

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS :** 4<sup>+</sup> cards 6-16 HCP  
Responses 1/1 2/2 & Cue bid F1  
**Jump fit**

**1NT OVERCALLS :** 2<sup>nd</sup> 15-18 HCP / 4<sup>th</sup> 10-13 HCP  
Responses after pass J3 On 1 Major 2x Texas except Stay.  
On 1 Minor 2♣ Stayman 2x Texas

Responses after X J3: Texas(XX→2♣; pass ask XX (baron or pass))

### JUMP OVERCALLS

1♥/♠ P 2♥/♠ 4♣/♦ = M'/m; 3♣ 4♣ = ♦ & ♥; 3♣/♦ 4♦ = ♥ & ♠  
3♥/♠ 4SA = ♣ & ♦; 3♥ 4♥ = ♠ & m; 3SA(♠,♦) 4♣ = ♦ & ♥ | 4♦ = ♥ & ♠  
PREEMPTS IN TEXAS ex: 1♦ 2♦ → 6♥(5 pos.) 2♥ → 6♠(5 pos.)

### DIRECT & JUMP CUE BIDS

2 SUITERS 5<sup>+</sup> & 5<sup>+</sup>  
on 1♣ 2♣(♥&♠) 2♠(♦&♥) 2NT(♦&♠) (Ghestem in Texas)  
on 1♦ 2♣(♣&♠) 2♠(♣&♥) 2NT(♥&♠) (Ghestem in Texas)  
on 1♥/♠ 2♥/♠ (M'&♣) 2NT(♣&♦) 3♣ (M'&♦) (Ghestem)

### VS. Strong/weak NT

2♣ = Majors (4<sup>+</sup> & 5<sup>+</sup>); 2♦ = ♥ or ♠(5)6; 2♥/♠ = ♥ or ♠(5) & 4<sup>+</sup>m  
2NT = (4)5♣ & (4)5♦ or a strong 5M & 4<sup>+</sup>m; **X=15<sup>+</sup>HCP**

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣(or 2♣/♦/NT)

X = ♣ or ♦ & ♥ - n♦ = ♥ or ♠ & ♣ - n♥ = ♠ or ♣ & ♦ - nNT = ♣ & ♥ or ♦ & ♠  
(Rainbow)

### VS. 2♣/♦/♥ EKREN (4<sup>+</sup>♥ & 4<sup>+</sup>♠ weak)

X = 14<sup>+</sup>HCP REGULAR HAND / 2NT = 14<sup>+</sup>HCP & minors (5<sup>+</sup> & 4<sup>+</sup>)

### VS. 2♦ MULTI

X = 12<sup>+</sup>HCP; 2♥/♠ = Short ♥/♠; 2SA = 19-21 HCP; **3SA = to play**  
3♣/♦/♥/♠ 6<sup>+</sup> 15<sup>+</sup>H; After Pass X=TO; 2SA = 16-18 HCP;  
2♣/3♣/♦/♥ 5<sup>+</sup> 11-14; 3SA = 5♣ & 5♦; 4m = 5<sup>+</sup>m & 5<sup>+</sup>m'

### VS. 2♥/♠ WEAK or MULJDERBERG

X = 14<sup>+</sup>HCP x(x)♥/♠; 2SA = 16-18HCP; 2♠/3♣/♦/♥ (5)6<sup>+</sup> 14<sup>+</sup>HCP  
Response to X = 2NT Lebensohl, Other 8<sup>+</sup>HCP

### OVER OPPONENTS' BICOLOR

1♥/♠ (2SA) : 1<sup>st</sup> CB Strong(fit) ; 2<sup>d</sup> CB Strong(4<sup>st</sup> color)  
3♥/♠ : NF 4♣/♦ : Splinter ; 4<sup>st</sup> color to play  
1♣/♦ (2♦) : X = Punitif à ♥/♠ 2♥/♠ : arrêt 2NT/3♣/♦... TEXAS  
3♥/♠ Splinter SA Nat.

