

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, preemptive jumps and raises
1/1 or 2/1 responses not forcing
jump response in new suit invitational, no fit
INT response = 8-12
cue-bid almost always with support, except 1D-2T - 2D
reopening 2/3 pts less than direct action
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18 in 2nd pos
natural responses (no transfer) cuebid=stayman
jump response inv in major, forcing in minor
9-13 in 4th pos, same responses
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
2-Suit:
Reopen: Intermediate (aprox 14 – 16 H)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT cue = Michaels (1T-2D) 1T-2T = natural
JUMP cue = natural in minors, asks for stopper in majors
same in reopening
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT vs strong NT [14+H]
LANDY (transfer overcalls) vs weak NT
2♣ = majors. 2NT = minors. Other = transfer
in all positions
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
double = take-out

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 xxxX xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)	
NT	2/4 xXxx xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)	
Subseq	Count (Reverse)	Count (Reverse)	
Other: Vs NT, K asks CT/UB;A asks ATT vs SUIT at 5 level or more A asks for ATT, K asks CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK AKx AKxx Axxx	AKx AKxx AKxxx	
King	KQ KQx KQxx	AKJxx KQ10xx KQJxx	
Queen	QJ QJx QJxx	QJ9x QJ10x AQJx pos KQx KQxx	
Jack	J10 J10x J10xx KJ10x	J109x J108x Jx	
10	109 10x 109x 109xx	AJ10xx A109x KJ109 10x	
9	H9x	109x H9x	
Hi-X	xXx HXx	xXxx xXx HXx	
Lo-X	xX xxxX HxxX	HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT (Reverse)	COUNT (Reverse)	COUNT (Reverse)
Suit 2	ATT (Reverse)	LAVINTHAL	ATT (Reverse)
3	LAVINTHAL		LAVINTHAL
1	COUNT (Reverse)	COUNT (Reverse)	COUNT (Reverse)
NT 2	LAVINTHAL	ATT (Reverse)	ATT (Reverse)
3		LAVINTHAL	LAVINTHAL
Signals (including Trumps): LOW = EVEN OR ENCOURAGING HIGH = ODD OR DISCOURAGING LAVINTHAL IN TRUMPS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
short in X suit			

EBL CONVENTION CARD
<p>CATEGORY: Brown Sticker</p> <p>NCBO: Spain</p> <p>PLAYERS: Carrasco – Fractman</p> <p>EVENT: Open</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major / Better Minor
2/1 Game Forcing
Inverted Minors
Special leads and carding (udca)
INT Openings: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = MULTI
2♥ = weak ♠ +minor or strong ♥
2♠ = weak ♥ +minor or strong ♠
3♣ = preempt in ♦ or strong 4441 20+HCP major singl
3♦ = preempt in a major
3♥ = 6-5+ in majors <=11HCP
3♠ = ACOL-style, any solid (maybe also major)
3N = preempt in ♣
4♣ = strongish 4♥ opening (8 1/2 tricks)
4♦ = strongish 4♠ opening (8 1/2 tricks)
4♥ = preempt
4♠ = preempt
4N = minors, 6-6 preemptive

cuebid = minors over a major, majors over a minor	takeout, support, responsive dbls	
jumps = two-suits over weak2 (Leaping Michaels)	neg double even after 1NT opening	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
General style preemptive, double shows the suit bid		after redoubles
Over 1♣ Double = Majors, 1NT=Minors, 2NT=reds	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	at high level when opps defend
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
preemptive raises - 1/1 forcing - 2/1 non-forcing - XX		
shows two other 4 card suits or forcing hand - 2NT=Truscott		
over majors, preempt over minors		PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Better minor	1♦ = Walsh [1] [2] , 1M may have longer Ds, 2♣ = forcing, 2♦ = 6-9HCP 4♠ and 5♥		Same
					2♥ /2♠ = weak (2-7HCP) [3] , 2N=bad ♣ preempt or 13-14 balanced, 3♣ = preempt with good ♣ , 3♦ /3♥ /3♠ =preempt		
1♦		3	4♠	Better minor	2♦ =forcing, 2♥/2♠=weak, 2NT=preempt with bad ♦ or 13-14 balanced, 3♦ = preempt with good ♦		Same
1♥		5	4♠	Five card major	1NT = forcing [4], 2/1 GF, 3♥ = preempt, 2♥ =8-10[6], 2NT = Jacoby (inv+), 2♠ = art. Raise		1NT = semi-forcing, 2♣ =Drury
1♠		5	4♥	Five card major	1NT = forcing, 2/1 GF, 3♠ =preempt, 2♠ =8-10,2NT=Jacoby (inv+)		1NT = semi-forcing, 2♣ =Drury
INT			3S	15-17 balanced. Some times with 5 card in H rare, more estrange with 5 spades	STAY, does not promise 4-card M [9] , JACOBY TRF[10]		
2♣	Yes	0	3♠	Any game forcing hand	2♦ =negative (could be waiting), other natural		
2♦	Yes	0		Multi [11]	2NT = relay, 2♥,♠ =P/C, 3♥/♠ =preempt (P/C), 4♣ = give suit in transfer		

