

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-lvl: could be light
2-lvl: usually constructive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17 system on
4th: 11-16 then: 2♣ = Stayman strength ask -> 2♦ = 11-14; other responses system on (transfers up to 2NT)
(1M) - P - (P) - 1NT / - (P) - 2♣ - (P) - 2M = ms, 2oM = 4/5c suit in oM
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak pre-empt
2-Suit: 2♦ = always Ms, 2NT shows lowest unbid
Reopening: suit = 2-level 11-15, 3-level 11-15. 2NT = 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
(1m) - 3m = nat. pre-empt, (1M) - 3M = asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2nd vs strong and 2nd+4th vs weak:
2♣ = Ms, 2♦/♥/♠/NT = ♥/♠/♣/♦
4th vs strong: 2♣ = Ms, 2NT = minors
NT is treated as weak if it can contain 13 HCP or less
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(Non-)Leaping Michaels (also in 4th)
vs 2♦ Multi: 3♥ = ♥+♦, 3♠ = ♠+♣, 4♣ = ♣+♥, 4♦ = ♦+♠
Lebensohl responses on X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: 2♦ = Ms
NT-bids always minors
OVER OPPONENTS' TAKEOUT DOUBLE
If 1NT is penalty doubled: 2♣ = ♣ or 2 places to play then XX = 2-3 ♣, other bids transfer. Vs. conventional doubles XX = strong and system on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd 5th	3rd 5th	
NT	attitude	3rd 5th	
Subseq	attitude / 3rd 5th	same	
Other: A/Q asking for enc/disenc, K asking for count (or deblock in NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x..), AKx(x..)	same	
King	AK(x..), Kx, KQ(x..)	same	
Queen	Qx, KQ(x..), QJ(x..)	same	
Jack	Jx, JT(x..)	same	
10	HHT(x..), Tx, T9(x..)	same	
9	HH9, 9x, 9(x..)	same	
Hi-X	even	attitude	
Lo-X	odd	attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high = enc /even	count	odd = enc.
Suit 2	count	suit preference	
3	suit preference		
1	low = enc / odd	Smith (hi = negative)	odd = enc
NT 2	count	count	
3	suit preference	suit preference	
Signals (including Trumps):			
HI = even, LO = odd			
In suit: HI = enc., in NT: LO = enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support doubles			
most doubles in competitive situations are takeout, exceptions:			
After we converted a takeout double to penalty, all further doubles are penalty. After a pre-empt of us all further doubles are penalty.			
After PH finds a balancing double in 4th, all further doubles are penalty.			