### OVER OPPONENTS' TAKEOUT DOUBLE

1m (X): Texas except 2♣ = 4<sup>+</sup>♥ & 5<sup>+</sup>♠ :  
1M (X): Texas, jump fit, 2NT = Fit4-11<sup>+</sup>S, 2(M-1) = Fit3 5-7or 11<sup>+</sup>S

### VS. PREEMTS

X = PENALTY or TAKE OUT OTHER RUBENSOHL

## LEADS AND SIGNALS

### OPENING LEADS STYLE

**4<sup>th</sup> best in NT and 3/5<sup>th</sup> in SUIT Contracts**  
Attitude (small = positive) on ace or queen, King asks distribution

### SUBSEQUENT LEADS

Attitude, count in partner suit

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK...	AK...
King	AK or KQ or K(x) ...	AKJxx or ARV10
Queen	KQ or QJ...	KQ or QJ...
Jack	(x)JT	(x)JT
10	(x)T9	(x)T9
9		
Hi-X	3/5 <sup>th</sup>	1 <sup>th</sup> (1-2-3) or 2 <sup>d</sup> (4)
Lo-X	3/5 <sup>th</sup>	4 <sup>th</sup> best

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1 Parity	Parity	Parity	Italian
Suit 2			
Suit 3			
NT 1 Parity	Parity	Parity	Italian
NT 2			
NT 3			
Signals (including Trumps): Parity or Attitude			
Smith Echo Low = Encouraging			

## DOUBLES

### TAKEOUT DOUBLES

Responses Standard, 3 suiters  
CUE BID F1; jump 8-10  
1/2/3NT 7-11/11-12/12-15 HCP

### IN BAL POSITION

Standard, 2 suiters  
CUE BID F1

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

## E B L CONVENTION CARD

### CATEGORY:

NCBO: BELGIUM

PLAYERS: MAHY Alain (BE-71152) ()

MATELART Marc (BE-5729) (500354)

EVENT : ZW DIV1 FBB DIV2 Version 2.03 29/8/2019

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE : NATURAL

MAJOR 5<sup>TH</sup> - **Best Minor** - WALSH - INVERTED MINOR  
1NT (14<sup>+</sup>)15-17 HCP - 2♣ FG or SF in ♥/♠ - 2NT 20-21 HCP  
ON 1♥/♠ : 1NT FORCING 2 OVER 1 : **FG**  
ON 1♦ : 1NT 5-10 HCP 2♣ : 10<sup>+</sup> HCP

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE:

#### OPENING :

2♣ : FORCING GAME or SEMI FORCING in ♥ or ♠  
2♦ : MULTI SEMI FORCING in ♣/♦/NT or weak in ♥ or ♠  
2♥ PREEMPT : 3-11 HCP & BOTH MAJORS (4-4 possible)  
2♣/3♣/♦/♥ PREEMP(♣/♦/♥/♠) or FG 5<sup>+</sup>♣/♦/♥/♠ & 5<sup>+</sup>x  
INTERVENTION : Natural or in Texas if made with Jump  
2 SUITERS : 5<sup>+</sup> & 5<sup>+</sup>  
on 1♣ 2♣(♥&♠) 2♠(♦&♥) 2NT(♦&♠) (Ghestem in Texas)  
on 1♦ 2♣(♣&♠) 2♠(♣&♥) 2NT(♥&♠) (Ghestem in Texas)  
on 1♥/♠ 2♥/♠ (M'&♣) 2NT(♣&♦) 3♣ (M'&♦) (Ghestem)

#### RESPONSE on 1♣/♦:

w/ Jump : 2♦/♥ 2 SUITERS & 8-10 HCP 2♠ PREMPT in ♣/♦  
3♣(on 1♦)/♦/♥ Texas for ♥/♠ (Strong/Weak) 3♠ Texas for 3NT  
~~2♣ DRURY~~ 2WAY CHECKBACK  
3<sup>rd</sup> & 4<sup>th</sup> FORCING RUBENSOHL  
2NT GOOD/BAD 4♣/♦ NAMYATS

### SPECIAL FORCING PASS SEQUENCES

AFTER COMPETITIVE BID IN PREMPTIVE SITUATION

### IMPORTANT NOTES

COULD PASS WITH SOME 12 HCP HANDS (RARE)

### PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	11-23DH	NATURAL - 2♦/♥:2 SUIT.8-10 HCP 2♣ F1 2♠/3♣ PREEMPT in ♣ - 3♦/♥/♠: TEXAS ♥♠NT		After X or 1♦/♥: TEXAS After 1♠ ... SPTNK/NATURAL
1♦		3	4S	11-23DH	NATURAL - 2♥:2 SUIT.8-10 HCP 2♦ F1 2♠/3♣ PREEMPT in ♦ - 3♣/♥/♠: TEXAS ♥♠NT		After X or 1♥: TEXAS After 1♠ ... SPTNK/NATURAL
1♥/1♠		5	4S	11-23DH	1NT F1 0-19HCP;2♥♠8-10S; 3/4♥♠PREEMPT 3♣11-12S;3♦/M'13-15S;2NT16+S BAL; 4x 16+S Splinter;3NT 15-17 HCP;2x NAT FG	2NT GAME TRY - 3♥/♠ PREEMPT - 2/3x Natural GAME TRY	After X or after 1♠ on 1♥ Texas ; 2(M-1)= FIT3 5-7or 11+S JUMP FIT; 2NT FIT4 11+S
INT				(14+)15-17HCP 5Major;6minor; 5-4 possible; single also (Rare)	2♣ STAYMAN 5 LEVELS; 2♦/♥/♠/NT TEXAS 2♦ 3SUITS or 2-2-54FG; 3♣/♦xx5+5+; 3♥/♠ 1354	NATURAL; QUEST TRANSFERT;	RUBENSOHL
2♣	XXX	0		Any FG or SF in ♥ or SF in ♠ or FG 5+♥ & 5+♠	2♦ 1 ACE or 5+HCP FG; 2♥ to play if 2♥ SF NF; 2♠ to play if 2♠ SF NF; 3♣ 4+h & 4+s weak F1; 3♦/♥/♠/4♣ HHHxxx ; 4♦/♥/♠/5♣ AKQxxx	NATURAL	After X XX or 2x 5+HCP After 2x X or 2y 5+HCP
2♦	XXX	0		SF in ♣/♦/NT or WEAK in ♥/♠(6c)(5poss.) or FG 6+♠ & 5+♥	2♥ NF; 2♠ 3+c; 2NT F1; 3♣/♦ NAT F1; 3♥/♠ PREEMPT; 4♣ ASK MAJOR IN TEXAS 4♦ ASK MAJOR ; 3NT/4♥/4♠ TO PLAY	Over 2NT 3♣/♦ MIN of 2♥/♠ or Natural SF 3♥/♠ MAX OF 2♠/♥(FG);3NT SF REG	After X pass to play XX ask description
2♥	(X)	4		WEAK Majors 2 Suiter (4+&4+)	Pass/2♠ TO PLAY; 2NT/3♣/3♦ F1 3♥/♠ PREEMPT; 3NT/4♥/4♠ TO PLAY;	Over 2NT 3♣ 55;3♦ min 45;3M 5M'4MMaxi Over 3♦ 3♥/♠ Min; 3SA/4♣/♦/♥/♠ Maxi	After X 2♠/ 3♣/♦ to play After X 2NT to play 3♣ or 3♦
2♠	(X)	0		PREEMT in ♣ (7+c)(6 poss.) or STRONG 5+♣ & 5+♦/♥ or ♠)	2NT F1 ; 3♣ asking 3♦/♥/♠ to play if opener is not FG.		
2NT				20-21HCP 5major;6minor; 5-4 possible; single also (Rare)	3♣ PUPPET ; 3♦/♥/♠ TEXAS ; 3NT 5s&4h; 4♦ 5s&5h ; 4♥/♠ short ; 4NT QTT; 5♣BWD4	4♣ MINOR SUIT ASKING→4♥(4t); →4♠ (4k);	
3♣	(X)	0		PREEMT in ♦ (7+c)6 poss.) or STRONG 5+♦ & 5+♥/♠/♣	3♦ asking→3♥/♠ FG with ♥/♠; 3NT/4♣ PREEMPT in ♣		NATURAL
3♦	(X)	0		PREEMT in ♥ (7+c)6 poss.) or STRONG 5+♥ & 5+♣/♦	3♥ asking→3♠/3SA FG with ♥&♣/♦; 3NT/4♦ PREEMPT in ♦		NATURAL
3♥	(X)	0		PREEMT in ♠ (7+c)6 poss.) or STRONG 5+♠ & 5+♣/♦	3♠ asking		
3♠	(X)	0		CLOSED SUIT (7+) ANY	4♣ ask for closed suit 4♦ forcing, other non forcing		
3NT		0		PREEMPT ♣/♦ bad color	4♣ ask for closed suit 4♦ forcing, other non forcing		
4♣/♦ 4♥/♠		0 6		PREEMPT ♥/♠ (6+) nothing to protect or A/K Def.			
4NT				BLACKWOOD		<b>SLAM APPROCH AND CONVENTION</b>	
5♣/♦		7		PREEMT		KBWD5 41; 30; 52; 52+Q; 2+v; 2+v+Q;1+v;1+v+Q AFTER INTERVENTION ON KBWD5 : X(X)=41;pass=30;etc...(DOPI ROPI) Cue-bid - X, pass = no control, other = single or K, XX = void or A Raise to 5 of a major ask 2 top honors or the control of a suit.	