

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-lvl light, 6-18 hcp
2-lvl (very) sound, 10-18 hcp
(1m) 1♥ (p) 2♣ = cue, 2♦ = other m
(1m) 1♠ (p) 2♣ = 5+♥; 2♦ = cue (fit or STR); 2♥ = other m
(1m) 1M (X) 1NT = 5+om; RDBL = hcp (usually 2M)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18), as 1NT opening
1m p p 1NT = 10-14, system on
1M p p 1NT = 11-16, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, can be 5card NV
Wide ranged opp passed hand partner
(1m) 2NT = 5♥-5om; (1M) 2NT = 5oM + 5♦
Reopen: 1x p p 2Y = 11-15 with 6+Y
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) – 2m = 5/5 Ms; (1M)-2M = 5oM-5♣
(1m) – 3m = 5♠ - 5om; (1M) 3M = minors (65)
1x p p 2x = any strong 2-suiter
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = HCP; 2♣ = Majors (5+4+) – 2♦ asks longest
2♦ = sound overcall in any suit (6+c)
2♥/♠ = NAT, can be weak
2NT = minors; 3X = PRE
Vs weak: 2♦ = 1M (sound), 2♥/♠ = ♥/♠ + minor
Passed-hand double = 5+m-4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = t/o; (3m) 4♣ = om+M; (3m) 4♦ = Majors
(3M) – 4m = m+oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
DBL = Majors; 1NT = minors
OVER OPPONENTS’ TAKEOUT DOUBLE
1m-dbl- transfers at 1-lvl; jump 2NT = 0-5 raise; 3m = 6-9 raise
1M-dbl- transfers through 2M-1 (2M = weak raise); 2NT = fit inv+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	Att	1,3,5	
Subseq			
Other: 2 nd /4 th through declarer, but high from Tx or better; HxxX, but xXxx			
Rusinow at 5+level (10 from JT+/- (H)T9+			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+, AK bare, AK + singl	AK/KQ asks unblock/CT*	
Queen	QJ+	(A)QJ+ or weaker KQ	
Jack	JT+, (A/)KJT+	JT+, A/K-JT+	
10	T9+, HT9+	T9+, HT9+	
9	1,3,5 (not H98)	9x or H98+	
Hi-X	135	Xx, xXx, xXxx, T8Xx(x)	
Lo-X	135	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2	Low = even	S/P	Low = even
3	S/P		S/P
1	Low = enc	High = like lead	Low = enc
NT 2	Reese Count *	Low-high = even	Low = even
3	S/P	S/P	S/P
Signals (including Trumps): if anything else LAV			
* Trick 1 CT vs NT: low from 2/5, high from 3, 3 rd from 4			
Trick 2 against NT: high (both hands) encourages lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
13-BAL with 4333 possible; if 4441 or better 9+hcp			
RESP: jump = 5-card suit; cue is forcing to 2♣			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbls through 4♥ generally take-out			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: the Netherlands – BC de Lombard
PLAYERS: Rens Philipsen – Dennis Stuurman
EVENT Champions Cup Open 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF with 5c M; invitational jump shifts
1♣ 2+ (can be 4♦-2♣) and almost forcing (NAT or BAL)
1♦ 5+ or 4441; 1♥/♠ 5+
1NT 15-17
2♣ weak 5+♦ or STR
2♦ Multi, can be 5c M; 2♥/♠ weak-2 with good suit
PRE style depends on position/vulnerability:
1 st NV and 3 rd NV aggressive; VUL sound
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦ = a. 0-6, b. 4-4 MM 0-10, c. 7+ no M, d. NAT 4+♦
(we can pass 1♣ with 0-3 HCP and 4-5 ♣)
1♣ - 2♦ = 0-5 with 6+♥/♠ or STR 6+♦
3NT-opening = solid minor, no A/K on the side
