

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style : sound
2/1 is forcing – 2/2 not forcing/3/1 is re-empt
1/1 is forcing
Cue-bid show support in trmp and inviting
Jump cue-bid shows 4 cards support & inviting
Jump to 3 in suit is pre-empt
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18 in second = Stayman/Transfer (different if opening is Major or minor)
In 4 <sup>th</sup> , shows a 2 suiter with Minor longer than Major
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
VUL: sound /NV = weak
Unusual NT : two suiter (lowest suits)
Responses : natural – cue-bid forcing 1 round
Reopen: 2NT is 17-19
<b>DIRECT &amp; JUMP CUE BID/S (Style; Response; Reopen)</b>
Two suiters : cue-bid on 1Min = shows both Majors
2NT and cue bid are forcing /others natural
Cue-bid of 1M shows other Major + minor
2NT and cue bid are forcing /others natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MULTI LANDY:
<b>X= 5+minor/4 Major; 2♣ = for majors/2♦ : MULTI/2♥ or 2♠ = two suiter with Major + minor</b>
<b>Vs weak NT : double = 13+ ; 2♣ = for majors/transfer for other bids (in 2d and 4<sup>th</sup> seat)</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3min – 4min = 2suiter
3Major – 4min is Minor + Major'
3Major – 4 Major : for minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1NT is for minors/2♣ is for majors/2x = 6 cards
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ for penalty

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3d/5th	idem	
NT	3d/5 <sup>th</sup> flexible	Count	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	idem	
King	Asks for count	Idem or unblock J	
Queen	Asks for attitude	idem	
Jack	Count	Count	
10	Count	count	
9	Count	count	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H= encouraging	Count	italian
Suit 2	L = discouraging		
3			
1	On A&Q = small E	Count	italian
NT 2	On K = unblocking		
	or count		
Signals (including Trumps): count is regular (odd/even)			
Italian small odd = E/small even = D			
<b>SMTH Peter on NT: high card showing interest from both sides</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Sputnik</b>			
<b>1min -1H – X : denies 4+ spades</b>			
<b>1 Min – P – 1 Major – 2x - X = 3 cards support or strong hand</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
<b>Responsive Double over raises</b>			
<b>1X – 1Y 1NT = weak 2-suiter take-out</b>			
<b>Opener's Sputnik = 3-card support or strong hand</b>			
<b>Doubles of raises are competitive</b>			
<b>Doubles of strong 1NT =4-card Major +5-card minor</b>			

EBL CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: BELGIUM</b>
<b>PLAYERS: A. Couteaux (6729) /L. Angelini (9345)</b>
<b>EVENT: Women's teams</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NATURAL
5 CARDS MAJORS
LONGEST MINOR
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2♣ : GAME FORCING</b>
<b>2♦ : MULTI</b>
<b>2♥ :Majors two-suiter (6-10)</b>
<b>2♠ : Muyderberg (5♠/4+ minor)</b>
<b>3NT : minor pre-empt</b>
<b>4♠/4♦ = Namyats (stronger than 4Major)</b>
<b>Cue-bid = 2-suiter ( highest/ X suits )</b>
<b>2NT = 2-suiter ( lower suits )</b>
<b>Multi Landy over 1NT (15-17)</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
When our 1NT is doubled = transfer for XX (then 2suiters or Pass)
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	12-21	Walsh/inverted minors		2 over 1 forcing
					2♦ =Majors 2suiter (6-9)/2♥ =5♠+4♥ (6-9)/2♠ is weak (3-6)		2NT : weak after opponent X
1♦		3	3♠	12-21	Inverted minors/2♥ =5♠+4♥ (6-9)/2♠ is weak (3-6)		2NT : weak after opponent X
1♥		5	3♠	12-21	1NT = forcing 1 round/2♥ = 8-10/2NT = fit GF/3♣ or 3♦ = suit and fit (limit bid)/3♥ = pre-empt/4x is splinter	Drury for 3/4 <sup>th</sup> seat openings	2♦ =ambiguous/2♥ = 6 cards and opening
1♠		5		12-21	1NT = forcing 1 round/2♠ = 8-10/2NT = fit GF/3♣ or 3♦ = suit and fit (limit bid)/3♠ = weak/4x is splinter	Drury for 3/4 <sup>th</sup> seat openings	2♦ =ambiguous/2♠ = 6 cards and opening
INT			2♠	15-17 (with 5 Major possible) balanced	Stayman/Transfer 3M =shows single with 5/4 minors (GF)		
2♣	X			Game forcing	Italian controls : A = 2/K = 1		
2♦	X			Multi: either weak Major or strong NT or semi forcing in suit	2NT= relay (positive)/2Major is pass or correct	Over 2NT: 3♣ is weak in ♥/3♦ is weak in ♠ (6-8) 3Maj inverted when max (9-10)	
2♥		5		Major 2 suiter with 5♥ and 4/5♠(6-10)	2NT = asks for strength and distribution 3M is pre-empt	3♣ is minimum others showing max + description	
2♠		5		5♠ with 4+ minor (6-10)	2NT = asks for strength and minor	3♣ or 3♦ is minimum with suit 3♥ or 3♠ = maximum	
2NT				20-21 balanced	Stayman/Transfer 4♣ = for minors /4♦ = both majors	Rectification = shows fit	
3♣		6		Pre-empt (5-10)	4♦ =KCB		
3♦		6		Pre-empt (5-10)	4♣ = KCB		
3♥		6		Pre-empt (5-10)	4♣ = KCB		
3♠		6		Pre-empt (5-10)	4♣ = KCB		
3NT		7		Pre-empt	4♣ = pass or correct		
4♣	X			Good in ♥	4♦/4♠ =cue-bid/4♥ = to play		
4♦	X			Good in ♠	4♥ = cue bid/4♠ = to play		
4♥		7		Natural (pre-empt)	All responses are cue bid / 4NT = RKCB		
4♠		7		Natural (Pre-empt)	All responses are cue-bid /4NT = RKCB		
4NT	X			Minors 2 suiter (pre-empt)			
5x		8		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
						Control Cue bid – ROPI/DOPI	
						Splinters - KCB/Exclusion BW - Josephine	

