

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1Level = Light (7-16), (4)5+ cards, 2Lev.= VUL 10-16, NV-(8)9-15 Resp: TRF over 1M-(DBL)-1NT=good raise, 1/1 is 4+ F1 over DBL & 5+ NF1 over 1x, 2suit w/o jump – Nat. Semi forcing, Jump suit = Suit +fit INV+, Cue = good rise 11+HCP or 14+ any, Jump Cue = Splinter INV+, Jump rise = 3-7 HCP, 0-7 HCP w/o Vol.
INT = NAT, 2m= (9)10+ normally 6 cards
Reopening: All jumps = 6+ cards 12-16 , Middle 2 bid, Only 4 <sup>th</sup> pos.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
NAT 15-18 , system on Reopening: 1NT = (10)11-14 Vs 1m, 13-17 Vs 1M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1m) – 2x, 3x = weak , 2NT = Unusual (1He) – Jump = weak, 2NT = mm (1M) – Jump = weak, 2NT = mm Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = MM, but(1DiPrec)-2DI = MM (1M) = 2M = Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Over 14+NT: 2CL= MM,2DI/HE/SP 3CL/Di -Nat. 5+, DBL = PEN Reopening: DBL = 11+HCP, 2CL = MM, any = NAT(also by a pass) Vs. Weak NT: 2CL = MM, DBL = 12+ HCP, any = NAT 2NT = 2 suits 5+5+ any , 7-16 HCP if mm, 10-16 if 5M5m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBLs up to 4He, NT bids = NAT, LEB 2NT Resp (3M) – 4m = Leaping, (3m) – 4m = MM, (2M) – 4m = 5m5M Leap. (4SP) – DBL = PEN Oriented, 4NT = T/O or Strong OM/2suits hand
<b>VS. ARTIFICIAL STRONG OPENINGS- 1♣</b>
DBL = MM, 1NT= mm, Any = NAT  (1CL) – P – (1DI) – DBL = MM, Suit = NAT, 1NT = mm, 2NT = 55+mm or strong 2 suited hand
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1x = 4+cards F1, RDBL = 10+HCP; 1NT-rise in M (10)11+HCP; Jump Suit = Suit + fit INV+(after 1M opening) and Nat. up to INV(after 1Di opening) 1Di - (DBL/1M) : 1NT natural NF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Generally 3 <sup>rd</sup> – 5 <sup>th</sup> best	same	
NT	same	same	
Subseq	same	same	
Other:			
At NT Lead A or Q =count (odd/even) high-low=even			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+),Ax(+)	AKx(+) ASK high = enc.	
King	AKx(+),KQ(+),Kx asks o/e	Same	
Queen	(A)QJx(+), Qx, QJx(+)	Same, KQ109(+)	
Jack	J10x(+),AJ10x(+),KJ10x, Jx	same	
10	109x(+),10x,H109x(+)	same	
9	J98x(+)	same	
High-X	Sx, HxxSx(+)	same	
Low-X	xxS, HxSx, xxSx,xxxxS	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = EVEN	Same	HI = EVEN
Suit 2			
3			
No trump	HI = EVEN	High = Smith echo	HIGH = EVEN
		High = enc by both	
Signals (including Trumps):			
We play Smith echo at NT from both sides ( High = ENC)			
<b>2DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light( 9+HCP) if proper (ex. 4441) distribution in any position			
Natural responses, based on balance			
Cue-bid = GF or 4M(44MM) INV+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Natural DBL,s			

EBL CONVENTION CARD
<b>CATEGORY: BLUE</b> <b>NCBO: Bulgaria, Seniors team</b>
<b>PLAYERS: Hristo Hristov – Aleksander Stoyanov</b> <b>EVENT All</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>PRECISION CLUB</b>
Light Opening and Overcalls, 5-Card M and F1 1NT response
Free PRE, especially w/ passed partner
Frequent use of NON-PEN doubles
1NT Opening = 14-16(17) , may have 5M, 6m, SGL A, K, Q
2/1 = FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1CL = Strong, 1CL-1Di = Neg., 1DI = Precision 0+ di, 10-15
2CL = 6+Cl w or w/o 4M (10-15), Possible 4 cards in any suit
2DI = 54 MM -weak (5-11)
2HE = 5+ He natural weak (5-11)
2SP = 5+Sp natural weak (5-11)
2NT = (20)21-22 BAL, Puppet
3CL/DI = PRE
3HE/SP = PRE
3NT = Gambling
4CL = Strong He opening (8-8,5 bid)
4DI = Strong SP opening (8-8,5 bid)
4HE/SP = For play
4NT = 65+ mm
<b>SPECIAL FORCING PASS SEQUENCES</b>
w/ comp. biding 4+ level , Pass = F
<b>IMPORTANT NOTES</b>
With two suits bid by the OPPs, We bid the stoper
<b>PSYCHICS: Rare. light openings in 3th pos. 4+c (6)7+HCP</b>

