

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Suggest competition or a lead; suit change from RESP = F1
Reopp: DBL = TO, 10+HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17, system on
Reopp: 11-15, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preempt
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump cue = asks for 3NT
After partner's opp: cue = fit
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = 5+ MIN + 4 MAJ, 2 C = MAJ+MAJ (4-4), 2D = one MAJ (6)
2H = H+MIN, 5-4; 2S = S+MIN, 5-4
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TO
Michaels / Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Bid = F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 best with goodish suit	number of cards	
NT	4 best with goodish suit	number of cards	
Subseq	same	same	
Other: 2nd best with poor suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AR or short	same	
King	KQ or short		
Queen	QJ or short		
Jack	J10 or KJT or short		
10	109 or K(Q)109 or short		
9	short		
Hi-X	second best or short		
Lo-X	3/5 best with goodish suit		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude (high = enc)	count	attitude (odd = enc)
Suit 2	count	attitude	count
3			
1	attitude (low = enc)	count	attitude (Lavithal)
NT 2	count	attitude	count
3			
Signals (including Trumps):			
On partner's lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Fit in unbid suits or strong; classical resp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X – pass – 1Y – (interv) – DBL = 3 card fit in Y			
1X – pass – 1Y – (DBL) – RDBL = 3 card fit in Y			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Romania
PLAYERS: Serban Draghicescu – Valeriu Gheorghie
EVENT Senior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two over one
Quite sound preempts in the first two seats
Interventions not with garbage
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 D = multi (weak preempt in MAJ or 22-23 balanced)
2 H = 5-5 H+any, below opening but not garbage
2 S = 5-5 S+MIN, below opening but not garbage
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	11-20 HCP	Walsh + NAT + Reverted (denies 4 MAJ)	NAT; 2 C from RESP = F1, INV; 2D from RESP = FG	
1♦		4	3S	11-20 HCP, longest suit	NAT + Reverted (denies 4 MAJ)	NAT; 2 C from RESP = F1, INV; 2D from RESP = FG	
1♥		5	3S	11-20 HCP, longest suit	NAT + 1NT = F1; 2NT = FG; 2/1 = GF, NAT 3C/D = 4-card fit, 7-9/10-11 HCP	2C/D (after 1NT) = 3+ cards	2C = Drury – 2H = asks pass
1♠		5	3H	11-20 HCP, longest suit	NAT + 1NT = F1; 2NT = FG; 2/1 = GF, NAT 3C/D = 4-card fit, 7-9/10-11 HCP	2C/D (after 1NT) = 3+ cards	2C = Drury – 2S = asks pass
INT				15-17 HCP, balanced	Stay +TSF		
2♣	X		any	GF, asks for Aces	2D = 0A, 2H = A MIN, 2S = A MAJ, 2NT = A+K 3C = A+A 3D/H = TSF to H/S, 7 cards with RD	NAT	
2♦	X			MULTI	2/3 H/S = pass/cor; 2NT = rel; 3C/D = NAT, INV; 4C = asks MAJ in TSF		
2♥	X	5		5-5 H+any, below opp	2NT = rel, 3C/D = NF, constructive		
2♠	X	5		5-5 S+MIN, below opp	2NT = rel		
2NT				20-21 HCP	Puppet Stayman		
3♣		7		Preempt			
3♦		7		Preempt			
3♥		7		Preempt			
3♠		7		Preempt			
3NT	X			Gamb in MIN, max Q outside			
4♣		8		Preempt			
4♦		8		Preempt			
4♥		8		Preempt			
4♠		8		Preempt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCBW; Minorwood	
5♥							
5♠							

