

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses=jump raise=pre-emptive
Cuebid, new suit= forcing
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Natural
4 <sup>th</sup> position=10-14 balancing
JUMP OVERCALLS (Style; Responses; Unusual NT)
Ghestem (note 5)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem (note 5)
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy (note 6)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout double thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq			
Other: 2 <sup>nd</sup> from 4 small			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx(+)	
King	KQxx	KQJ	
Queen	QJx,QJ	QJ10	
Jack	J10x	J109x,KJ10x	
10	109x	10987	
9	9x	98xx	
Hi-X	Double, even number	double	
Lo-X	Odd number	4 <sup>th</sup>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=even	same	same
Suit 2	Lo=encouraging	same	same
3	Lavinthal	same	same
1			
NT 2			
3			
Signals (including Trumps):			
High=positive, Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X and suit=18+, XX=11+, Support X=3 cards fit in partner's major			

EBL CONVENTION CARD
CATEGORY: NCBO: Heartbreakers 2026 PLAYERS: HilfikerGabrieleBrummerClaudia EVENT Online European Bridge League Women's Team Tournament
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 cards major
1♣/1♦=min.3 cards//3/3=1♣ 4/4=1♦
1♥/♠-3/4♥/♠ = weak, law of tricks, Bergen,Stenberg(note 2)
1NT response = not forcing
1NT opening = 15-17 (note 1)
2NT opening = 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening=semiforce,19-23,4-5L,6 suits,22-23NT(note 3)
2♦ opening=gameforce,23+,3-4L,5 suits,24+NT (note 4)
2♥♠ opening=weak2,6 suits(note 7)-2NT(how strong are you)
3NT=gambling, weak,7 suits in a minor closed
Ghestem (note 5)
Multi Landy (note 6)
Trial Bid=need support 16+
3 <sup>rd</sup> and 4 <sup>th</sup> color forcing, 4 <sup>th</sup> =asking for stopper
Inverted Minor
Drury in 3 <sup>rd</sup> and 4 <sup>th</sup> position (2♣=3cards fit in ♥/♠and 11+)
(note 10)
Cuebid after invention=asking for strength(11+), repeating the suit =no opening, a new suit or NT=opening
SPECIAL FORCING PASS SEQUENCES
Weak jump on partners opening(no 6 HCP,6 suits)(note 9)
Splinter
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21 HCP	Better minor, 1♦ can be weak, weak jump in ♥/♠ (note 9)		
1♦		3		11-21 HCP	Better minor, weak jump in ♥/♠ (note 9)		
1♥		5		11-21 HCP	1NT not forcing, Bergen, Stenberg (note 2) weak jump in ♠ (note 9), Splinter, 2♣/2♦ = forcing		
1♠		5		11-21 HCP	As above		
INT		balanced		15-17 (note 1)	Normal and weak stayman, Transfer, 4♣ = RKCB 14/30 4♦ = both major 5/5 4NT = max-min		
2♣				Semiforce, 4-5L, 6 suits, 22-23 NT (note 3)	2♦ = relais or new suit or NT (note 3)		
2♦				Gameforce, 3-4L 5 suits, 24+NT (note 4)	2♥ = relais (0-13) 2NT = 14+ (note 4)		
2♥		6		6-10 HCP weak 2 (note 7)	Pre-emptive or 2NT (asking for strength) (note 7)	Repeat suit = min. // new suit with HN = max.	
2♠		6		6-10 HCP weak 2 (note 7)	As above		
2NT		20-21 balanced			Transfer, stayman		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	As above		
3♥		7		Pre-emptive	As above		
3♠		7		Pre-emptive	As above		
3NT		7		Closed in a minor	Pass or 4♣		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT				Blackwood	RKCB (note 8)		

**Note 1:****1 NT Opening:**

Stayman, can be also weak // Transfer to minor with 2♠ and 3♣

4♣ = RKCB/14/30

4♦ = 5/5 ♥/♠ game force

4NT = Mini-Maxi

**Note 2 :****Bergen, Stenberg, Jacoby (1<sup>st</sup> and 2<sup>nd</sup> hand) :**

3♥/♠ = 4 cards + weak // 4♥/♠ = 4 /5 cards + weak

3♣ = 4 cards + 7-10 HCP // 3♦ = 4 cards + 11-12 HCP

2NT = 4 cards fit, 12+ HCP or 15+ and 3 cards fit

Opener: single or chicane, slam force

3♥/♠ = slam force, no single, 15+

3 NT = see above, 14+

4♥/♠ = not interested in slam

**Note 3:****2♣ semi-forcing, 19-23 HCP, 4-5L:**

6-er suits and strong or 22-23 NT // Partner's answer: 2♦ (relais), when strong a new color or NT

**Note 4:****2♦ game-forcing, 24+HCP, 3-4L:**

5-er suits strong, 24+ NT 77 Partner's answers: 2♥ = relais or 2 NT = 14+

**Note 5:****Ghestem**

3♣ = 5/5 in the 2 highest colors

2NT = 5/5 in the 2 lower colors

Cuebid = 5/5 in the lowest and in the highest color

**Note 6:****Multi Landy**

X (double) = 4-er suit in a major and a 5-er suit in a minor color

2♣ = 4/4 or 5/5 or 5/4 suits in major colors

2♦ = 6-er suit in a major suit

2♥/♠ = 5+ in the major and 4+ in a minor suit

2 NT = 5+/5+ in both minor

3 m/M = nature 7+

**Note 7:****weak 2:**

2♥/♠ = weak 2

Partner's answers: pass/ 2 NT = asking for strength

Opener = repeating his suit = weak, new suit with Hon. = max weak 2

**Note 8:****R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)**

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

**Note 9:****Non Forcing Sequences**

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

**Note 10:****Drury**

Opener is in 3<sup>rd</sup> or 4<sup>th</sup> position (only with 5 suit major)

Responder: 2♣ = 3 cards support and 11+ HCP

Opener: 2♦ = 14+