

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Overcalls starting from 8+ HCP
Can be very aggressive with very good suite and/or PH partner
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17 with a stopper in the opps suit (maybe not on 2cCL)
After 1m is 11-14, can be without stop
After 1M is 11-16, can be without stops and 2(M-1) asks number of stops
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak
Reopen: playing strength
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS : either very strong(5- losers) or weak (sth like 8-13)
UNUSUAL NT minors or om+M, strong or weak
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
over weak: X is from a good 14, 2C majors (can be even 44)
over strong NT: X is 5+minor and 4major
2C is majors, 2D is one major, 2M 5+M + 4+m, 2N is minors
over strong NT, strong (15+) hands with rebid may elect to double in 4th 2C is majors, X is points, 2N is minors, all else natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebenshohl after T/O
Leaping and non-leaping Michaels, see supplementary sheet [1]
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
over 1C: X=S+C/H+D, 1D=Ms/mins, 1N=S+D/H+C (Crash)
over 1C-1D, X=S+C/H+D, 1N=Ms/mins, 2C=S+D/H+C
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX - strong

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3rd/5th	
Subseq	low encouraging	low encouraging	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude, AKx(x+), Ax, A	Count	
King	Preference,AK, KQ(x), K(x)	Attitude	
Queen	Attitude, Q, Qx, QJ(x)	Count	
Jack	Attitude, J, Jx, (K)JT(x)	Count	
10	Attitude, T(x), (K/Q)T9(x)	Count	
9	Singleton, 2nd	Count	
Hi-X	X, (H)xx(x)	Hi	
Lo-X	Single, double, 2nd	X	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (low enc)	Attitude (low enc)	Odd encouraging
Suit 2	Preference (Lavint)	Preference	Even Lavinthal
3	Count (hi-low even)	Count (hi-low even)	
1	Attitude (low enc)	Smith (low enc)	low enc
NT 2	Preference (Lavint)	Attitude (low enc)	
3	Count (hi-low even)	Preference	
priority is count only if necessary, Smith, attitude, preference than count; on trumps we signal SP if any			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles up to and including 4H			
Can be prerry aggressive or with non-standard distribution when holding 44 or better in the majors;			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double			
we play forcing pass (when in GF, against obvious sack which might be suggested by us opening and showing invitational values)			

EBL CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ROMANIA</b>
<b>PLAYERS: Diana GRIGORE – Rainer RETZLER</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF all the way (1S-2H and 1D-2C might not have full values, but are still GF)
XYZ all the way
1m-2m is GF, 1D-3C and 1C-2D are exactly inv
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Drury after 3rd/4th 1M opening:
2Cl is max with 3M,
2D is max with 4M and no shortness,
2N is max with 4M and single/void after which 3C asks opener reverting to opening suite is STOP
<b>SPECIAL FORCING PASS SEQUENCES</b>
we play forcing pass (when in GF, against obvious sack which might be suggested by us opening and showing invitational values)
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPE NING	TICK IF ARTI FICI AL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		can choose to open 1C with 4(5) poor diamonds	natural; jumps are weak; 2C=GF, 2D is (4)5C inv	XYZ => 2C=ask for 2D, 2D=art GF	
1♦		4			natural, 2C=GF but can lack full values 2D=GF, 3C is 4+D inv., 2M/3x weak	XYZ => 2C=ask for 2D, 2D=art GF	
1♥		5			2N GF, 3C inv, 3D mixed, 3H weak, 1N F1, 2m=GF,	XYZ, 1H-1N-2m cand be 2 cards	2C fit 3, 2D fit 4, 2N splinter
1♠		5			see 1H	XYZ, 1S-1N-2m can be 3 cards	
INT				15-17	1N-2N = D or weak minors; 1N-2S = range ask or clubs 3M = 3oM1M(54), or even 2155/3055 (GF)	1N-3C =Puppet 1N-3D = majors 5+/5+, strict for game	
2♣	22+HCP			2D waiting, 2M/3m good suit			
2♦	Weak	(5)6			except fit, everything is forcing, 4C is preempt KC	After 2N we can show good hands/6card 3C=bad/bad, 3D=good hand, 3H=good suit/ 3S=good/good	
2M	Weak	(5)6			see 2D	see 2D	
2NT				20-21(22) balanced	3Cl – Puppet, 3D/H/S transfers; 3S can be minor(s) over 3H/S 4C is preempt KC, over 3m 4om is 5+5+MM		
3any	Weak	6 in m, 7 in M				<b>HIGH LEVEL BIDDING</b>	
3NT	X	7 cards		m Gambling	4/5C P/C, 4M to play, 4N ask for m, 4D=ask for shortness, after which 4H/S/N=short, 5m=7222	RKCB, 41/30/2/2+q	
4any	weak	7-8			4M,5m=NF; 4N = preempt KC	After asking about key cards, we ask about the Q of trumps and jump in the first K if affirmative or bid as cheap as possible otherwise; we can also ask for kings with 5N	
4NT	X			Specific ace ask	5C-none, 5D/H/S/N=AD/H/S/C, 6C=2A,6D=3A	Small and big Josephine	
5m	weak					in competition bidding 5M asks partner for q-bid	
5M	Asks for A/K			Asks partner to bid 6H/S if holding A/K of H/S and to bid 7H/S if holding both		jumps to 5N are Pick A Slam preempt KC: 0/1, 1+Q, 2, 2+Q	

Supplimentary sheet [1]

(2D, either weak 2 or Multi) - 4C is C with major => 4D ask major, 4N is club keycard

(2D Multi) - 4D -> one major (2D Multi) - 4M -> M+ D, leaping Michaels-ish

(2H/S weak 2/Muideberg) - 4C/D = C/D+Spades/Hearts => 4H minor keycard, 4N is spade/heart keycard

(3C weak) - 4C=majors, 4D = one major, 4M=M+D

(3C) - 4D - (P) - 4S = asks for pass with S, and KC answer with H

(3D weak) - 4C = majors, 4D = one major, 4M = M+C, see above

(3H/S weak) - 4C/D = C/D + spades/hearts