH LEVEL BIDDING	
5♣		7		pre-emptive		RKCB 0314, Exclusion RKCB, RKCB-pre, splinters, non-serious 3NT	
5♦		7		pre-emptive		Minorwood, DOPI-ROPI-DEPO	