EBL Convention Card
CATEGORY : GREEN
NCBO : Austria
PLAYERS : Philip SCHEBERAN – Raffael WADL
EVENT : EBL 56th European Open Team Championships Herning, Denmark, June 24 - July 04 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5c Major, better minor, Walsh, Forcing NT over 1M
3 W2s
1NT Openings: 15-17
2 OVER 1 Response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1m on 2-level.
Transfers after opponents double 1M.
1NT overcall in 4th: 11-16
(Non-) Leaping Michaels
Unusual NT
Lebensohl on partners double of a pre-empt
Rubensohl + Takeout Doubles after interference over 1NT
vs 2NT opening: double = Ms (see note 6), other bids natural
(1♦) - P - (1NT) : 2♣ = Ms, 2♦/♥ = transfer
1m - (1NT) : 2♣ = Ms, 2♦/♥ = transfer
SPECIAL FORCING PASS SEQUENCES:
After we have explicitly bid GF.
IMPORTANT NOTES:
Any somewhat balanced looking distribution might be judged into a NT opening / overcall.
Upgrades possible, downgrades unlikely.
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	3+♣, 11-22 HCP	Walsh, 2♣ = 10+ inverted, 2♦/♥ = 6+♥/♠ weak (~4-7) or GF 2♠ = (8)9-12 with support unbal., 3♣ = preempt	1♣ - 2♣: 2♦ = any 15+, other bids natural 11-14, jump = splinter.	1♣ - (X/1♦) - 2♣ = simple raise. 1♣ - (X/1♦) - 2♦/♥/♠ = sys. on 1♦ - (X) : all nat, jumps weak.
1♦		3	4♥	3+♦, 11-22 HCP (3♦ only with 4432)	2♣ = nat GF or 10+ with 4+♦, 2♦/♥ = 6+♥/♠ weak (~4-7) or GF 2♠ = (8)9-12 with support unbal., 3♣ = nat. invit, 3♦ = pre-empt	1♦ - 2♣ - 2♦ = any 11-14 (may be passed), other bids 15+ natural. Also see note 10 for further bidding.	Other jumps nat & pre-emptive. 1m - (1♥) : X = 4+♠ & 1♠ = 0-3♠ 1m - (1NT) - 2♣Ms, 2♦/♥ = ♥/♠ 1m - (1H) - 2♥/♠ = system on
1♥/♠		5	4♥	5+♥/♠, 11-22 HCP	1NT forcing, 2♣ = 2+♣ and GF, 2♥/♠ = (7)8-11 with 3+ support 3-level (below 3M) nat invit 2NT = invit+ with support	See note 9. 1M - 2X - 2M = 5cM 1M - 2X - 2NT = 6+cM	Drury PH: Mini splinter on 3-lvl. 1M - (X): 1NT through 2M transfer.
INT			4♥	15-17, 5cM possible	2♣ = Stayman: may be invit. without 4cM, may be invit with 5♠ OR may be weak with both Ms OR may be weak with 4♠ and 6+m; 2♦/♥/♠/NT = ♥/♠/♣/♦; 3♣ = ms weak; 3♦ = ms strong, 3M = 54 in ms & 3cM; 4♣/♦ = ♥/♠	After Stayman response: 3♣ asks for distr, 3♦ = Fit GF, Smolen. Transfer after transfer. Also see note 5	vs penalty X: XX = Strong and sys. on Takeout Doubles + Rubensohl
2♣	x	0		GF or 23-24bal.	2♦ = waiting, other bids natural and positive	See note 7.	takeout doubles
2♦		(5)6		W2, 4cM possible	2NT = asking	3♣ = any shortage, 3♦ = min, 3♥/♠ = nat	penalty doubles
2♥		(5)6		W2	2NT = asking	3♣ = shortage in m, 3♦ = shortage ♠ 3♥ = min., 3♠/NT = good for suit/NT	penalty doubles
2♠		(5)6		W2	2NT = asking	3♣ = shortage in m, 3♦ = shortage ♥ 3♥/NT = good for suit/NT, 3♠ = min.	penalty doubles
2NT				20-22, 5cM possible	3♣ = Muppet, 3♦/♥ = transfer, 3♠ = minors slaminvit 4♣/♦/♥/♠ = ♥/♠/♣/♦ slaminvit.	see note 8	takeout doubles
3♣		6		Pre-empt	4♦ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♦		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♥		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♠		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3NT	x			Gambling			
4♣		6		Pre-empt	4NT = Keycarding		penalty doubles
4♦		6		Pre-empt	4NT = Keycarding		penalty doubles
4♥		6		Pre-empt	4NT = Keycarding	HIGH LEVEL BIDDING	
4♠		6		Pre-empt	4NT = Keycarding	14/30/25 without/25 with Q; DOPE-ROPE; after Exclusion: 0/1/2/3	
4NT	X			Minors		After a natural 4m bid, direct bid of 4NT is always to play, 4NT Keycarding is only possible after bidding a Cue. 5NT is Keycarding if 4NT was skipped.	
5♣		7		Pre-empt		After Keycarding was answered: Step 1 asks for Queen -> back to trumps = no Queen. Step 2 asks for Kings, bidding suit shows King in this suit or the other remaining Kings .	
5♦		7		Pre-empt			
5♥		7		Pre-empt			
5♠		7		Pre-empt			

