

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
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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			
	Lead	In Partner's Suit	
Suit	2nd / 4th	2nd / 4th	
NT	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	Discarding
1	K:low even length, high uneven;AS or Q:Low pos.	Low positiv	Mod.ital.Lavinthal
Suit 2	same	Low positiv	Mod.ital.Lavinthal
3	same	Low positiv	Mod.ital.Lavinthal
1	Low positiv	Low positiv	Mod.ital.Lavinthal
NT 2	Low positiv	Low positiv	Mod.ital.Lavinthal
3	Low positiv	Low positiv	Mod.ital.Lavinthal
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: 3</b>
<b>NCBO: Team Heartbreakers</b>
<b>PLAYERS: Anke Blumenberg/ Ute Struthoff</b>
EVENT Online European Women's Team Championship
<b>SYSTEM SUMMARY</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Weak jump on partners opening (no 6 HCP)
Normal splinter on partners major opening
<b>PSYCHICS:</b>

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+ 6 - 10 HCP	2 ♠ pass or correct 2NT forcing, asking for other suit	After 2 NT: 3 ♣ ,3 ♦ min; 3 ♥ min and ♠ ; 3 ♠ max and ♠ ; 3NT max. and ♣ or ♦	
2 ♠	x	5		5 ♠ and other color 4+ 6 - 10 HCP	3 ♣ pass or correct 2NT forcing, asking for other suit	After 2 NT:3 ♣ ,3 ♦ min; 3 ♥ min and ♥ ; 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	HIGH LEVEL BIDDING	
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 