

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style = Standard
Reponses: Jump Raise = Preemptive
Cue-Bid = Good raise, or some strong hand
New Suit = Non forcing
In Balancing Position: Same
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd Position = 15 - 18
Responses: Bid as 1NT opening
4th Position = 10 – 13, Responses: Bid as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Pre.
1♣ - 2♦ = 5/5 Majors
Unusual NT: 2 lowest unbid suits
Reopen: Nat, 12-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ - 2♣ = Nat.
Others = Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Landy (Majors)
2♦ = 1 Major
2♥/♠ = Bid Major+any minor
2NT = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles (optional over 4 level)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
D'ble = Majors
NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level, non forcing at 2 level
Jumps = weak (Bergen/M)
2NT = limit raise or better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2nd / 4th	3rd / 5th	
NT	Attitude (small=good)		
Subseq	Attitude		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax(+)	AK; AKx(+)	
King	KQ; AK; KQx(+)	AKJ10(x); KQ109(+)	
Queen	QJ; QJx(+)	QJ;QJx(+);AQJx(+);KQx(+)	
Jack	J10; J10x(+); KJ10x(+)	J10;J10x(+); KJ10x(+)	
10	109;109x(+);H109x(+);10x	109; 109x(+); H109x(+)	
9	9x; 98x(+)	98x(+)	
Hi-X	Sx	Sx; SSx; SSSx	
Lo-X	HxS;HxxSx+; xSx+	HxS; HxxS; HxxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=encouraging	S/P	Odd = Encouraging
Suit 2	Lo/Hi = E	Lo/Hi = E	Even = S/P
3	S/P		
1	Lo=encouraging	Smith (low=enc)	Odd = Encouraging
NT 2	Lo/Hi = E	S/P	Even = S/P
3	S/P	Lo/Hi = E	
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O shape or 16+ any			
Cue = F			
Reopen: May be weaker			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

EBL CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Israel
<b>PLAYERS:</b> Altshuler - Aviram
<b>EVENT</b> Open
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
Longer Minor - 1♣ if 3.3
1NT response to M=Up to 11, may have fit
2/1 promises rebid
Bergen Major raises
Inverted minor responses
Weak jump shift responses to m
1NT = 15-17 5M or 6m possible
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Opening = Multi (wk 2M)
2♥/♠ = Weak 5M+5m
3NT Opening = Gambling
Michaels Cue-bids
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	3+ cards, 11 - 21 HCP	Inverted raises; Weak jump shifts	2 way check back after 1 level rebid (2♣=any inv; 2♦=GF); 4 <sup>th</sup> suit F, Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	Cue bid = Limit+ raise Jumps = Pre
1♦		3	4♥	Same	Inverted raises; Weak jump shifts	Same	Same
1♥		5	4♦	4 good cards possible in 3 <sup>rd</sup> seat 11 - 21 HCP	1NT=NF (up to 11); 2/1 GF unless rebid suit; Bergen raises (3♣/♦); 2NT=GF raise, d'ble jump shifts = Splinters	Same	2♣ by passed hand=Drury Cue = Limit+ raise
1♠		5	4♥	Same	Same	Same	Same
INT			4♥	15-17 bal, 5M or 6m possible	Stayman; Jacoby; minor suit transfers (2♠/NT); 3♣=puppet; 3♦=5/5Majors inv; 3M= short (5-4+ minors), 4♣=Gerber; 4♦/♥=Texas transfers	Transfer refusal = super accept; re-transfers	
2♣	X	0	4♥	23+ bal or any near GF	2♦=neg. other=Nat.	3♣ by opener = 2 <sup>nd</sup> neg.	
2♦	X	0		Weak 2M	2/3/♥/♠ = P/C. 2NT = ask 3m = Nat FG; 4♣ = ask transfer; 4♦ = ask M	Resp to 2NT: 3♣/♦=min ♥/♠, 3♥/♠=Max with Other M	
2♥		5		Pre, 5♥+5m	Any minor = P/C, Other M = Nat Inv; 2NT = ask	Resp to 2NT: 3m=minimum, 3♥/♠=♣/♦ max.	
2♠		5		Pre, 5♠+5m	Same	Same	
2NT				20-22 Bal, 5M or 6m possible	3♣=Puppet; Jacoby; Texas; 3♠=minors		
3♣		6		Pre	Nat, New suit F		
3♦		6		Pre	Same		
3♥		6		Pre	Same		
3♠		6		Pre	Same		
3NT				Gambling 7+ solid m	4♦=ask		
4♣		7		Pre	Nat		
4♦		7		Pre	Nat		
4♥		7		Pre	Nat		
4♠		7		Pre	Nat		
4NT							
5♣				Nat	Nat	<b>HIGH LEVEL BIDDING</b>	
5♦				Nat	Nat	RKCB, Cue bids, Splinters, GSF	
5♥							
5♠							