

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
SUIT – lead direct/ 9+ points decent suit
Responses: Rubens-Advances: Natural till cue-bid. Cue-bid = supp.
Jump-shift = FitJump. NT = Natural
Rubens-Adv “OFF” if 3 rd -OPP bid(no P/X) when 2NT, 3NT, 4m fit showing
Reopening: (1m)- p- (1NT)-p-(P)-2om = 5om/4M; DBL =Penalty
(1M)- p- (1NT)-p-(P/2m/2M)-DBL =Penalty
1NT 2 nd and 4 th Live: 15-17HCP – SYS-ON
1NT 4 th in Reopening: 10-12HCP vs (1m), 11-15HCP vs. (1M)
2NT 2 nd and 4 th Live: ART, cheap 2-suiter
2NT 4 th in Reopening: 16-18HCP
Reopening DBL, then 2NT = 19-20HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
VS (1X) - Pre-emptive
VS (2D-Multi): 3M = 8 ½ tricks in M.
Reopen: 12-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue-bid Michaels after (1D)/(1M)
Natural 2C, after (1C)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=majors, 2d=one major, 2M M and minor, Live X=4M 5+minor
After (1NT)-DBL*=[5+m/4+M]: 2C* = ART, to play in minor,
2D* = ART, to play in Major; 2M = Nat; 2NT* = F1 - same contin
as after (1NT)-2M-(p)-2NT*: 3m = minimum/ 3M* = good hand
Reopening X=points, tolerance for majors
If NT is weak [=13-15 or weaker] – DBL = Points 14(13)+HCP, 2C=majors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
vs. (3m): 4C* = om+M; 4D* = H+S; 4M = Nat. Same method vs.
other pre-emptive: (1m)-p-(3m), (2C)-p-(3C), (2D)-p-(3D)
vs. (3M): 4m = m+OM; 4OM = Nat
vs. (3NT): DBL = Pen. 4C* = 1-suit; 4D* = S+H. 4M = M+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS. STR: DBL = M's 4/4+ good hand; 1X, 2C = Nat, 2D* =5H/5S,
1NT*=mixed 2-suiter; 2NT* = 5C/5D; 2M +: natural
VS. Nat or Polish 1C: SAME, but 1NT = Nat; 2NT* = D+H
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(DBL)- 1NT*2C*2D* = trf. 2NT* = 4-cd fit INV+ 3NT* = Good raise in M to play 4M, not suitable for 5level
over dbl of 1m 1N/2N/3N shows 44+M, 8-10/11-12/13-15; 3c=ask4M 3D/3H GF transfer; 2c/2d: nat nf; 1S ART; 3S transfer to 3N; over dbl of 1D XX= hearts; 1H= spades

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit(certain 4+)	
Suit	2 nd – 4 th	3 rd -5 th ; low w/ H if raised	
NT	2 nd – 4 th	3 rd -5 th ; low w/ H if raised	
Subseq	Attitude – low w/ H		
Other: coded 9/10 during the hand: a 9 or 10 starting a trick promises 0 or 2 higher H			
except certain cases			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	Akx(x) – ask ATT for Q	
King	AK or KQ(+)	KQx(+); AKJ10x+	
Queen	QJx	QJx(+) ask ATT or KQT9(+) ask unbl	
Jack	JTx or Jx	(H)JT9(+), Jx	
10	H109(+), H10x	(H)T9(+), 10x	
9	H9x, 109(+)	9xx,H9x, 9x	
Hi-X	xXx, HXx, xXxx	HXx, xXx, xXxx(+)	
Lo-X	HxxX(+), xX, 10X	HxxX(+), maybe HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	CT - UD	Roman discards
Suit 2	CT - UD		Lavinthal
3			subseq;random/ct
1	Low = ENC	CT- UD	Roman discards
NT 2	CT - UD	Hi-Low = disc lead	Lavinthal
3			subseq;random/ct
Signals (including Trumps):			
sometimes suit pref on trumps			
Smith Echo: high=desire to switch; low=encouraging or neutral			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O DBL 11+HCP shapely			
Double of a natural/ bal 1C= t/o OR 13-14 Bal			
ELC			
Double of a 4level preempt is flexible, rebidding a suit does not show powerdbl			
Double against a randomly bid slam requests highest unbid suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
(1M) - DBL - (2M) → DBL=9+HCP w/ 1) both m's INV+; 2) D INV; 3) 5OM INV. → 2NT* = COMP m's OR INV+ OM4; →3X = 5-cd COMP			
(1H)- P- (1S)- P-(2H) - DBL = 8+HCP, T/O			
(1D)- P- (1M)-P-(1NT) - DBL = 15+HCP short in opp M			
(1M)-P-(2M)-P-(3M) - DBL = 14-15HCP, both minors, short in OM			
(2M-wk)-DBL- (P): →Suit=COMP; →2NT*=Mini-CUE 9+HCP. After 2NT: 3♣*= MIN w/ OM4; 3♦* = MAX w/o OM4; 3OM = FG (16+) OM5;			
CUEBID = 4OM, MAX, w/o stopp or S/T; 3NT = 4OM, MAX w/ stopp			