OPENING	TI CK IF AR TIF ICIAL	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	0	4He	15+ HCP, Unbal, or 8-8,5 playing tricks w/ control hand	1Di = 0-7 any, 1He/Sp = 5+GF, 1NT = 8-11 or 15+ 2NT = 12-14 BAL, 2m = 5+ GF	1Cl-1Di -all bids are natural excluding 2HE (GF w He or Bal. 25 + points)2Sp, 3Cl/Di = 6+m GF, 3He/SP = Limit bid	same
				Or 17+ BAL	2He = 4441 8-11 or 15+ , 2Sp = 4441 12-14		
1♦	*	0	4He	10-15 HCP ,0 +di	2He/Sp = 6+cards weak NF, 2NT = nat limited 3CL/Di = 6+ cards INV, 2CL/DI = NAT 4+ GF	1Di-1M-2NT = 6+di good hand, 1Di-1M-3M = invitation 1Di-1M-1NT-2Cl@any INV,	
1♥		5	4Di	5+He (9)10-15 HCP	1NT = F1, 2/1 = GF, 2NT = INV+ w/ 4+fit, 2SP/3Cl/Di = Splinter INV+ 6+HCP		1M – 1NT = F1 in all positions ,also after passed hand
1♠		5	4He	5+Sp (9)10-15 HCP	1NT = F1, 2/1 = GF, 3CL/DI/HE = Splinter INV+	same	
INT				14-16(17)HCP, 5M, 6m, Single T/O	2sp-trsf Cl, 2nt-trsf Di , 3Cl = mm weak ,3Di = GF mm ; 3he/sp = 54mm GF single he/sp	1NT-(Dbl)-Rdbl = TRF for CL, 2C = TRF Di, 2Di/He = TRF HE/SP, Pass = F to RDBL	
					After TRF M - 2M = Not special, 2NT = fit good hand, other suit = 4 fit and promise doubleton in the suit, 3M = 4 fit good hand ( can be 14 HCP) After TRF m, 3M = Not Special , 2NT/3Om = good hand w/ fit		
2♣	*	5	4He	6+Cl w or w/o 4M, (10-15)	2Di = R Inv+ Ask for 4card M, 2NT = trsf 3CL, weak or strong, 3Di = 54+MM INV, 3M = NAT INV		
2♦	*	5/4	MM	5+4+MM weak, (4)5-10(11) HCP	2He = P/C, 2Sp = P/C, 2NT = R, INV+, 3HE/SP = P/C 3m = NAT F1,		
2♥	*	5		Natural 5+He, (4)5-10(11) HCP	2NT = F1, INV+; 2Sp = NF nat. 3x = Nat. RF		
2♠	*	5		Natural 5+Sp, (4)5-10(11) HCP	2NT = F1, INV+; 3x = Nat. RF		
2NT	*			20-22 BAL	3CL = Puppet, 3SP = mm GF+, 3NT = 5SP4He GF 4CL/DI = NAT GF+		
3x	*	6		PRE, 3-9(10)HCP, 3-11(12) in 3-th Pos.			
3NT	*	7		Gambling, Solid m w/o other A/K			
4♣		7		Strong 4HE (8,5 – 9 bid)			
4♦		7		Strong 4SP (8,5 – 9 bid)			
4♥		7		PRE, (4)5-11(12) HCP			
4♠		7		PRE, (4)5-11(12) HCP			
4NT	*			65+mm,			
5♣		8		PRE, (4)5-11(12) HCP		14,30, 2, 2 w/Q; Cue = 1 <sup>st</sup> & 2 <sup>nd</sup> round equally, Exclusion RKCB – 0/1/2/2+Q/3+Q	
5♦		8		PRE, (4)5-11(12) HCP		After RKCB first step = ASK for Q trump, 5NT = ASK for K, 6x = ASK for 3 <sup>rd</sup> con	
5♥		8				Lightner Doubles, Pass then pull is a S/T	
5♠		8				After Q t,rump ASK, min return in our trump suit = No Q, slam in our suit = Q but Nothing in reserve, new suit at 6-level = Q + K in the bid suit, 5NT = Q + some val	