

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 st level = might be light, 2/1 = mostly CONSTR
Reopening = similar
Responses: CUE, drury, mixed raise, some 1-suiter INV/GF.
After 1M overcall -> 2NT limit+ 4+c
Splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18PC, almost SYSTEM ON
Reopen 11-15PC, almost SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (depends on zone). 2NT = two the lowest suits
Reopen: CONTR
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Vs 1♣: 2♣ = NAT ; 3♣ = weak
Vs 1♦: 2♦ = 5+-5+ M's ; 3♦ =ask for stopper(vs prec CONST)
Vs 1M: 2M = 5+OM + 5 minor weak/strong; 3M = ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = 5+/4+ M's, 2♦ = 1M (6+), 2♥/♠ = M+m
2NT = m's
X = vs STRONG 5+m 4M or strong ; vs weak = points
Vs Strong on reopen X might be 4+4+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O dbl, NT = strong (same level), jump to 4m = minor + OM GF,
CUE = 5OM + minor but less then GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = t/o, NT = minors,
After overcall 1M -> 1NT is a CUE
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = points, Transfers, Support jump, Mixed raised 3M-1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4 (3/5 unraised)	
Subseq	2/4, might some differences from sequences		
Other: might lead small from H10x			
3/5 in partner's unraise suit vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, AKx(x)	AKJ10(x), KQ109(x)	
Queen	Qx, QJ(x)	KQx(x), KQ(x)	
Jack	J10(x), HJ10(x)	J10(x), HJ10(x)	
10	H109(x), 10x	H109(x), 10x	
9	109(x), H109(x)	109x(x)	
Hi-X	xXx(x)	xXx(x)	
Lo-X	xX, HxxX(x)	xX, HxxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/Disc	S/P	Odd/even (first disc)
Suit 2	Count	Count	Count
3	S/P		
1	Enc/Disc	Smith Echo	Odd/even (first disc)
NT 2	Count	S/P	Count
3	S/P	Count	
Signals (including Trumps):			
Rev Smith Echo vs NT, odd/even, UDCA, S/P in trumps			
When we lead A (1 st lead) and xx/xxx/xxxx on the dummy - STD			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Might be lighter with good shape or after partner's passed hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - (1♦) - X = 4+♥ ; 1♣ - (1♥) - X = 4+♠			
1♦ - (1♥) - X = 4♠			
Support X = 2M-1			
XX = support			
Neg. X			
Lightner X			

EBL CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Ron PACHTMANN – Piotr ZATORSKI
EVENT (ALL)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural (5+♠, 5+♥, 4+♦, 2+♣), 1NT = 15-17
Transfer responses to 1♣, 2/1 is GF.
2NT = 20-21
1♦ is unbalanced (with 5♦332 we open 1♣)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = 1 major, up to opening hand (MULTI)
2♥/♠ = 2-suiter M+minor 5/4 at least, weak
1♣ - 2♦ = 1 major. 4-7HCP
1♣ - 1x = tranfers (1♦=♥, 1♥=♠, 1♠= NO M)
1♣ - 2♣= 6+♦ GF
1♣ - 2♥ = 5/4 M's up to INV
1♣ - 2♠ = minors, up to INV
1♦ - 2♥ = INV(+) to 3NT, NO 4M
1♦ - 2♠ = INV ♣
SPECIAL FORCING PASS SEQUENCES
Regular positions
Red vs green like (3m) – X – (5m)
IMPORTANT NOTES
1♣ - (X/1♦/1♥) - != Mostly transfers
1♦ - (1♥) – X /1♠ = 4♠/5+♠
