

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Can be light (8H) at 1 level w/good suit		
Generally sound (10H+) overcalls at the 2 level		
Reopening jump to 2M = 5+ cards & 12 - 13 hcp		
1♣ - 2 ♣ = majors		
1♦ - 2 ♦ = majors		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18 hcp in direct seat, System on		
After x transfers		
(1M) P (2M) 2NT → any 2-suiter		
Balancing INT = 10-14, (does not promise a stopper) SYSON		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
2/3 level = Nat 6/7 card (6 - 10 hcp+)		
In direct seat: 2NT = 2 lowest unbid suits		
[1x] p. [p.] 2NT = 18-19 hcp		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
[1x] - 3x = Stopper ask		
[1M] 2M (Michaels) = other major + any minor in 2 <sup>nd</sup> or 4 <sup>th</sup>		
(1M) - 2M= other M+m → 3♣=pass/correct 2NT=asking		
<b>vs. NT (vs. Strong/Weak (to 14H); Reopening; PH</b>		
vs. strong 1NT (14+): 2♣=♥+♠; 2♦=6+ M, 2M=M+m, X=4M+ longer m, 2NT=minors, same if they open 1m - P - 1NT when we open 1m and opps overcall 1NT: 2m = M, 2 other m = m+M, 2M = natural, x = points		
vs weak NT: X = 14+ balanced, rest like vs. strong NT		
After our X: responses as if partner had opened 1NT (natural)		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Over 2 ♥/♠ 4m=5m+5 ♣/♥ over Multi 4m = 5m+5 ♥		
Over Multi: 2♥/♠=nat. 3♥/♠=nat. 16-18		
Double = t/o up to 3♣, Over 4♣ : X = strong, 4NT = any 2-suiter		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦</b>		
(1♣/♦): X = T/O 1♦ = Maj. 7-11 HCP 1NT = Minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Jump=weak (<10H); XX=11+ with misfit or 3 cards in pd's M 10-12 new suit at 1-level= F1, NF at 2-level		
2NT after X over 1M =4 card fit+10-11 hcp,		
2NT after X over 1m: 2SA = 5+m, 5-10, 3m=5m and10-12		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3rd/5th	
NT	4 <sup>th</sup>	3 <sup>rd</sup> but attitude after raise
Subsequent	attitude	
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx(x) asks attitude
King	KQ(x) or AK bare	KQ(xx) or AKJ10x
Queen	QJT(x), QJx, Qx	QJ(x), or KQ109(x)
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x
10	(H)T9x	(H)T9x
9	9x	9x
High-low	Doubleton or 3 <sup>rd</sup> from 3+	Doubleton or 2 <sup>nd</sup> from 3/4
Low-high	Promises a third	Promises a third
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
Suit	1 High=Enc	Count Hi-low=even
	2 Count, Hi-low=even	
	3 SP	
NT	1 High=Enc	Count high-low=even
	2 Count Hi-low=even	1. discard: Lavinthal
	3 S/P	
<b>Signals in opponents trumps suit:</b>		
Hi Low=odd # of trumps if we want to ruff		
Lavinthal (SP) if not (High = suit preference for higher suit)		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
If shapely, may be light (10+)		
Responsive and negative doubles through 3♣		
1m - (1♥) - X = 4 spades		
If they bid our suit: X by responder: big H (A/ K); by opener: lead directing		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Lightner double (asks for unusual lead against a slam)		
Support X and XX (at the 3-level with extras, 16+)		

EBL CONVENTION CARD		
CATEGORY:	Natural Green	
NCBO:	SWITZERLAND	
PLAYERS:	Darina Langer-Ruth Nikitine	
EVENT:	European Championship Woman + Seniors	
January, 2024		
<b>SYSTEM SUMMARY</b>		
15-17 NT; 5 card majors, 1♦ = 4+		
<b>GENERAL APPROACH AND STYLE</b>		
2/1 F1		
5 card Majors in 1 <sup>st</sup> and 2 <sup>nd</sup> ; 1♦ = 4+		
1NT = 15-17 H (5M or 6m possible)		
2NT = 20-22 H (5M or 6m possible)		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
3NT solid minor, no outside king or ace		
2♣ FG or semiforcing in ♥ or ♠ ;		
2M=5M+4+m / 5(+m) if VUL (5-10H); may be 4 m NON VUL		
1♥/♣ [2NT] 3♣ = Fit 11-12 3♦ = ♠/♥ NF 3♥/♣ = 4+ cards, 7-10 hcp.		
2♦ Multi: weak major or SF in minor		
2♥ weak 2-suiter 5♥s + 4 in minor, vulnerable 5/5		
2♠ weak 2-suiter 5♠s + 4 in minor, vulnerable 5/5		
<b>SPECIAL COMP. BIDS THAT MAY REQUIRE DEFENSE</b>		
Weak jump shifts after intervention		
1♣ - 2 ♣ = majors		
1♦ - 2 ♦ = majors		
1♣ - 2 ♦ / 2 ♥ / 2 ♠ = weak		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
In FG situations, pass is forcing		
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 <sup>nd</sup> round control		
<b>IMPORTANT NOTES</b>		
Splinter		
PSYCHICS: Rare		23.06.24

