

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level: can be weak (5+HCP)
2-level: usually more constructive (10+HCP) except sandwich, or when partner has passed
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>ND</sup> =15-18 RESP as over 1NT opening
4 <sup>th</sup> Live=5OM-4(+)om
4 <sup>th</sup> reopening 1NT=10-16 RESP NAT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls (wide ranged, from 3 HCP NVUL vs VUL) vs constructive openings
2NT=lowest unbid suits
Reopening jump bids are intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♠)-2♦ or (1♦)-2♠= both majors, can be 5♥-4♠ NONVUL
(1♠)-2♣=NAT, (1M)-2M=5OM+5m
Jump cue=asks stopper, also against short 1m
4 level cue=twosuit; 3 level cue=stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong NT: X=♠+unknown suit; 2♣=♣-♥; 2♦=♦-♥; 2M=NAT
Vs 13-15 (or weaker) NT: X=15+; 2♣=majors; rest=NAT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping michaels (Jump to 4m=5crd m+5crd OM)
Vs Multi: X=points
Lebensohl responses on T/O X of 2M
Doubles are flexible
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong ♣: X=majors, 1NT=minors, 2♦/♥/♠=PRE
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System ON, except 2/1 NF and raise is wide-range

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
NT	4 <sup>th</sup> , highest from xx/xxx, 2 <sup>nd</sup> from xxxx(+)	3rd/5th	
Suit	3rd/5th	3rd/5th	
Subseq leads: often same through dummy (or S/P)			
Through declarer: often ATT (low=ENC), but CNT and S/P possible			
Other: leads in a suit bid by us can be different			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK(+)	
King	AK, KQ(+)	AKQ, KQJ, KQ10, KQ(+)	
Queen	QJ(+)	QJ(+)	
Jack	J10(+)	J10(+), AJ10, KJ10	
10	AJ10, KJ10, 109	A109 etc, 109	
9	A109, K109, Q109, 9x	9x, 9xx	
Hi-X	Doubleton	Doubleton	
Lo-X	3rd/5th		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Lo=ENC	Lo=even	Lo=ENC
2	Lo=Even	Hi=S/P	Lo=Even
3	Hi=S/P		Hi=S/P
NT 1	Lo=ENC	Lo=even	Lo=ENC
2	Lo=Even	Hi=S/P	Lo=Even
3	Hi=S/P		Hi=S/P
Signals (including Trumps):			
Hi-Lo in trumps: want a ruff or S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O X can be light (9+) with suitable shape; Offshape T/O X OK if 17+			
X after OPPT simple overcall suggest 4+card unbid M			
X after OPPT higher overcalls more flexible			
2NT response to our T/O X can be scramble.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
RDBL generally SOS on penalty doubles, but not on lead-directing doubles of Artificial bids			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>Sticker:</b>
<b>NCBO: Netherlands</b>
<b>PLAYERS: Leo Hofland, Bas van der Hoek</b>
EVENT Senior Teams
10-9-2019
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
5-card M (semi-F 1NT), 1♣=2+ card, 2/1 GF, 15-17 NT
Openings can be light with shape, otherwise 11+
3 <sup>rd</sup> hand openings can be very light
Wide-range pre-empts depending on vulnerability/position
1NT, 2NT opening or rebid can be semi-BAL
Negative X thru 4♥
In competition System OFF, after T/O X usually system ON
3 <sup>rd</sup> hand pre-empts very undisciplined
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ opening PRE (5-10) ♦ or 22-23 BAL or MF hand
2♦ opening multi PRE (5-10) M or 24+ BAL
2M opening 5M-4+m PRE (5-10)
PRE jump shifts on 2 level (4-8) after our 1m or 1♥ opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
(usually no FP when we overcall)
FP after business redouble;
FP when game is bid together red vs green
FP on 5-level after invitational bids
FP in common sense situations
Pass-and-pull after business redoubles
<b>IMPORTANT NOTES</b>
Most doubles in competition are negative/card showing
4 <sup>th</sup> suit=GF
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Only 2 with 4=4=3=2. NF	1♣-1M longer ♦ poss. (Walsh); inverted minor RESP to 1♣ can be weak (3+ HCP) PRE 2 level jump shifts (5-8) Double jump=splinter	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦	Cuebid=support INV+
1♦		4	4♥	often 1♦ with 4-4 minors			1m-(1♥)-X=4card ♠
							1m-(1♥)-1♠=5card ♠
							Support doubles
1♥		5(4)	4♥	4-card possible in 3 <sup>rd</sup> hand	1SA: 5-12 semi-F; 2M=CONST; 2/1 GF 2NT=12+ 3+SUPP 3♣=7-9 4SUPP; 3♦ INV 4SUPP 3OM, 3NT=GF BAL 3SUPP, 4m=splinter 3M=3-6 PRE Drury after 3 <sup>rd</sup> or 4 <sup>th</sup> hand opening 2♠ on 1♥: PRE 5-8	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦ 1M-2NT-3♣=MIN	1♥-(1♠)-2NT=NAT
1♠		5(4)	4♥	4-card possible in 3 <sup>rd</sup> hand			1♥-(1♠)-2♠=10+ 3+SUPP
1NT		(14)15-17	4♥	5422, 6m or 5M possible 5431/4441 possible (rare)	2♠=STAY; 2♦/♥/3♣=TRF; 3♦=asks for 5crd M 3♥=3♠1♥(54); 3♠=1♠3♥(54); 4m=S-A Texas	(TRF occasionally on 4-card weak hand)	Lebensohl Na X all bids NAT
2♣	x	0	NO	PRE ♦ 5-10 (can be 5-card) 22-23 BAL, or GF UNBAL	2NT=Relay		
2♦	x	0		Multi: PRE in M 5-10 (can be 5-card NONVUL) 24-25 BAL	2NT= Relay; 2M, 3♥, 4♥=correctable		♥-bids are correctable Doubles on M-overcalls are correctable
2♥		5	NO	PRE 5-10 5♥-4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♥		♠-bids are correctable
2♠		5	NO	PRE 5-10 5♠-4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♠		
2NT			4♥	BAL or Semi-BAL 20-21	3♣=puppet STAY; 3♦/♥=TRF; 3♠=minors 4X=NAT slamtry	When TRF is accepted, denies support.	
3♣		6(5)	NO	PRE, NV ca 3-10, vul 6-10 NV 3 <sup>rd</sup> hand: can be 5 crd		3♦=TRF	
3♦/♥/♠		6	NO	PRE, NV ca 3-10, VUL ca 6-10			
3NT			NO	Gambling, long solid minor			
4♣/♦		6	NO	PRE, 5-10 Usually 7+ card			
						<b>HIGH LEVEL BIDDING</b>	
4♥/♠		6	NO	PRE, NV vs VUL 3-14 Otherwise 5-14		Mixed Cuebids, last train, Splinters RKC (4130) DOPI, ROPI	
4NT	x		NO	Minors, PRE 5-11		In forcing pass situations: pass and pull=slamtry Non-jump 4NT over opponent's 4M=usually take-out Jumps to 4m (new minor) in competition often fitbid	
						4NT as raise=NF. After 4m (natural) 4NT=usually NF. Serious 3NT	