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♠	11-22 PC 2+♣, maybe 5♦332 Also 2♣4♦	1♦=4+♥, 1♥=4+♠, 1♠=No M, 1N= INV NT 2♣ = GF 6+♦ no 4M, 2♦ = 1M 4-7, 2♥ = 5+4+ M's, 2♠ = 5+4+ m's less then INV, 2N=GF BAL, 3♣/♦ = weak NAT, 3♥/♠ = splinter, 3N =15-17	Accept TRF 3c supp in M. 2NT =18-19, 1♣ - 1♦ - 3♦ = INV+ with 4♥ 1♣ - 1♥ - 3♦ = INV+ with 4♠, no H shortness	1♣ - 2♣ = NAT
1♦		4	4♠	11-22 PC, 4+♦ unbalanced, NO 5♦332	NAT, 2♦= INVERTED, 2♥= NV BAL no 4M, 2♠=♣ INV, 2N =mixed supp, 3♦=0-5, 3♥/♠=spl.	a) 1♦ - 1♥ - 1NT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 6♦3♥ 13-14 ; 2♥ = 3-4♥ 11-12 b) 1♦ - 1♠ - 1NT = ♣ ; 2♣ = 6+♦ 11-14 ; 2♦ = 4♥ 11-15, 2♥ = 4+♥ REV	1♦ - 2♦ = NAT t/p
1♥		5	4♠	11-22 PC, 5+♥	1N=SF, 2♣=ART GF, 2♦=5+ GF, 2♠=weak, 2N=limit+ 4+♥, 3♣/♦=NAT INV, 3♥=MR, 3♠=mini spl. any,3N=♠ shortness, 4♣/♦=shortness (11-14 for regular shortness)	a) 1♥ - 1♠ - 2♣ = gazilli ; 2N=INV+ ♣ ; 3♣= INV+♦ ; 3♦ = GF ♥ ; 3♥/♠ = INV b) 1♥ - 1N - 2♣ = 4+m (any) or good 14PC ; 2♦ = 6+♥ or 5-5 GF ; 2♥ = 15-17 ♥+4m ; 2♠=GF 5/4 any or 18-19 BA, 2N=INV, 3♣/♦ = INV 5-5, 3♥ = INV good suit	drury
1♠		5	4♥	11-22 PC, 5+♠	1N=SF, 2♣=ART GF, 2♦/♥=5+ GF, 2N=limit+ 4+♠. 3♣/♦/♥ = NAT INV, 3♠=MR, 3N= mini spl. any, 4♣/♦/♥ = short (11-14)	1♠ - 1N - 2♣ = 4+m (any) or good 14PC ; 2♦ = 4+♥ 11-17 ; 2♥=6+♠ or 5-5 GF; 2♠ = 15-17 ♠+4m, 2N = GF 5/4 any or 18-19 BA, 3♣/♦/♥ = INV 5-5, 3♠ = INV good suit	drury
INT			4♠	(14)15-17 PC, may be 5M, 6m	2♣=STAY, 2♦/♥=TEX, 2♠=♣. 2N=INV, 3♣=♦SO/GF, 3♦ = ask 5M, 3♥/♠= short with minors, 4♣= QUANT 33(34) or (32)44, 4♦/♥=TEX, 4♠/4N=QUANT 5♣/5♦(332)	a) 1NT - 2♣ - 2♦ - 3♥/♠ = SMOLEN 4♣/♦ = ♥/♠ b) 1NT - 2♣ - 2♦/♥ - 2♠ = UNBAL INV 5♠ c) 1NT - 2♦ - 2♥ - 3m - 3♥=good for minor 4m=good for major	pass - 1NT - 2♣ - 2♥ - 3♠ = mostly 3433, choice of game pass - 1NT - 2♣ - 2♠ - 3♥ = mostly 3433, choice of game
2♣	X	0	4♠	ART STRONG	2♦=waiting, 2♥/♠=5+c 3+controls, 3♣/♦ = 6+c 3+controls	a) 2♣ - 2♦ - 2♥ = NAT or 24+BAL -> 2♠R b) 2♣ - 2♦ - 2N = 22-23 NF	
2♦	X	0		6♥/♠ 3-11	2♥=p/c or ♥ INV+, 2♠ = p/c (then supp ♥ INV+) or ♠ GF 2N=R,3♣/♦=NAT F1,3♥=p/c,3♠=♠INV, 4♣= show by tex, 4♦ = bid you suit, 4♥/♠ t/p	a) 2♦ - 2♠ - 2N = auto with ♥ b) 2♦ - 2N - 3♣=MIN♥ ; 3♦=MIN♠ ; 3♥=MAX♠ ; 3♠=MAX♥ ;3N=MAX♥ CB♠	
2♥	X	5		5+♥4+minor 3-11	2♠=NAT, 2N=R, 3♣=p/c, 3♦=INV to 4♥, 3♠=NAT GF	2♥ - 2N - 3♣/♦ = MIN ; 3♥/♠ = MAX ♣/♦	
2♠	X	5		5+♠4+minor 3-11	2N=R, 3♣=p/c, 3♦=INV to 4♠, 3♥=NAT GF	2♠ - 2N - 3♣/♦ = MIN ; 3♥/♠ = MAX ♣/♦	
2NT			4♠	20-21 PC, may be 5M, 6m	3♣=ask, 3♦/♥=TEX, 3♠=minors, 4♣= QUANT 33(34) or (32)44, 4♦/♥=TEX, 4♠/4N=QUANT 5♣/5♦(332)	a) 2NT-3♣-3♦=NO 5♠,NO 4-5♥ ; 3♥=4-5♥ 3♠=5♠ ; 3NT=4-4M b) 2NT-3♣-3♦-3♥=ask ; 3♠=5♥4♠	
3♣		6		6+ weak, depends on zone	3♦=tex to 3♥, 3♥/♠=NAT, 4♦ = sets ♣	HIGH LEVEL BIDDING 14/03 (5aces) with Q of trumps, on M specific kings, on m numer of kings, cue bids, splinter, minisplinter, serious/no serious bids, ask for quality of trumps	
3♦		6		6+ weak, depends on zone	4♣=♦ establ. ; 4N = INV		
3♥/♠		6		6+ weak, depends on zone	cue		
3NT				Solid 7-8c in a minor, no entry	4♣=p/c, 4♦=ask for shortness		
4♣♦♥♠		6		NAT			
4NT				Asking for specific ace	5♣=NO ; 5♦/♥/♠/6♣= this ace, 5N=2aces		