OPENING	TICK IF ADDITIONAL OF CARDS	NEG DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	2	3♣	10-21 HCP	1MAJ: may have longer ♦s Double Raise = Preemptive(5 Cards) Simple Raise 4-7 HCP	after 1MAJ and 1 NT Rebid: Check back: 2♣ = invit. asks for 2♦ 2♦ = FG	Cue Bid = Limit Bid or better
1♦	4	3♣	10-21 HCP	1NT: 6-10 HCP Double Raise= Preemptive Simple Raise 4-7 HCP		
1♥	5	3♣	10-21 HCP	Bergen Raises (without intervention OP - except x), 3♣ = 4card fit 7-9HCP, 3♦ = 4card fit 10-11HCP, 2 NT= 4card fit 12+ HCP, Splinter 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♥ = 15HCP+, 4♥ = min. hand, no single	Cue Bid = Limit bid or better 2♣ Drury, after 3/4 <sup>th</sup> hand opening 3card fit, 10-11 HCP Jump in new suit weak
1♠	5	3♥	10-21 HCP	Bergen Raises (without intervention OP - except x), 3♣ = 4card fit 7-9HCP, 3♦ = 4card fit 10-11HCP, 2 NT= 4card fit 12+ HCP, Splinter 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♣ = 15HCP+, 4♣ = min. hand, no single	
1NT		3♣	15-17 HCP 5Card MAJ 6Card min possible	2♣ Stayman (can be weak) 2♦/♥: Transfers 2♣ Transf for ♣s or ♦s or both minors. 3 Level = Slaminvite 4♣ - Transfer for ♥ - 4♦ = Transfer for ♣	After transfer: break with 4card FIT New suit 2 LEVEL F1 New Suit 3 LEVEL FG After stayman : 2♦ - 2♣ : Relay; - 3♥/♣ : invit 5/4 After 2♣ : later 3♥/♣ :short with 5/4 minors	
2♣	✓		FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦: no Ace, 2♥= red Ace + extras, 2♣= black Ace + Extras. 2NT= 2 Aces, 3♣/♦= black/red Ace	after 2 NTRebid:: Puppet Stayman	
2♦	✓	2♣	Multi : Weak Two ♥ or ♣ 4-10 SF in Minor	2♥/3♥ pass or correct 2♣/3♣/3♦= nat. n.f. 2NT: F1 INV relay 4♣ – announce your suit by Transfer 4♦ – announce your suit direct	after 2NT(INV <sup>+</sup> ): 3♣: Min ♥ WT 3♦: Min ♣ WT 3♥: Max ♣ WT 3♣: Max ♥ WT	. to play ♥: bid 2♥ then 3♥
2♥	5	3♣ only	2-suiter 5+ ♥&4+ MIN 5-10 HCP	2NT: INV <sup>+</sup> relay, 3♣: pass or correct, new suits NAT nf	after 2NT: 3♣/♦: MIN with ♣/♦ 3♥: 5-4 MAX 3♣: 5♥+5♣ MAX 3NT: 5♥+5♦ MAX	4♣ both MAJ 4♦ both MAJ - Slaminvite
2♣	5	3♣ only	2-suiter 5+ ♣&4+ MIN 5-10 HCP	2NT: INV <sup>+</sup> relay, 3♣: pass or correct; new suits NAT nf		
2NT			20-22 HCP BAL 5 Card maj. possible	3♣= PuppetStaym 3♦/♥s = Transfers 3♣ = Weak with minor 4♣/4♦=nat. slaminvite		
3any	6		PRE	new suit = F1	<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>	
3NT	✓		Gambling, no side A/K	4♣: pass or correct;	CUEs up to 4NT, after 4NT mixed CUEs (1st and 2nd round controls), ROPI-DOPi,	
4♣	7		PRE (tactical)	“”	RKCB (3/0, 4/1,2,2+TQ) + Scan 4♣/♦ = RKCB in non-comp. auctions	
4♦	7		“”			
4♥♣	7		) “”			