EBL CONVENTION CARD
CATEGORY: Red
NCBO: ROMANIA
PLAYERS: Ionut COLDEA – David CALIPETRE
EVENT: European Open Teams Championships 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
open good 11 counts bal/ may be light unbal
1C = min 2 cards
1D-4+D limited to FG; 1M – 5+M limited to FG ;
1NT – Nat, 15-17p
2C* - GF or weak D
2D* = 1) 1-M weak; 2) 22-23 Bal; 3) long minor strong
2NT – 20-21HCP
3NT* - SOL/S-SOL 7-cd Major + 1 – ½ tricks O/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C*:1R= transfer
1C*:1S* = art
many trf/ switch in comp over spade or club interference
3NT* - after our 1M opening or O/C w/ interference in 2nd – 3rd is always ART, w/ fit-M, limited strength for game.
2C* - GF or weak D
(1M)-P-(2M): 2NT*=C's; 3C* = D's; 3D* = 6OM good
3OM=COMP; Cue= Michaels FG; 4♣*=m's NF; 4♦*=m's FG
artificial negative 1♦ response to double of opposing 1♣
2H overall of 2D multi=natural/weak spades
Preempts can be wild in 1st favorable
Opposite a passed hand preempts can have variable strength
FORCING PASS SEQUENCES
In clear GF auctions
After invitational sequence in unfavourable
pass=suitable for overbidding; pass and pull=stronger than direct bid
IMPORTANT NOTES
1NT-(DBL=Pen): RDBL = 2-suits, asks 2C*; suit = nat
1NT-(DBL=ART): SYS “ON”; RDBL = 8+HCP, bal →PF till 2NT; if they raise with fit on 3 level – DBL = points
PSYCHICS: Seldom

opening	tick if artf	min cards no	neg X thru	description	responses	subsequent actions	passed hands
1♣		2C	4♥	12-14 bal or 18-20 bal or nat Club up to GF	1R=trf; 1N=9-11p; 1♠=no 4M; 2♦=gf 5+D 2♠=GF nat; 2M=6M ~10; 4c/d=solid h/s 2N=12-14 or 18+ bal; 3N=15-17	1♣ 1R 1N=18-20 1♣ 1R 1M= 2-3M modified 2 way cb after 1♣ 1R 1M; ART 1c-1d-1h-1s	
1♦		4D	4♥	4+D(441) or 5+D	2♠=GF any; 2♦=inv+ 4+D 2M=~10p 6M; 4c/d=solid h/s	modified 2 way cb after 1♦ 1X 1Y	
1♥		5H		nat mj 5 up to GF	1N=semif; 2N=GF fit 4M; 3♣ inv fit3, 3♦ 8-11 fit4 2♠=GF any;	gazzilli, jumps to 3 nat z2, 2NT=64 or 55 z3	drury;2NT/suits fit showing
1♠		5S		nat mj 5 up to GF	1N=semif; 2N=GF fit 4M; 2♦=6+H 8+/5+H GF 2♠=GF any; 2♥= diamonds GF 3♣ inv fit3, 3♦ 8-11 fit4	gazzilli, jumps to 3 nat z2, 2NT=64 or 55 z3	
1N				15-17 bal; may contain sgl	2♠=stayman ; 2R=trf: 2♠= minors weak or clubs 2N=puppet st; 3♠=6+D; 3♦=55mm GF; 3M=54mm 3oM		
2♣	*		4♥	GF or weak D	2♦=wait; 2N= strong ask 2M nonforcing, constructive; 3♠ = good M		
2♦	*			multi:(weak M) or (22-23 bal) or minor one suited GF	2N=ask ; 2M=pass/corr ; 3♠ = good M ; 3M=pass/corr; 4♠=ask M in trf ; 4♦=ask M ;	2♦ 2N 3♠=medium to good; 3R= worst in trf; 3♠=sesol H 3N=sesol H; 4R sesol M, no sgl	when multi is doubled, XX=p/c; 2M natural
2♥	*	5H		weak 5H+5m	2N= ask; 3m=pass/corr 3♦=inv; 2♠=nat NF	2M 2N 3m=weak m 3♥=good C; 3♠=good D	
2♠	*	5S		weak 5S+5m	2N= ask; 3m=pass/corr 3♦=inv;	2M 2N 3m=weak m 3♥=good C; 3♠=good D	
2N				20-21 bal	muppet; 3♦=5+H/3+H 5S; 3♥=transfer 3♠=trf 3N; 3N=ART F, minor ask ; 4♠=55m SI; texas SI+		
3♣		6C		preempt	4om=both M/fit/nat		
3♦		6D		preempt			
3♥		6H		preempt			
3♠		6S		preempt			
3N 1/2	*			semisol 7M 8+tricks	4♣ slam try; 4♦ ask M		
3N 3/4				to play, random			
4♥		6H		prmt 6+H most 7+H			
4♠		6S		prmt 6+S most 7+S			
					HIGH LEVEL BIDDING		
					RKC: 14/30/2-no Q/2-w/ Q. ExclBW:0/1/1+Q/2/2+Q/3/3+Q		
					6-key-cards-RKC after 1M:2NT*:4X.		
					DOPI/ROPI/2-noQ/2+Q (below 5 our suit)/DEPO/REPO (higher than 5 our suit).		
					some positions where ace-asking is 5NT.		
					Invitational-4NT: Pass; 5C/5D/5H = 14/30/2. 5S*=5C/4D, 5NT*=5D/4C;		