

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Can be light (8H) at 1 level w/good suit
Generally sound (10H+) overcalls at the 2 level
After [1x] p. [1y] 1NT = 4 in higher unbid suit + 5+ in lower suit
Reopening jump to 2M = exactly 6 cards & 12 - 13 hcp
[1♣] 2♦ and [1♦] 2♦ = Michaels (♥+♠)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 hcp in direct seat, System on
[1x] p. [1y] 1NT = 4 cards in higher unbid suit + 5+ in 4 th suit
(1M) P (2M) 2NT → any 2-suiter 55 or better
Balancing 1NT = 10-14, (does not promise a stopper) SYSON
JUMP OVERCALLS (Style; Responses; Unusual NT)
2/3 level = Nat 6/7 card (6 - 10 hcp+)
1♣-2♦ = Michaels (♥+♠) in 2 nd or 4 th seat
In direct seat; 2NT = 2 lowest unbid suits
[1x] p. [p.] 2NT = 18-19 hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1x] - 3x = Stopper ask
[1M] 2M (Michaels) = other major + any minor in 2 nd or 4 th
(1♣) - 2♣ = natural
(1M) - 2M = other M+m → 3♣ = pass/correct 2NT = asking
vs. NT (vs. Strong/Weak (to 14H); Reopening; PH)
vs. strong 1NT (14+): 2♣ = ♥+♠; 2♦ = 6+ M, 2M = M+m, X = 4M+ longer m, 2NT = minors, same if they open 1m - P - 1NT and when we open 1m and opps overcall 1NT (except X = points)
vs wk NT: X = 14+ balanced, rest like vs. strong NT
After our X: responses as if partner had opened 1NT (Stayman etc.)
vs. 3NT X = 14+ in direct seat and 12+ in 4 th seat (± balanced)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over 2 or 3♥/♠ 4m=5m+5 ♣/♥ over Multi 4m = 5m+5♥
Over Multi: 2♥/♠ = nat. 3♥/♠ = nat. 16-18
Double = t/o up to 4♥ Over 4♣ : X = strong, 4NT = any 2-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦
(1♣/♦) : X = T/O 1♦ = Maj. 7-11 HCP 1NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Jump=weak (<10H); XX=11+ with misfit or 3 cards in pd's M 10-12 new suit at 1-level= F1, NF at 2-level
2NT after X over 1M = 4 card fit+10-11 hcp,
2NT after X over 1m: 2SA = 5+m, 5-10, 3m=5m and 10-12

Ruth Nikitine 1928 - Peter Schurter 2330

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3 rd but attitude after raise	
NT	2 nd (9xxx or worse) / 4 th		
Subsequent	attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx(x) asks attitude	
King	KQ(x) or AK bare	KQ(xx) or AKJ10x	
Queen	QJT(x), QJx, Qx	QJ(x), or KQ109(x)	
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x	
10	(H)T9x	(H)T9x	
9	9x	9x	
High-low	Doubleton or 3 rd from 3+	Doubleton or 2 nd from 3/4	
Low-high	Promises a third	Promises a third	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High=Enc	Count Hi-low=even	direct (High=Enc)
	2 Count, Hi-low=even		
	3 SP		
NT	1 High=Enc	Count high-low=even	Direct (High=Enc)
	2 Count Hi-low=even	S/P	
	3 S/P		
Signals in opponents trumps suit:			
Hi Low=odd # of trumps if we want to ruff			
Lavinthal (SP) if not (High = suit preference for higher suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If shapely, may be light (10+)			
Responsive and negative doubles through 4♥			
1m - (1♥) - X = 4 spades			
If they bid our suit: X by responder: big H (A/ K); by opener: lead directing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner double (asks for unusual lead against a slam)			
Support X and XX (at the 3-level with extras, 16+)			
X=take-out if they overcall our 1NT at the 2 or 3 level			
X of splinter: possible save			
X of artificial bids = lead directing			

EBL CONVENTION CARD
CATEGORY: Natural Green
NCBO: SWITZERLAND
PLAYERS: Latinov – Schurter
EVENT:
January 2024
SYSTEM SUMMARY
15-17 NT; 5 card majors, 1♦ = 4+
GENERAL APPROACH AND STYLE
2/1 FG
5 card Majors in 1 st and 2 nd ; 1♦ = 4+
1NT over 1♥/♠ = F1 (off in competition or by PH)
1NT = 15-17 H (5M or 6m possible)
2NT = 20-21 H (5M or 6m possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT solid minor, no outside king or ace
2♣ FG or semiforcing in ♥ or ♠; 2♦ weak 2M or 22-23 balanced
2M=5M+4+m / 5(+)m if VUL (5-10H); may be 4 m NON VUL
1♥/♠ [2NT] 3♣ = Fit 11-12 3♦ = ♠/♥ NF 3♥/♠ = 4+ cards, 7-10 hcp.
SPECIAL FORCING PASS SEQUENCES
In FG situations, pass is forcing
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 nd round control
IMPORTANT NOTES
PSYCHICS: Rare

mOPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ATT=attitude, F1=round force, FG=game force, FJ = Fit jump, GT=game try, hcp= high card points, JS= jump shift. KC=key card, NF=non forcing, OB=opening bid; O/C=overcall, OM = other major, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, RKCB = Roman Key Card Blackwood; SGL=singleton, SI=slam interest, SP=suit preference, SPL=splinter, SYSON=system on, TP=to play, UPH=unpassed hand, WJS=Weak jump shifts, xfer=transfer;			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	10-21 hcp	2m=4-7 hcp, 3m=10-12 & 5+cards 1♣ - 2M=6+ cards 0-6 hcp;	1x - 1y - 1NT: 2♣=Trf to 2♦ TP or 11-12; 2♦=FG; 2NT=nat 11-12, 3X=SI; 3NT=TP	
1♦		4	4♦	10-21 hcp	1♦ - 2♣ = FG 1♦ - 3♣ = 6+ 9-11, NF Other bids: see 1♣		
1♥ 1♠		5 5	4♦ 3♥	10-21 hcp	1NT=F1 (5-15); 2M=8-10; 2NT= 4+c Fit FG; 3M=4+c Fit,0-6; 3♣=4+c FIT 6-9; 3♦=FIT 10-11; 3NT=3c FIT 13-15; 1♠-3♥=nat. 4-7, 7+ cards SPL 11-14 hcp 4+ cards; 4M = PRE; 4OM=to play	After 2/1: 2M=Catchall; Reverse=13+; 3♥/♠=14+, good 6+ suit; 2NT=12-14 or 18-19; 3NT=15-17; After 1M-2M: 2NT=GT → 3M=min; 4M=max; 3X=values	1NT=NF; 2♣=Fit, 10-12; 2NT=4c+SGL+10-12; JS by PH=FJ(10-11) + PRE (4-7) in COMP. Q=fit & 10+, 2NT/X=fit (4+) & 9-12
1NT				15-17 hcp, 5M or 6m possible 11-14 in balancing position	2♣ = Stayman; 2♦/2♥/2♠/3♣ = xfer; 2NT=nat. 8-9 hcp; 3x=natural Slam interest 4♣=55M; 4♦/♥ = xfer; 4♠=55m	After 1NT 2♣ 2♦: 3♥/♠=4-5 majors (Smolen) 1NT 2♣ 2NT=both M, 1NT 2♣ 2♦ 2M=5M+4OM, 8-9, 1NT 2♣ 2M OM=fit in opener's M and SI; Over 2♣: 2NT=fit/max. 1NT 2♦/♥ new suit=4 max, 3M=4 min. After M xfer + 2 nd suit, 3M=fit, 3 OM fit m	After 1NT [2x/3x]: X=t/o, 2NT=xfer to 3♣ (Lebensohl), 3 new suit=FG, 5+ cards, SYSON after non penalty X; If X=points: XX=xfer to 3♣, 3y=DONT
2♣	√			Artificial strong (FG or semi-forcing in ♥/♠)	2♦=0-7; 2♥/♠=1 ace (red/black); 2NT=2 kings or 8+ hcp; 3M=KQTxxx ; 3NT=2 aces	2♣-2♦ - 3M is NF (~8.5 tricks) 3NT=balanced →Stayman and xfer+	OPP interfere: →DOPI or ROPI P=1 ace and X/XX = no aces
2♦	√			Multi 6c M 5-10 hcp or 22-23 NT	2NT=asks; 2/3M=P/C; 3♣/♦ = Nat. & forcing 4♣/♦=bid suit in transfer, 4M=TP	After 2NT: 3♣/♦/♥/♠=min ♥/♠, max ♠/♥	SYSON on, X of 2M O/C=P/C 4 th seat opening 22-33H
2♥ / 2♠		5M& 4m		5-10H, 5-card major and at least 4-card minor non-vul. at least 5.card minor if vul.	2NT=asks; 3♣=P/C; New suit= Natural to play 3♥ over 2♠ = natural forcing to 3♠ Raise 3/4M=to play Jump shift = splinter (2♠-4♣/♦/♥ or 2♥-3♠/4♣/♦)	2M -2NT: →3m=min. with m, ♥/♠ = max with ♣/♦	4 th seat opening or balancing = 6 cards 12-13H.
2NT				20-21 hcp, 5M or 6m possible	3♣=Puppet; 3/4♦/♥ = xfer to ♥/♠ ; 3♠=xfer to 3NT 6+ in any minor; 3NT=to play; 4♣=55M; 4♠=55m	3♠-3NT → 4m=Nat slam interest 3♣ → 3♦=at least 1 4-card M; 3M=5cards 2NT 3♣ 3♦ → 3♥ = 4c ♠ and 3♣ = 4c ♥	
3any		7(6)		Preemptive (in 1 st & 2 nd seat: 2 big honours) 4-10 hcp	4x =Fit, extending PRE over 3m; New major = F1;		
3NT	√	7		Solid suit, no outside ace / king	4♣=P/C; 4♦=asks for shortage	4♦= →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4X		(6)7+		Preemptive	4NT = RKCB (1430)		
4NT	√			Both minors	5m=TP	HIGH LEVEL BIDDING	
						RKCB (3041); Exclusion RKCB: jump to 5x = void in x	
						6♣ = a useful void + 1 KC	
						When opponents interfere over RKCB: ROPI/DOPI	
						Queen ask: 5trump=no, 6trump=yes, no king, 6X=yes + cheapest king in X	
						5NT = pick a slam or Josephine if trumps suit is agreed	