

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Maybe light (9+) with suitable shape in overcall or balancing seat
Responses :
Jump Raise = 3-8 HCP; Cue= Forcing raise; New Suit=F
In balancing :Same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Overcall : 15-17+
Balancing : 10-13
Responses : 2♣ STAY might be weak, 2♦ and 2♥= trf;
2♠=either ♣or INV to 3NT, 2NT =Trf♦; 3♣=Puppet;3♦=5/3 MM
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: 6-9HCP, 6 cards, resp new suit= F,
2 suit :1x(2NT) = 2-lower unbid suits NVul vs Vul : ↓ to 4 HCP
(1m) 2♦ = 55MM; (1M) 3♣=55oM♦; (1M) 2M=55oM♣
Reopen: 2NT=17-19 Bal; Response same as 2NT opening
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct CueBid = 2-suiter except (1♣) 2♣ =NAT
Jump CueBid : ask for STOP to play 3NT; Except (1♣) 3♣ = 55♦♠
Style : Non Vul vs Vul : ↓ to 4 HCP
Reopening same :
VS. NT (vs. Strong/Weak; Reopening;PH)
VS Strong NT: Dbl =5+4 mM; 2♣=STAY;2♦=any 6M;
2M=5M4m -2NT = 54 mm
Same in 4th
Vs Weak NT : Dbl Max of NT Opening; 2♣=STAY; 2NT=mm;
Other TRF
Same in 4th
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take Out thru 4♠
(2M) 3M = mm;
Over weak 2M: 4♣=55♣oM;4♦=55♦oM; Resp. NAT, CUE=F
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣) Dbl = MM, 1NT mm, Other NAT
(1♦) 2♦ = Both MM sytem on
If Resp in TRF: Dbl=Interv, 1 suit trfed=T/O, 2Suit trfed=NAT;
2♣=55♦oM other NAT
OVER OPPONENTS' TAKEOUT DOUBLE
1M(D)1NT = Trf♣, 2x=Trf or Fit 7-9+value in the suit transferred
Direct Raise: 0-6;2NT=10-11 4 cards, Jump Raise=0-6 4 cards
1♥ (Dbl) 2♠ = Mixed raise 7-9, 1♠ (Dbl) 3♥= Mixed raise 7-9
1m (Dbl) 3m = PRE; 1m (Dbl) 2NT = INVIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5th	3 rd /5th	
NT	2 nd /4 th (xSxx;Sxx;HxS)	3 rd /5th	
Subseq	Attitude		
Other:Remainer count, except on 1♣ opening, in P Suit Sxx if SUPP in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(H)(x+)	AKJ(x+)	
King	AK	AKJ10; Unblock; Count	
Queen	QJ10(x+);QJ9(x+);QJ(x+)	KQxx;QJ9(x+)	
Jack	J10(x+);KJ10(x+);J10;Jx	AorKJ10(x+);J10(x+);Jx	
10	K/Q109(+);109(x+);10(x)	A/K/Q109(x+);109(x+);10x	
9	98x;9x	J98(x+);9xx;9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENC		Hi=ENC
Suit 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	S/P	Hi/Lo=E	
1	Lo=ENC		Lavinthal
NT 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	S/P	Hi/Lo=E	
Signals (including Trumps): Suit preference/Hi-Lo want to ruff			
Smith in NT and Suit:Small on declarer's lead = ENC= Interest in the lead S			
Ace's lead asks for attitude; King's lead for counts			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe light (9+) with suitable shape in O/C or balancing seat			
Offshape OK if (17) 18+			
Responses :NAT, CUE=F			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
If INT (X =PEN then RDBL = PUPP to ♣or♦ [Note 9]			
After (1x) 1NT (P) 2♣=Same system as 1NT opening			
After 1m (P) 1M (Dbl) RDL shows 3 cards support			
After 1m (P) 1M (any) Dbl shows 3 cards support			
1♣(1♦)Dbl =4 +♥ w/o4♠, 1m (1♥) Dbl=4+♠;1m(1♥) 1♠<4♠ [Note 10]			
