

**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 $\heartsuit$ **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> /5th	3 <sup>rd</sup> /5th
NT	4th	3 <sup>rd</sup> /5th
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	4th

**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♦	2♦	3♦	4♦			
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+