Note #	Description
1	if opponents have shown 2 suits explicitly, overcalling shows values, if opponents have only shown 1 known suit, overcalling asks for stopper 1 ♠ - (2 ♠ Majors): 2 ♥ = invit+ with ♣, 2 ♣ = invit+ with ♠.
2	Same agreement after other 2-suited overcalls like 2NT unusual, now overcalling the lower suit shows invit+ with the lower of the other remaining suits, overcalling the higher showing the higher remaining suit
3	(1X) - 1M - (P) : minisplinter on 3lvl
4	(1X) - 1M - (X) : 1NT through 2M transfer (2M being weak raise)
5.1	1NT - 2 ♣ - 2 ♠ - 2 ♥ = Ms weak
5.2	1NT - 2 ♣ - 2 ♠ / ♥ - 2 ♣ = invit with 4 or 5 ♠ OR weak with 4 ♠ and 6+m
5.3	1NT - 2 ♣ - 2 ♠ / ♥ - 2 ♣ - 2NT = 2 ♠ Maximum
5.4	1NT - 2 ♣ - 2 ♠ / ♥ - 2 ♣ - 3 ♣ = 3 ♠ Maximum
6.1	(2NT) - X - (P): 3 ♣ = not interested in Major, looking for minor contract; 3 ♠ = same length in Ms; 3 ♥/♠ = to play
6.2	(2NT) - X - (XX): all bids to play
7.1	2 ♣ - 2 ♠ - 2 ♥ = GF, bal. or 5+ ♥; forces 2 ♠
7.2	2 ♣ - 2 ♠ - 2 ♥ - 2 ♠ - 3 ♣ = 5+ ♥ & 4+ ♠
7.3	2 ♣ - 2 ♠ - 2 ♥ - 2 ♠ - 3 ♠ = 5+ ♥ & 4+ ♣
7.4	2 ♣ - 2 ♠ - 2NT = 23-24
7.5	2 ♣ - 2 ♠ - 3 ♥/♠ = 4 ♥/♠ & 5+ ♠
7.6	2 ♣ - 2 ♠ - 3 ♣ - 3 ♠ = asking for 4cM
8.1	2NT - 3 ♠ / ♥ - 3 ♥/♠ = Fit
8.2	2NT - 3 ♠ - 3 ♠ = 2 ♥ & 4-5 ♠
8.3	2NT - 3 ♣ - 3 ♠ (at least one 4cM) - 3 ♥/♠ = 4 ♠ / ♥
8.4	2NT - 3 ♣ - 3 ♠ (at least one 4cM) - 4 ♣ = both Majors slaminvit
8.5	2NT - 3 ♣ - 3 ♠ (at least one 4cM) - 4 ♣ - 4 ♠ = not interested, then p/c
8.6	2NT - 3 ♣ - 3 ♠ (at least one 4cM) - 4 ♣ - 4 ♥/♠ = accepting invite and setting trumps
8.7	2NT - 3 ♣ - 3 ♠ (at least one 4cM) - 4 ♠ = both Majors
8.8	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 3 ♠ = Puppet to 3NT
8.9	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 3NT = 5 ♠ and 4 ♥
8.10	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 4 ♣ = nat. slaminvit
8.11	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 4 ♠ = nat. slaminvit
8.12	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 4 ♥ = 6+ ♠, forces 4 ♠
8.13	2NT - 3 ♣ - 3 ♥ (no 4c or 5c M) - 4 ♠ = 6+ ♠ slaminvit
8.14	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ = 5 ♠ & 4-5 ♥ slaminvit
8.15	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♠ = 55Ms slamish
8.16	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♥ = 5 ♠ & 4 ♥ slamish, then 4 ♠ = Fit, 4NT asks for Keycards and 5lvl shows Keycards (out of 6 each)
8.17	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4 ♠ = 3 ♥
8.18	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4 ♠ - 4 ♥ = 5 ♠ 5 ♥ (setting trumps, slaminvit)
8.19	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4 ♠ - 4 ♠ = 5 ♠ 4 ♥, then 4NT is to play and 5lvl shows Keycards (out of 6)
8.20	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4 ♥ = 3 ♠ & 2 ♥ (in principle forces 4 ♠ and afterwards pass, 4NT keycarding or showing keycards on 5lvl)
8.21	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4 ♠ = 2 ♥ & 2 ♠ not accepting invite -> 4NT now to play
8.22	2NT - 3 ♣ - 3 ♥ - 3 ♠ - 3NT - 4 ♣ - 4NT = 2 ♥ & 2 ♠ asking for Keycards (out of 6)

8.23 2NT - 3♣ - 3♥ - 3♠ - 3NT - 4♣ - 5lvl = 2♥ & 2♠ and showing Keycards (out of 6)

