

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>	
Overcall opponents suit: top and another; weak (max. 11 HCP); response first unknown suit: pass or correct	
Drury (Note 11) new Suit = Forcing - jump shift = fit	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> position: polish (Note 5)	
4 <sup>th</sup> position 11 – 14	
responses natural	
4 <sup>th</sup> position after both opponents have bidden a suit, 8 – 11 P	
And the other not named suits	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
2 NT= unusual no trump: both lowest suits until 11 P	
Reopen: 11 +	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
weak 2, responses natural	
VS. NT (vs. Strong/Weak; Reopening; PH)	
vs strong or weak NT (Note 6): 2 ♣ : 6 minors or both majors	
4/4 majors or 4 majors and 5+ minor	
2 ♦ majors 6+; 2 ♥ : 5 ♥ and minor 4;	
2 ♠ : 5 ♠ a. minor 4; 2 SA both minors 5/4	
4 ♣ : 5 ♣ and 5 majors; 4 ♦ : 5 ♦ and 5 majors	
4 ♥ 5/5 both majors; 4 ♠ : 6 ♠ and 5 ♥	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
X points, X until 2 ♣ info X	
natural	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>	
natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
opponents X makes no different XX: 10 + P	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	2nd / 4th	2nd / 4th
Subseq		
Other: (cases we don't play 2 <sup>nd</sup> /4 <sup>th</sup> ): top of nothing		
Or double with 10 or higher card: highest card first		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx; Axxx(+)	AK; AKx(+)
King	KQ; KQ109x	KQ; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+)
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109; 109x(+);
9	9x; 98x(+)	98x(+)
Hi-X	double with 10 or higher	
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	K:low even length, high uneven; AS or Q:Low pos.	Low positiv
Suit 2	same	Low positiv
3	same	Low positiv
1	Low positiv	Low positiv
NT 2	Low positiv	Low positiv
3	Low positiv	Low positiv
Signals (including Trumps):		
Modified Italian Lavinthal: 3,5,7 direct signal; other cards It.Lavinthal		
Lo/Hi encouraging		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Take out double: shows 3 cards support in partners suit		
X after major opening: solid, the other major 4 +, 11 + HCP		
Or X 15 + HCP		
Reopen: 11 +; x in 4. Position both unbidding suits 4+/4+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negativ X 1 <sup>st</sup> step 6+, 2 <sup>nd</sup> step and 3 <sup>rd</sup> 11+		
Competitive x: Rubensohl (Note 4)		
if partner opening 1 NT and opponent bid X, than XX from opener is take out: 1 NT – x - p – p - xx		
Support double until 2 ♠		

EBL CONVENTION CARD	
<b>CATEGORY:</b> 3	
<b>NCBO:</b> Team Heartbreakers	
<b>PLAYERS:</b> Anke Blumenberg/ Ute Struthoff	
EVENT Online European Women's Team Championship	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-card Majors	
3/3 =1 ♣ ; 4/4=1 ♦	
1 ♦ = 4 cards	
1 NT response=not forcing	
Bergen Raises/Jacoby (Note 2)	
1 NT Opening: 11 – 14 (Note 1)	
2 NT Opening: weak, both minors min. 5/4	
3 NT long minor suit AKDXXXX no side AS	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 ♣ Opening=gameforcing or weak 2 in ♦	
2 ♦ Opening=semiforcing or NT 21/22 or weak 2 in major (note 3)	
2 ♥ Opening= ♥ 5+ and any other other suit 4+ (6-10HCP)	
2 ♠ Opening= ♠ 5+ and any other other suit 4+ (6-10HCP)	
Rubensohl after opponents bidding against our opening 1 NT (Note 4)	
3 <sup>rd</sup> and 4 <sup>th</sup> suit = forcing, 4 <sup>th</sup> = asking for a stopper	
Inverted Minor	
SPECIAL FORCING PASS SEQUENCES	
<b>IMPORTANT NOTES</b>	
Weak jump on partners opening (no 6 HCP)	
Normal splinter on partners major opening	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	2 ♠	11 - 19 HCP	Inverted, 2 ♦ both majors 4+ 0-5 P, Weak jump in ♥/♠	Natural, 4 ♣ RKCB, 3 <sup>rd</sup> level: splinter 4. level: exclusion 1 ♣ -2 ♣ - 2 ? asking for stopper in this colour and 14 – 16 P	
1 ♦		4	2 ♠	11 – 19 HCP	Inverted, Weak jump in ♥/♠	Natural, 4 ♦ RKCB, 3 <sup>rd</sup> level: splinter 4. level: exclusion; 1 ♦ -2 ♦ as above	
1 ♥		5	2 ♠	11 - 19 HCP	Bergen Raises (Note 2), Jacoby (Note2) Weak jumps	with fit help suit trial bids, Splinter	
1 ♠		5	2 ♠	11 - 19 HCP	As above	As above	
INT				11 - 14 balanced	Weak stayman 0 points or more, Smolen (Note 1), transfer, Rubensohl (Note 4)		
2 ♣	x	0		Gameforcing, NT 22+, or weak 2 in ♦	2 ♦ relais, 2 NT forcing 14 + P; 2 ♥, 2 ♠ 5+, 12-14 P, short in ♦	After NT 22+: transfer, puppet stayman; 2 ♣ - 2 NT (Note 9)	
2 ♦	x	0		Multi:weak2 in ♥ or ♠ or semiforc or NT20/21(Note3)	2 ♥ relais, 2 ♠ single or chicane ♥; 2 NT forcing	After strong NT: transfer, puppet stayman; after 2 NT: 3 ♣ w2 ♥ min, 3 ♦ w2 ♠ min, 3 ♥ w2 ♠ max, 3 ♠ w2 ♥ max	
2 ♥	x	5		5 ♥ and other suit 4+	2 ♠ pass or correct	After 2 NT: 3 ♣, 3 ♦ min; 3 ♥ min and ♠;	
				6 - 10 HCP	2NT forcing, asking for other suit	3 ♠ max and ♠; 3NT max. and ♣ or ♦	
2 ♠	x	5		5 ♠ and other color 4+	3 ♣ pass or correct	After 2 NT: 3 ♣, 3 ♦ min; 3 ♥ min and ♥;	
				6 - 10 HCP	2NT forcing, asking for other suit	3 ♠ max and ♥; 3NT max. and ♣ or ♦	
2NT	x			5 + ♣ and 4 + ♦, 6 – 10 P	3 ♣, 3 ♦ to play; 3 ♥ forcing	Rebid after 3 ♥ (Note 13)	
3 ♣		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3 ♦		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3 ♥		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3 ♠		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3 NT				Gambling in minor	4 ♦ RKC, 4 ♠ pass or correct		
4 ♣		8		Pre-emptive	New Suit forcing, 4 NT RKC	<b>HIGH LEVEL BIDDING</b>	
4 ♦		8		Pre-emptive	New Suit forcing, 4 NT RKC	Five - Ace Blackwood: RKCB (Note 7)      Cue Bids	
4 ♥		8		Pre-emptive	New Suit forcing, 4 NT RKC	Splinters	
4 ♠		8		Pre-emptive	New Suit forcing, 4 NT RKC		

