

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style; Responses: 1 / 2 Level; Reopening) |
| 1 st level = might be light, 2/1 = mostly CONSTR |
| Reopening = similar |
| Responses: CUE, drury, mixed raise, some 1-suiter INV/GF. |
| After 1M overcall -> 2NT limit+ 4+c |
| Splinter |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 15-18PC, almost SYSTEM ON |
| Reopen 11-15PC, almost SYSTEM ON |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak (depends on zone). 2NT = two the lowest suits |
| Reopen: CONTR |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Vs 1♣: 2♣ = NAT ; 3♣ = weak |
| Vs 1♦: 2♦ = 5+-5+ M's ; 3♦ = ask for stopper(vs prec CONST) |
| Vs 1M: 2M = 5+OM + 5 minor weak/strong; 3M = ask for stopper |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 2♣ = 5+/4+ M's, 2♦ = 1M (6+), 2♥/♠ = M+m |
| 2NT = m's |
| X = vs STRONG 5+m 4M or strong ; vs weak = points |
| Vs Strong on reopen X might be 4+4+ |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| T/O dbl, NT = strong (same level), jump to 4m = minor + OM GF, CUE = 5OM + minor but less than GF |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| X = t/o, NT = minors, |
| After overcall 1M -> 1NT is a CUE |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| RDDBL = points, Transfers, Support jump, Mixed raised 3M-1 |

| LEADS AND SIGNALS | | | |
|--|--|--------------------|-----------------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 2/4 | 2/4 | |
| NT | 2/4 | 2/4 (3/5 unraised) | |
| Subseq | 2/4, might some differences from sequences | | |
| Other: might lead small from H10x | | | |
| 3/5 in partner's unraise suit vs NT | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKx(x) | AK(x) | |
| King | AK, AKx(x) | AKJ10(x), KQ109(x) | |
| Queen | Qx, QJ(x) | KQx(x), KQ(x) | |
| Jack | J10(x), HJ10(x) | J10(x), HJ10(x) | |
| 10 | H109(x), 10x | H109(x), 10x | |
| 9 | 109(x), H109(x) | 109x(x) | |
| Hi-X | xXx(x) | xXx(x) | |
| Lo-X | xX, HxxX(x) | xX, HxxX(x) | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Enc/Disc | S/P | Odd/even (first disc) |
| Suit 2 | Count | Count | Count |
| 3 | S/P | | |
| 1 | Enc/Disc | Smith Echo | Odd/even (first disc) |
| NT 2 | Count | S/P | Count |
| 3 | S/P | Count | |
| Signals (including Trumps): | | | |
| Rev Smith Echo vs NT, odd/even, UDCA, S/P in trumps | | | |
