

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8 – 15 hps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 18 hps bal
11 – 14 hp 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pri-emptive
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th best	2 nd /4 th best	
NT	2 nd /4 th best	2 nd /4 th best	
Subseq			
Other :standard from sequences			
A109x , K109x , etc leading 10, 10x leading 10			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK or Ax	AK or Ax	
King	KQ or AR	KQ	
Queen	QJ or Qx	QJ or KQ109x	
Jack	J10 or Jx	AJ10 , KJ10 , J10 , Jx	
10	109 , 10x , A109 , K109	A109 , K109 , 109x any	
9	Promises an honour above	or singleton 9	
Hi-X	2 nd /4 th best	2 nd /4 th best	
Lo-X	2 nd /4 th best	2 nd /4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	udca	udca	Lavinthal
Suit 2	Small . high = even		
3	High > low = odd		
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD	
CATEGORY: . Blue	
NCBO:	
PLAYERS: Nikola.Barantiev / Ilko Popov	
EVENT /Senior/	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	Precision club
1♣ - 16+ any	
1♦ = 10-15, 0 +♦	
1♥ = 10 -15, 5+♥	
1♠ = 10-15, 5+♠	
INT = 14-17	
2♣ = 10-15, 5+♣/4 M or 6+♣	
2♦ - 1 M weak 6(5)+ cards	
2♥ - 13-16 hp - 6 (5) cards	
2♠ - 13-16 hp - 6(5) cards	
2NT = 7-10, 5/5 mm weak	
3♣/♦/♥/♠ - 7-10, nat. (6 or 7 cards)	
3NT= Gambling, w/o A or K in side suit, 3 rd pos=to play, can be strong	
4♣/♦ =8,5- 9 tricks ♥/♠ (stronger than opening 4♥/♠)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♥ - 13-16 hp - 6 (5) cards	
2♠ - 13-16 hp - 6(5) cards	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:RARE	

OPENING	TI C K I F A R T I F I C I A L	MIN · NO. OF C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	ART	0		16+ ANY or 5 looser strong	1di – 0-7 any , 1 he/sp//2cl/di = 8+ hps FG 2 he= any 4441 8-11 hp/2 sp = any 4441 12+ hp	1cl – 1 di – 1he F1 contains all hands with Hearts or strong NT openings	
1♦	art	0		In general w/o 5 M	1NT = 8-11 ; 2he = 4he/5sp weak, 2sp/cl/di inv	1di > 2NT weak m or FG with 4 card M	
1♥	nat	5		1♥=10 -15, 5+♥	1NT non-forc; 2cl/di FG nat , 2he = 6-9 hp 2NT = inv+ 3+ cards in he , 2 sp = 6+ 10-12 hp inv		
1♠	nat			1♠= 10-15, 5+♠	1he/sp > 3cl/di 10-12 hp inv		
INT				14-17 bal (may have 5 cards M	2cl= Stayman , 2di/he = transfers , 2sp = tr or ask	1NT – 2 sp – 3cl = MAX , 2NT = min	
2♣	nat			2♣=10-15, 5+♣/4 M or 6+♣	2di= reley FG , 2he/sp = 5 cards inv. 2cl – 3di = 5di/+ 5he FG, 3he – both M 5/5 F, 3sp =	5sp+ 5 di > FG	
2♦	ART			2♦- 1 M weak 6(5)+ cards	2,3,4 M = p/c , 2NT = ask , 3m = F1		
2♥				2♥ - 13-16 hp - 6 (5) cards	2sp > ask; 2nt = 5+sp F1 ; 3cl/di = FG 6 cards 3sp/ 4cl/di = splinters; 3NT = to play with 2 he		
2♠				2♠ - 13-16 hp - 6(5) cards	2NT > reley		
2NT				2NT = 7-10, 5/5 mm weak			
3♣				3♣ - 7-10, nat. (6 or 7 cards)			
3♦				3♦ - 7-10, nat. (6 or 7 cards)			
3♥				3♥ - 7-10, nat. (6 or 7 cards)			
3♠				3♠ - 7-10, nat. (6 or 7 cards)			
3NT				3NT= Gambling, w/o A or K	in side suit) 3 rd pos=to play, can be strong		
4♣				4♣/♦ =8,5- 9 tricks ♥/♠	(stronger that opening 4♥/♠)		
4♦				4♣/♦ =8,5- 9 tricks ♥/♠	(stronger that opening 4♥/♠)		
4♥				Nat			
4♠				Nat			
4NT				5/5 mm 3 looser			
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play			
5♥				To play			
5♠				To play			