- 9.1 1♥ - 2NT - 3♣ = any 11-14 without void or 14-17 with void
9.2 1♥ - 2NT - 3♦ = 15+ without void
9.3 1♥ - 2NT - 3♥ = 15+ with 4+♣ (maybe 13+ with a good hand), then 4♣ agrees on ♣ and further Keycarding includes K of ♣
9.4 1♥ - 2NT - 3♠ = 15+ with 4+♦ (maybe 13+ with a good hand), then 4♦ agrees on ♦ and further Keycarding includes K of ♦
9.5 1♥ - 2NT - 3NT = 15+ with 6+♥ and 4♠
9.6 1♥ - 2NT - 4♣ = 11-13 or 18-19 with ♣-void
9.7 1♥ - 2NT - 4♦ = 11-13 or 18-19 with ♦-void
9.8 1♥ - 2NT - 4♥ = 11-13 or 18-19 with ♠-void
9.9 1♥ - 2NT - 3♣ - 3♦ = asking, then 3♥ = no short, 3♠ = 1♣, 3NT = 1♦, 4♣ = 1♠, 4♦ = 0♣, 4♥ = 0♦, 4♠ = 0♠
9.10 1♥ - 2NT - 3♣ - 3♥ = to play
9.11 1♥ - 2NT - 3♣ - 3♠ = short ♣
9.12 1♥ - 2NT - 3♣ - 3NT = no shortage
9.13 1♥ - 2NT - 3♣ - 4♣ = short ♦
9.14 1♥ - 2NT - 3♣ - 4♦ = short ♠
9.15 1♥ - 2NT - 3♦ - 3♥ = asking, then 3♠ = no shortage, 3NT = 1♣, 4♣ = 1♦, 4♦ = 1♠
9.17 1♥ - 2NT - 3♦ - 3♠ = short ♣
9.18 1♥ - 2NT - 3♦ - 3NT = no shortage
9.19 1♥ - 2NT - 3♦ - 4♣ = short ♦
9.20 1♥ - 2NT - 3♦ - 4♦ = short ♠
1♠ - 2NT: same sequences as above except for:
9.21 1♠ - 2NT - 3NT = 15+ with 5♠ and 5♥
9.22 1♠ - 2NT - 4♥ = 11-13 or 18-19 with ♥-void
9.23 1♠ - 2NT - 3♣ - 3♦ = asking, then 3♥ = no short, 3♠ = 1♣, 3NT = 1♦, 4♣ = 1♥, 4♦ = 0♣, 4♥ = 0♦, 4♠ = 0♥
9.24 1♠ - 2NT - 3♣ - 3♠ = to play
9.25 1♠ - 2NT - 3♣ - 3♥ = short ♣
9.26 1♠ - 2NT - 3♣ - 4♦ = short ♥
9.27 1♠ - 2NT - 3♦ - 3♥ = asking, then 3♠ = no shortage, 3NT = 1♣, 4♣ = 1♦, 4♦ = 1♥
9.28 1♠ - 2NT - 3♦ - 4♦ = short ♥

- 10.1 1♦ - 2♣ - 2♦ - 2♥ = showing ♦ support 10+ HCP.
10.2 1♦ - 2♣ - 2♦ - 2♥ then 2♠ = waiting, 3♦ = Minimum, all other bids natural and GF.
10.3 1♦ - 2♣ - 2♦ - 2♥ - 2♠: now bids are natural with 3♦ by either side still always being to play.
10.4 1♦ - 2♣ - 2♦ - 2♠ = 5+♣ with 4cM, then 2NT asking for Major.
10.5 1♦ - 2♣ - 2♦ - 2NT = balanced with 4 or 5♣
10.6 1♦ - 2♣ - 2♦ - 3♣ = 6+♣ GF
10.7 1♦ - 2♣ - 2♦ - 3♦ = 4♦ 5♣ GF
10.8 1♦ - 2♣ - 2♦ - 3♥/♠ = (4)5-6♣ & 4♦ with shortage in ♥/♠

- 11.1 After Fit was shown by bidding 2M -> cheapest bids asks for shortage, next 3 bids show shortage in ascending order.
11.2 After Fit was shown by bidding 2M -> answer to asking for shortage in ascending order.
11.3 After Fit was shown by bidding 3M -> 3NT shows no shortage, other bids show shortage in ascending order.