Transfers/switch if opps overcall
Transfer-Lebensohl after 1NT opening
1m (1NT) 2m = both Majors, 2om = NAT
(1M) p (1NT) DBL = good hand (not t/o)
(1M) p (1NT) 2m = 4+m + 4OM
(1m) p (1NT) 2♣ = 5/4 Ms; 2♦ = 5/5 Ms
Against Polish/dutch doubleton style 1♣-opening:
We NV: 1NT = 5+♦ + 4M; also over 1♣ p 1♦
We V: 1NT = NAT
SPECIAL FORCING PASS SEQUENCES
FP after cuebid to 2-lvl, but not after cue/2NT-raise to 3-lvl (pass=pass)
FP V-NV at 5-lvl when we bid INV+ and did not reject the INV
FP 1M-p-SPL any; 1M (bid) SPL if V only
IMPORTANT NOTES
3m (p) 4m = partner can bid 5m; 3m (p) 3NT = cannot bid 5m
DBL by preemptor = interest in bidding higher after support/3N
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	V	2	4♥	12-14/18-19 BAL (can have 4♦-2♣)	1♦ = 0-6/44Ms 0-10/7+noM/NAT; 1M= 7+, skips ♦;	1♣-1♦-1NT 18-19; 1♣-1♦-1♥ any 12-14 BAL	Transfers/Switch after overcall/DBL
				NAT 4+♣ 11-23 hcp	2♣ 10+, 2N 0-5, 3♣ 6-9 raise; 2♦ 0-5 6M/STR ♦	1♣-1M-2♦ 18-19 BAL/NAT/6♣-3M	
					2♥/♠ inv 6♥/♠; 3X PRE	1♣ - 1M-2NT = 15+ with 6+♣ (no 3M)	
1♦		(4)5	4♥	5+♦ or 4441♣, 11-23 hcp	2♦ 10+, 2NT 0-5, 3♦ 6-9 raise	TFs over 1m-1M-1NT	
1♥					2M inv 6+M, 3♣ inv 6+♣; 3M PRE	Gazzilli over 1M-1NT and 1♥-1♠:	
		5	4♥	5+, 10-23 hcp	2M (3)6-9, 2NT (8)10-13 with 3+M; 3M weak	2♣ = min with 4+♣ or 16+	
1♠		5	4♥	5+, 10-23 hcp	2♠/3m = inv 6+♠/m; 2♣ GF relay; 3NT SPL below M	2NT = GF 5-5; 3m = inv 5-5	
INT			4♥	(14)15-17	2♣ STAY, 2♦/♥ TF, 2♠ = range-ask / ♣	Smolen; after minor short suits	Transfer-Lebensohl
				Can have 6m, 5M, 5422, singleton	2NT = 6+♦; 3♣ asks 5M; 3♦ = 5M332; 3♥/♠ short ♥/♠, 5+4+ minors; 4♣ 55M, 4♦/♥ TF	Accept TF minor = max	
2♣	V		No	Weak 5+♦ (V 6+) or STR	2♦ tp; 2♥/♠ NF; 2NT asks inv+; 3♣ to play	2♣-2NT-3♣ = min; 3♦ = max, no 3M	2♣ X XX = interest in 3♦
				25+ NT or GF suit(s), not ♦	3♦ weak raise; 3M inv	3M = max 3OM	
2♦	V		3♥	Weak 5+M (not good 6M)	2♥/♠ p/c, 2NT asks inv+, 3m to play; 3♥/♠ p/c	2♦-2♥//3♣ = STR ♦ + 2 nd suit; 3♦ = STR ♦	2♦ X XX = own suit
				STR ♦ or 22-24 NT	4♣ asks TF to M; 4♦ asks M; 4♥ p/c	2N-3m = weak 5+♥/♠; 3♥ = good weak 2♠	2♦ X pass = (4)5+♦
2♥		6	No	Weak with good suit (2+TH)	2NT forces 3♣ (to play in 3m or GF M)		2♦ X 2♥+ = system on
					3♣ GF asks short; 3♦ inv for 4M; 3M PRE		
2♠		6	No	Weak with good suit (2+TH)	2NT forces 3♣ (to play in 3m or GF M)		
					3♣ GF asks short; 3♦ inv for 4M; 3M PRE		
2NT			4♥	20-21(22) hcp BAL	3♣ puppet STAY; 3♦/♥ TF	Accepting TF = fit	
				Can have 6m, 5M, 54xx, singleton	3♠ = minors; 4♠ = ♥ slam int.		
3♣		6	No	PRE			
3♦		6	No	PRE			
3♥		6	No	PRE			
3♠		6	No	PRE			
3NT	V		No	7+ solid minor	4♣ p/c; 4♦ slam try asks singleton; 4M to play		
				No outside A/K			
4♣		6	No	PRE			
4♦		6	No	PRE			
4♥		6	No	PRE			
4♠		6	No	PRE			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Mixed cuebids; short/no-short responses over 3M in some situations	
5♥						Non-serious 3NT (3♠ = cuebid for ♥, after this 3NT= non-ser)	
5♠						Last train	
						Splinters (1M-SPL = 3 or 4 controls, A=2, K=1)	
						RKC 14/30 (6♣ = odd + void + Q)	
						Exclusion 0/3, 1/4	