Responsive Dbl: afterT/O Dbl thru 4♠			
Repeat same suit dbl by negative doubler = T/O			

EBL CONVENTION CARD	
CATEGORY: Green	
NCBO: SWITZERLAND	
PLAYERS: Bachar <u>Abouchanab</u> – Christine <u>Vincent</u>	
EVENT: Open/Mixed	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+M (F INT) w/ or w/o SUPP up to 12 HCP	
Better minor, Resp. Jump to 2♠= 0-6 HCP, 2♥=5♠/4♥ 4-9 HCP	
NEG DBL thru 4♠	
Wide-range O/C (good at 2-level); INV fit Jump by passed hand	
2 over 1 RESP = FG	
1NT:15-17 HCP ; 2♣ STAY (might be weak) [Note 1]	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ opening : STR near GF – any suit(s) any shape	
Multi 2♦: Weak in a M or STR BAL 22-23 [Note 2]	
2M opening =54+Mm; NV 1+3 seat PRE (↓to4 HCP), V/NV= 55	
3NT opening: BAD 4m PRE [Note 3]	
4♣/4♦ 1°, 2° = strong M-opening: SOL ♥/♠ 8+ tricks [Note 6]	
Michaels' Cue-Bid Except (1♦) 3♣ = PRE [Note 4]	
After 1NT (2♣ non Landy) X = STAY other = as w/o O/C]	
After 1NT (2M) X=7+; 2 of suit = NAT NF; 2NT PUPP to 3♣	
CUE=STAY. Same after (2M) Dbl (P) 2NT [Note 5]	
Negative Dbl thru 4♠	
In Competitive	
2NT respo. after our balancing dbl = Lebens or scrambl [Note 7]	
2NT GoodBad [Note 8]	
1♥ (Dbl) 2♠ = Mixed raise 7-9, 1♠ (Dbl) 3♥= Mixed raise 7-9	
Same after 1x(1♥) Dbl 2♠ or 1x(1♠) Dbl 3♥	
SPECIAL FORCING PASS SEQUENCES	
In competitive at 4+ level	
Forcing pass when partner showed INV hand	
In unclear situation we do not pass	
IMPORTANT NOTES	
Fit Jmps by passed Hand; Jump QBid by opener = Splinter	
Double Jump in new suit = PRE on m , Fit Bid on M	
In comp responder's 2 nd bid in a lower suit than his first is F at level 2 or 3. Otherwise 2NT Good Bad [Note 8]	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-21 HCP	Inverted minor raise; 1m(P). 3m =PRE 1m - 2♥ = 5♠-4♥ 4-9-HCP	4 th Suit=F1; XYZ when no overcall [Note 11] Reverses by opener = F1	Jump QBid O/C 3♠/4♣♦♥=SPL QBid of the overcall= Fit + F1
1♦		3	4♠	11-21 HCP	Weak Jump shift 1m - 3x NonF; Other F ; 1♦(P)3♣=INV in ♣	Third suit: F1 1m(1NT) 2♣=STAY;2any=TRF	Jump Shift = PRE After Passed hand = Fit JUMP
1♥		5	4♠	11-21 HCP	1NT F1; w or w/o Fit up to 12 HCP 2NT: INV+ with 4 trump support [Note 11]	Raises = 8-10 HCP, Re-Raise =PRE 1M (P) 3M 3-7 Fit 4+Trump support	After Passed hand = Fit JUMP 1M – 3M =INV no shortness
1♠		5	4♠	11-21 HCP	1♥;3♠ unknown SPL; 3NT/4♣/4♦=void ♠♣♦♦ 1♠;3NT unknown SPL;4♣/4♦/4♥=void ♣♦♥♥ 1♠(P)3♥=INV in ♥	1M-1NT 2NT GF 5,4 or 6M with a bad suit	1M – 2NT= INV with Shortness Drury 2♣=10-11 Fit; 2♦=7-9Fit
INT			3NT	15-17 (semi) Balanced	2♣ STAY(might be weak);TRF;3♣=Puppet STAY; 3♦=5/3MM; 2♠=♣ or INV to 3NT; 2NT= TRF ♦	Over Stay:rebids are M INV, minor F, 1NT-2♣-2♦-3M=5om4M	Dbl at 2 level=T/O;3 lvel=values After 1NT (2any) modified Rub See Note
2♣	x		4♠	Artificial, strong near FG Any Suit any shape or 24+ Bal	2♦=waiting; 2♥/♠3♣/♦=good suit 2/3or3/5 Top H 2NT=2K or 8+	2♣-2♦-3♥/♠= NAT semi Forcing After 2/3NT Re-bid; resp. same as 2NT opng 2♣-2♦2M-3♣= min or NAT	DOPI;ROPI Suit=Good Suit