| When we lead A (1 st lead) and xx/xxx/xxxx on the dummy - STD | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Might be lighter with good shape or after partner's passed hand | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| 1♣ - (1♦) - X = 4+♥ ; 1♣ - (1♥) - X = 4+♠ | | | |
| 1♦ - (1♥) - X = 4♠ | | | |
| Support X = 2M-1 | | | |
| XX = support | | | |
| Neg. X | | | |
| Lightner X | | | |

| EBL CONVENTION CARD |
|--|
| CATEGORY: Green |
| NCBO: |
| PLAYERS: Ron PACHTMANN – Piotr ZATORSKI |
| EVENT (ALL) |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Natural (5+♠, 5+♥, 4+♦, 2+♣), 1NT = 15-17 |
| Transfer responses to 1♣, 2/1 is GF. |
| 2NT = 20-21 |
| 1♦ is unbalanced (with 5♦332 we open 1♣) |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 2♦ = 1 major, up to opening hand (MULTI) |
| 2♥/♠ = 2-suiter M+minor 5/4 at least, weak |
| 1♣ - 2♦ = 1 major. 4-7HCP |
| 1♣ - 1x = transfers (1♦=♥, 1♥=♠, 1♠= NO M) |
| 1♣ - 2♣ = 6+♦ GF |
| 1♣ - 2♥ = 5/4 M's up to INV |
| 1♣ - 2♠ = minors, up to INV |
| 1♦ - 2♥ = INV(+) to 3NT, NO 4M |
| 1♦ - 2♠ = INV ♣ |
| SPECIAL FORCING PASS SEQUENCES |
| Regular positions |
| Red vs green like (3m) - X - (5m) |
| IMPORTANT NOTES |
| 1♣ - (X/1♦/1♥) - ! = Mostly transfers |
| 1♦ - (1♥) - X /1♠ = 4♠/5+♠ |
| PSYCHICS: Rare |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|---------|--------------------|-------------------|---------------------------------|--|---|--|--|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | X | 2 | 4♠ | 11-22 PC 2+♣, maybe 5♦332 Also 2♣4♦ | 1♦=4+♥, 1♥=4+♠, 1♠=No M, 1N= INV NT 2♣ = GF 6+♦ no 4M, 2♦ = 1M 4-7, 2♥ = 5+4+ M's, 2♠ = 5+4+ m's less then INV, 2N=GF BAL, 3♣/♦ = weak NAT, 3♥/♠ = splinter, 3N =15-17 | Accept TRF 3c supp in M. 2NT =18-19, 1♣ - 1♦ - 3♦ = INV+ with 4♥ 1♣ - 1♥ - 3♦ = INV+ with 4♠, no H shortness | 1♣ - 2♣ = NAT |
| 1♦ | | 4 | 4♠ | 11-22 PC, 4+♦ unbalanced, NO 5♦332 | NAT, 2♦ = INVERTED, 2♥ = NV BAL no 4M, 2♠ = ♣ INV, 2N = mixed supp, 3♦ = 0-5, 3♥/♠ = spl. | a) 1♦ - 1♥ - INT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 6♦3♥ 13-14 ; 2♥ = 3-4♥ 11-12 b) 1♦ - 1♠ - INT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 4♥ 11-15, 2♥ = 4+♥ REV | 1♦ - 2♦ = NAT t/p |
| 1♥ | | 5 | 4♠ | 11-22 PC, 5+♥ | 1N=SF, 2♣=ART GF, 2♦=5+ GF, 2♠=weak, 2N=limit+ 4+♥, 3♣/♦=NAT INV, 3♥=MR, 3♠=mini spl. any, 3N=♠ shortness, 4♣/♦=shortness (11-14 for regular shortness) | a) 1♥ - 1♠ - 2♣ = gazilli ; 2N=INV+ ♣ ; 3♣ = INV+♦ ; 3♦ = GF ♥ ; 3♥/♠ = INV b) 1♥ - 1N - 2♣ = 4+m (any) or good 14PC ; 2♦ = 6+♥ or 5-5 GF ; 2♥ = 15-17 ♥+4m ; 2♠ = GF 5/4 any or 18-19 BA, 2N=INV, 3♣/♦ = INV 5-5, 3♥ = INV good suit | drury |
