

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
At 1-level 5-17HCP, 5+crd
At 2-level 11-17HCP, (5)6+crd
After 1M overcall: 2NT=Fit, Mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18), responses system on
(1m) p (p) 1NT = 11-14, responses system on
(1M) p (p) 1NT = 12-16, responses system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, can be 5crd and very light NV (2+HCP)
(1m) 2NT = 5-5 lowest suits
(1M) 2NT = 5-5 highest suits
Reopen: 13-16HCP, 6crd
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M) 2M = 5-5 Outer suits
(1X) 2NT = 5-5 Lowest
(1m) 2D = 5-5 Majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy, 2M=5crd M + 4+crd m, 2NT=minors
X=5(6)crd m + 4crd M
VS weak NT: X = penalty, rest same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels: 4D=Highest suits, 4C=outer suits
Transfer Lebensohl after (2X) X (P)
Lebensohl after (1M)-X-(2M)-X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against precision: X=majors, 1NT= minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5 (also from honneurs)	
NT	Attitude	1/3/5 (also from honneurs)	
Subseq	1/3/5 with attitude	1/3/5 (also from honneurs)	
With known count attitude in partners suit			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK+	Ax, AK+	
King	AK, KQ+, Kx	AK, KQ+, Kx	
Queen	QJ+, Qx	QJ+, Qx	
Jack	JT+, KJT+, Jx	JT+, HJT+, Jx	
10	T9+, HT9+, Tx	T9+, HT9+, Tx	
9	9x	9x, H98+	
Hi-X	Xx, xxXx, xxxXx	Xx, xXx(+), J/TxXx	
Lo-X	xxX, xxxX	HxX, HxxX, HxxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L-H=enc	L-H=even	L-H=enc
Suit 2	L-H=even	Suit preference	L-H=even
3	Suit preference		Suit preference
1	L-H=enc	L-H=even	L-H=enc
NT 2	L-H=even	Suit preference	L-H=even
3	Suit preference		Suit preference
Signals (including Trumps): Original count; SP in opponents trump suit			
Odd ball (H=enc) against NT in both hands			
SP if count is not necessary			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Almost every X is take out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣ (1♦) X = 4+crd ♥, 1m (1♥) X = 4+crd ♠			
Support X/XX			

EBL CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Netherlands
<b>PLAYERS:</b> Bart Nab & Judith Duursma
<b>EVENT:</b> Any
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Dutch Doubleton, 1♦=5crd or 4441, 5-card M
2/1 GF
2C=strong or weak D, 2D=Multi, 2M=55Mm
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ -1♦=any 0-7/nat/4-4M/bal
<b>SPECIAL FORCING PASS SEQUENCES</b>
V vs NV (3m) X/3X (5m) or similar situations
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rare

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♠	(almost) Forcing Can be 5crd ♠ with 18/19bal	1♠=0-7HCP any/natural ♠/7-11HCP 4-4 M's/bal; 1M=(7)8+HCP, can be longer ♠; 1NT=8-10; 2♣=(9)10+HCP; 2♦=Mini multi; 2M=inv, 6crd; 3X=nat, 2-8HCP	1♣-1♦-1♥=12-14bal or ♣+♥ unbal; 1♣-1X-1♠=unbal; 1♣-1♦-1NT=18-19bal 1♣-1X-2♦=reverse or any 18-19 bal	1♣ (1♦) X/1M =transfer 1m (1♥) X/1S =transfer
1♦		4	4♠	4+crd, 11+HCP	2♣=GF; 2♦=(9)10+HCP; 2M/3♣=inv 6crd		
1♥		5	4♠	5+crd, 11+HCP	1NT=SF, 2♣=GF can be short; 2♦=GF nat; 2♥=8-10; 2♠/3♦=inv 6crd; 2NT=3+ ♥ inv-bad GF; 3♣=mixed; 3NT/4♣/D=splinter ♠/♣/♦	1M-1NT-2♣=any 16+ or 11-15 6crd M 1M-1NT-2NT=GF 5-5 1M-1NT-3X=inv 5-5 1M-2NT-3♣=GF relay	Drury, mixed 1M-(X) → transfers up to 2M-1
1♠		5	4♥	5+crd, 11+HCP	Similar as over 1♥; 2♥=GF nat; 3♥=inv; 6crd, 4♥=tp	Same as over 1♥	Same as over 1♥
INT	x		4♠	(14)15-17, can be 5-card M or 6-card M	2♣= (weak) stayman, 2♦/♥=transfer, 2♠=♣, 2NT=nat, 3♣=weak/strong ♠, 3♦=nat, inv, 3M=short,3-crd oM, 4C/D=ST H/S, 4H/S to play		Transfer Lebensohl, switch
2♣	x			Weak ♠, 22-24 NT or any GF except ♠	2♦=P/C, 2M=Nat, NF, 2NT=relay	2♣-2♦-2♥=nat or 24+bal	
2♦		5	4♠	6crd M, 5-10HCP, 24+NT	2M/3♣=constructive NF, 2NT=asking		
2♥		5	4♠	54 (vul55) H+m, 5-10HCP	2♠/3m=constructive NF, 2NT=asking		
2NT			4♠	(19)20-21(22)	3♣=asks for M's, 3♦/♥=transfer, 3♠=minors, 4♣=♥ SI, 4♦=S SI, 4♥=♣ SI, 4♠=♦ SI		Switch
3♣		6		V 7crd suit 5-10HCP NV 6+crd 2-9HCP	3X=forcing		
3♦/♥/♠		6		V 7crd suit 5-10HCP NV 6+crd 2-9HCP	3X=forcing, 4♠=SI		
3NT	x			Solid 7-card m	4♣=P/C, 4♦=SI		
4m		7		4-10HCP	4M=tp		
4M		7		4-14HCP 1 <sup>st</sup> /2 <sup>nd</sup> seat Wide ranged 3 <sup>rd</sup> /4 <sup>th</sup> seat			
4NT		6/5		Minors		<b>HIGH LEVEL BIDDING</b>	
						Mixed cues, Optional KC, 0314 Exclusion	
						3NT=bad unless it shows shortness in suit	
						DOPI-DEPO	