2♦	x		4♠	Weak in M or BAL 22-23	2♥/♠=P/C; 2NT relay;3♣/♦=Nat F 3♥/♠=P/C;3NT=NAT;4♣=bid ST TRF;4♦=bid ST	After 2/3NT Re-bid; resp. same as 2NT opening	Natural
2♥			4♠	4-10 HPC , 54+♥/m; V/NV55 In 4 th 6cards 11-13HCP	2♠=NF;2NT relay;3♣=P/C;3♦=INV in M; 3♥=PRE;4♥=To play PRE or 15+; 4♣/4♦=P/C	2♥-2NT:3♣/♦=min with ♣/♦; 3♥/♠=max with ♣/♦;	Natural
2♠			4♠	Same	Same as 2♥	Same as 2♥	Natural
2NT			4♠	20-21 (semi) Balance	3♣=Puppet STAY;3♦/♥=TRF;3♠=puppet to 3NT 3NT=5♠/4♥; 4♣=55MM; 4♦/♥=TRF	2NT-3♠-3NT-4♣=♦;2NT-3♠-3NT-4♦=♣ 2NT-3♠-3NT-4♥/♠/NT=54mm/45mm;QNT	
3♣		7(6)	4♠	V/V or V/NV HHxxxxx	New Suit F1		
3♦		7(6)	4♠	NV/V D10xxxx(x) and Hx(x)			
3♥		7(6)	4♠				
3♠		7(6)	4♠				
3NT	x	8	4♠	1°,2° Bad suit,3° Solid suit	4♣=P/C; 4♦=ask for shortness		
4♣	x	8(7)		1°,2° 8+ tricks in ♥	Asking bid		
4♦	x	8(7)		1°2° 8+ tricks in ♠	Asking bid		
4♥		8(7)		PRE			
4♠		8(7)		PRE			
4NT	x			Minor 2-suiter			
5♣		9(8)		PRE		HIGH LEVEL BIDDING	
5♦		9(8)		PRE		5 Aces BW :41-30 RKCB, Cue BID;splinter	
5♥		9(8)		PRE		Asking Bid	
5♠		9(8)		PRE		4NT(5x) :DEPO D=PEN ; P=024;5x+1= odd	
5NT	x			Minor 2 suiter		After 4NT: 5NT ask for King. We show our first king then asking bid	

Note #	Description
Note 1	2♣= Stayman might be weak 4441 or 4♠5+m 2♦,♥,NT= TRF; 2♠=Trf ♣ or INV to 3 NT 3♣=Puppet Stayman GF with only one 4-M: answer = 3♦=no 5M, 3M=5M, 3NT to play 3♦=5/3 MM 3NT to play
Note 2	2♦ opening =6M, 6-9 HCP or 22-23 bal Special bid: 2♦-2♥ - 2♠ - 3♥ =INV in ♥ 2♦-2NT 3♣=min ♥;3♦ min ♠; 3♥=max ♠ ; 3♠=max ♥
Note 3	Hxxxxxxxx
Note 4	(1m) - 2♥ =NAT ;2♦=55MM ;2NT=55om♥ ; (1M) 2M=55♣OM ;2NT=55mm ;3♣55OM♦
Note 5	After 1NT(2x) 2NT = puppet to 3♣ other Transfer INV+, direct cuebid=stayman with stopper After 1NT(2M) 3♦=5OM GF After 1NT(2x) 3NT to play with Stopper otherwise we bid first 2NT 1NT(2x) 2NT (P)3♣(P)3♦ to play Same system after (2M) Dbl (P)
Note 6	4♣=8+ Tricks in ♥, then 4♦ = bid ♥, 4♥ to play; Other asking bid 4♦=8+ Tricks in ♠, then 4♥ = bid ♠, 4♠ to play; Other asking bid 4♥=less than 8tricks= preemptive bid 4♠= same as above
Note 7	When partner doubled after passed 2NT is scrambling: 2 places to play. E.g. 1M (2♣) P (P) (Dbl (P) 2NT = To places to play But (2M) P (P) Dbl (P) 2NT = Lebenshol See [Note 5]
Note 8	1x (any) (P/Dbl) any 2NT = competitive bid; other except 2♠ = INV+ We play Good bad onlyfrom opener hand and never in forced situation
Note 9	If 1NT(Dbl) is penalty then we play (RDbl =puppet to 2♣ to play ♣ or ♦.2♣= STAY; 2♦/2♥= TFR If 1NT (DBL) is NOT PEN so we play as 1NT (P) (system on) [Note 1]

Note 10	1♣ (1♦) Dbl = 4-5 ♥ might also have 4 ♠; Resp 1♥ = 3♥, 2♥ = 4♥, other natural
	1♣ (1♥) Dbl = 4-5 ♠; Resp 1♠ = 3♠, 2♠ = 4♠, other natural
	1m(1♥) 1♠ = no 4 ♠
Note 11	1M (P) 2NT=INV+ ;Resp3M minimum; 3♣= good hand; 3♦= good min hand or a good hand w/ an undisclosed void 3oM=17-19 bal;3NT 54Mom ; 4m =54+Mm
Note 12	After 1xyz 2♣= relay INV opener bid 2♦ but 1x-1M-1NT/1oM-2♣-2♦-3NT shows 5M bal hand. Opener chooses the final contract
	After 1xyz 2♦=FG