| 1♠ | | 5 | 4♥ | 11-22 PC, 5+♠ | 1N=SF, 2♣=ART GF, 2♦/♥=5+ GF, 2N=limit+ 4+♠. 3♣/♦/♥ = NAT INV, 3♠=MR, 3N= mini spl. any, 4♣/♦/♥ = short (11-14) | 1♠ - 1N - 2♣ = 4+m (any) or good 14PC ; 2♦ = 4+♥ 11-17 ; 2♥ = 6+♠ or 5-5 GF; 2♠ = 15-17 ♠+4m, 2N = GF 5/4 any or 18-19 BA, 3♣/♦/♥ = INV 5-5, 3♠ = INV good suit | drury |
| INT | | | 4♠ | (14)15-17 PC, may be 5M, 6m | 2♣=STAY, 2♦/♥=TEX, 2♠=♣. 2N=INV, 3♣= ♦SO/GF, 3♦ = ask 5M, 3♥/♠ = short with minors, 4♣ = QUANT 33(34) or (32)44, 4♦/♥=TEX, 4♠/4N=QUANT 5♣/5♦(332) | a) 1NT - 2♣ - 2♦ - 3♥/♠ = SMOLEN 4♣/♦ = ♥/♠ b) 1NT - 2♣ - 2♦/♥ - 2♠ = UNBAL INV 5♠ c) 1NT - 2♦ - 2♥ - 3m - 3♥ = good for minor 4m = good for major | pass - 1NT - 2♣ - 2♥ - 3♠ = mostly 3433, choice of game pass - 1NT - 2♣ - 2♠ - 3♥ = mostly 3433, choice of game |
| 2♣ | X | 0 | 4♠ | ART STRONG | 2♦ = waiting, 2♥/♠ = 5+c 3+controls, 3♣/♦ = 6+c 3+controls | a) 2♣ - 2♦ - 2♥ = NAT or 24+BAL -> 2♠R b) 2♣ - 2♦ - 2N = 22-23 NF | |
| 2♦ | X | 0 | | 6♥/♠ 3-11 | 2♥ = p/c or ♥ INV+, 2♠ = p/c (then supp ♥ INV+) or ♠ GF 2N=R, 3♣/♦ = NAT F1, 3♥ = p/c, 3♠ = ♠ INV, 4♣ = show by tex, 4♦ = bid you suit, 4♥/♠ t/p | a) 2♦ - 2♠ - 2N = auto with ♥ b) 2♦ - 2N - 3♣ = MIN♥ ; 3♦ = MIN♠ ; 3♥ = MAX♠ ; 3♠ = MAX♥ ; 3N = MAX♥ CB♠ | |
| 2♥ | X | 5 | | 5+♥4+minor 3-11 | 2♠ = NAT, 2N=R, 3♣ = p/c, 3♦ = INV to 4♥, 3♠ = NAT GF | 2♥ - 2N - 3♣/♦ = MIN ; 3♥/♠ = MAX ♣/♦ | |
| 2♠ | X | 5 | | 5+♠4+minor 3-11 | 2N=R, 3♣ = p/c, 3♦ = INV to 4♠, 3♥ = NAT GF | 2♠ - 2N - 3♣/♦ = MIN ; 3♥/♠ = MAX ♣/♦ | |
| 2NT | | | 4♠ | 20-21 PC, may be 5M, 6m | 3♣ = ask, 3♦/♥ = TEX, 3♠ = minors, 4♣ = QUANT 33(34) or (32)44, 4♦/♥ = TEX, 4♠/4N = QUANT 5♣/5♦(332) | a) 2NT-3♣-3♦ = NO 5♠, NO 4-5♥ ; 3♥ = 4-5♥ 3♠ = 5♠ ; 3NT = 4-4M b) 2NT-3♣-3♦-3♥ = ask ; 3♠ = 5♥4♠ | |
| 3♣ | | 6 | | 6+ weak, depends on zone | 3♦ = tex to 3♥, 3♥/♠ = NAT, 4♦ = sets ♣ | HIGH LEVEL BIDDING | |
| 3♦ | | 6 | | 6+ weak, depends on zone | 4♣ = ♦ establ. ; 4N = INV | 14/03 (5aces) with Q of trumps, on M specific kings, on m numer of kings, cue bids, splinter, minisplinter, serious/no serious bids, ask for quality of trumps | |
| 3♥/♠ | | 6 | 6+ weak, depends on zone | cue | | | |
| 3NT | | | Solid 7-8c in a minor, no entry | 4♣ = p/c, 4♦ = ask for shortness | | | |
| 4♣♦♥♠ | | 6 | | NAT | | | |
| 4NT | | | | Asking for specific ace | 5♣ = NO ; 5♦/♥/♠/6♣ = this ace, 5N = 2aces | | |