2♥	Yes	0		Weak ♠ +m or strong ♥ [12]	2N asks, 2♠/3♣ =P/C		
2♠	Yes	0		Weak ♥ +m or strong ♠	2N asks, 3♣ /3♥ =P/C		
2NT				20-22 balanced	PUP STAY [13] ,JACOBY TRF,3♠ =PUP 3NT,3NT=5♠+4♥ not forcing		
3♣	Yes	0		Preempt in ♦ or strong three suit	3♦ =to play		See appendix
3♦	Yes	0		Preempt in a major			See appendix
3♥	Yes	5		6-5+ in Majors	3N asks for void		See appendix
3♠	Yes	0		ACOL-style Any solid			See appendix
3NT	Yes			Preempt in ♣			See appendix
4♣	Yes	0		Good 4♥ opening	4♦/♠ = Auto-blackwood		
4♦	Yes	0		Good 4♠ opening	4♥/NT = Auto-blackwood		
4♥		7		Preempt			
4♠		7		Preempt			
4NT	Yes			Minors			
5♣		8		Preempt		HIGH LEVEL BIDDING	
5♦		8		Preempt		4130 RKCB	
5♥						Josephine, Splinter	
5♠						1M - 4♣ = invitational with the other M	
						1M - 4♦ = invitational distributional game raise	

NOTES

[1]

1♣ - 1M may have longer ü,

1♣ - 1♦ - 1M shows either 4-1-4- o.

1♣ - 1♦ - 1NT does not deny 4 card M.

1♣ - 1♦ can have 4 card M only if 11+.

1♣ - 1♦ - 1M - 2M forcing

[2]After 1♣ - 1♦ - 1NT transfer schema is used

After 1♣- 1♦ - 1NT - 2♣ may be weak with ♦ or other stronger hands.

[3]

With good weak 2 opp. (something like AQJxxx) we bid

1m - 1M and then 2M.

[4]

1M - 1NT - 2m - 2M may be weak (5-7) with 3 trumps or natural with 2 (6-9).

1M - 1NT - 2m may be three cards

1♥ - 1NT - 2♣ may even be two cards if 4-5-2-2

1M - 2M = 8-10

[5]

After 1M - 2NT 3♣ may be min without singl or singl ♣.

[6]

1♥ - 2♥ - 2♠ pup to 2NT then show long suit

1♥ - 2♥ - 3x short suit trial

[7]

4 card support, 9-10 with any singl, 13+ with any void.

[8]

With x - Jxxxx - Kxxx - xxx we bid 1♥ - 4♥

With x - Kxxxx - Axxx - xxx we bid 1♥ - 4♦

1M - 4♣ is good preempt in the other major

[9]

Stayman may be weak:

with short ♦, to pass any response

1NT - 2♣ - 2♦ - 2♥ to play 2♥ or 2♠.

1NT - 2♣ - 2♦/2♠ weak with ♠+m

1NT - 2♣ - 2♦ - 3♦ minor suit Stayman

SMOLEN after 1NT - 2♣ - 2♦

[10]

1NT - 2♦ may not be ♥, it forces 2♥. Then resp passes with weak hand or

1NT - 2♦ - 2♥ - 2♠ forces 2NT to describe then

3♣ = weak with both minors

3♦ = strong with both minors

3♥ = invitational 5♠ 5♥

3♠ = 5-4 minors singl ♠

3NT = 5-4 minors singl ♥

[11]

Weak 2M, 23-24 balanced or 4-4-4-1 with m singl 21+.

SUGGESTED DEFENSE: X = balanced 13-15. 2M = short suit take-out

[12]

SUGGESTED DEFENSE

Always assume weak hand

2♥ - 2♠ = takeout of ♠, other natural

[13]

2NT - 3♣ may not have 4 card major.

2NT - 3♠ - 3NT: pass, or

4m = majors with singl m

4M = minors with singl M

[14]

In most competitive situations 2NT is not natural, just desire

to compete to three level (one or two suiter, or support)

showing no interest in game.

[15]

1NT (2♠) 3NT without stopper

[16]

(1NT)...

X = any one-suited hand

2♣ = ♣ + other (usually 4+5+ or 5+4+)

2♦ = ♦ + M

2♥ = ♥ + ♠

2♠ = ♠ without interest

X by partner means interest in competing, no penalty