## EBL Standard Card

### Supplementary Sheet

**Note 1: 1 NT Opening:**

Stayman, can be also weak

Smolen (4/5 in  / ) = strong, partner bids after 2  the 4<sup>th</sup> major

4  = RKCB

4  = 5/5  / 

4NT = Mini-Maxi

**Note 2 : Bergen Raises / Jacoby:**

3  = 4 cards fit, 8-10 HCP

3  = 4 cards fit, 6-7 HCP

2NT = 3 cards fit, 14+ HCP

Opener decides for full game or not

after 2 NT = next suit = single or chicane

**Note 3: 2  semi-forcing or weak**

6-er suits strong

20,21 NT

Weak in  or  6+; 6 – 10 HCP

Partner's answers:

2  = relay, below 15

2  = 0/1 cards in spade

2NT = 15+

**Note 4: Rubensohl**

1NT - 2xy - 2  /  /  weak, to pass

1NT - 2xy - 2SA = transfer to  , 11+points

1NT - 2xy - 2  -transfer to d  , 11+points

1NT - 2xy - 2  = transfer to  , 11+points

1NT - 2xy - 2  = transfer to  , 11+points

1NT - 2xy - transfer to opponents colour= stopper question

1NT - 2xy \_ X = 11+points

**Note 5: polish NT**

1 major - 1 SA = other major 4 plus minor suit 5+

1 minor - 1 SA = other minor 5 + and unknown major 4

Partners responses : overcall: question of unknown suit

## Note 6: Gromöller

1 NT - X = 16+  
1 NT - 2 Clubs : 6 minors or 4+/4+ majors, or 4 majors + 5 minors  
1 NT - 2 ♦ = majors: 6+  
1 NT - 2 ♥ : ♥ 5+, 4 minors  
1 NT - 2 ♠ : ♠ 5+, 4 minors  
1 NT - 2 SA : both minors, 5/4  
1 NT - 3 suit: weak  
1 NT - 4 ♣ : 5 ♣, 5 Majors  
1 NT - 4 ♦ : 5 ♦, 5 majors  
1 NT - 4 ♥ : 5/5 both majors  
1 NT - 4 S ♠ : 6 ♠, 5 ♥

## Note 7: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5 ♣ = 3 or 0  
5 ♦ = 4 or 1  
5 ♥ = 2  
5 ♠ = 2 + Queen of Trumps

## Note 8: Non Forcing Sequences

1 ♣ /1 ♦ - pass - 2 ♥ /2 ♠ (6-suit, no 6 HCP)

## Note 9: Answers 2 ♣ - 2 NT

3 ♣ weak 2 in ♦ minimum  
3 ♦ weak 2 in ♦ maximum

## Note 10: Take Out Double:

Until the 2nd step: shows 3 cards support in partner's suit

## Note 11: Drury

example:

1 ♦ - 1 ♥ - p - 2 ♣ : asking for points , if opening under 12 points 2 hearts

## Note 12 modified Italian Lavinthal

3,5,7: direct marking

2,4,6: marking for the lowest color

8 and more: marking for the highest color

## Note 13 opening 2 NT – 3 ♥

2 NT – 3 ♥  
3 ♥ double ♥  
3 ♠ single ♠  
4 ♣ 6+ ♣  
4 ♦ 6+ ♦  
4 ♥ chicane ♥  
4 ♠ chicane ♠