

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-lvl: Could be aggressive
2-lvl: Usually healthy
Answers: Fitbits, Splinters, Cuebid = Good raise, 2nt = fit after 1M
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Natural
Answers: As on opening, except 3m is invitational with 6-suit
Re-open: 10-15
Answers: As on opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak – anything is allowed opposite passed partner
2nt= 5/5 in lowest unbid suits
Reopen: 6-7 card suit, close to opening hand or better
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheals = 5/5, not destructive
Re-open= Same
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. Strong, 2cl= clubs and hearts, 2d= diamonds and hearts, Dbl= spade + lower suit
Vs. Weak, 2cl = Majors, 2d= one major, 2h/s= better than if 2d was bid
All depending on vulnerabilities and seat position
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl= T/O
Leaping micheals
NT=Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1C, Dbl=Majors, 1nt= Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl= 10+
2nt= 10+ fit
Fitjumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4'th MUD	Same	
NT	4'th MUD		
Subseq	4'th MUD		
Other: on the 5'th lvl K ask for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, KQx	AK, KQx	
Queen	QJx	Jx	
Jack	(H)B10	(H)B10	
10	(H)109	(H)109	
9	(H)98	(H)98	
Hi-X	Xx, xXxx(xxx), xXx		
Lo-X	(H)xX, (H)xxX(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc, O/E	O/E/Smith	Enc
Suit 2	O/E	Smith	O/E
3			
1	Enc, O/E	Same	Same
Nt 2	O/E, (Smith)		
3			
Signals (including Trumps): Low is Enc, UPSD count and ATT, Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive with good distribution			
Cue=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Takeout/strong			

EBL CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: Denmark PLAYERS: Andreas W. P. Meister, Christian H. Lahrmann EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542
2/1 = GF
1nt on opening is 5-11.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = Going minor suit
Drury after 3'rd and 4'th hand openings
Dbl on strong nt= spades + lower suit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: OFTEN, specially in 3'rd seat vs pass partner

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	(11)12+	2c= GF, 2d= Limit, 3c= weak	1m-2m, new= single 1c-1x, 2c-2d = GF	Jump in new M= Fitbit 1m-2m= nat 6-9 1c-2d=limit
1♦		4	4H	(11)12+, Usually 1d with 4-4 minor	2d= GF, 3c= Limit, 3d=weak	Same as on 1c	Same as on 1c
					1c-1x, 2c-2d = GF		
1♥		5	4D		2h=8-11 3 card supp, 3m=Nat inv.	1h-1x-2c = Gazzilli	Drury, jump= fit
1♠		5	4D		2s=8-11 3 card supp, 3x=Nat inv.	1s-1nt-2c= Gazilli	Drury, jump= fit
INT			3S	(14)15-17	Stayman, transfer, mod Texas 2S= C/Inv, 2NT= Diamonds 3c= Puppet, 3d= Natural slamtry, 3M= splint		
				Can have singles, 5M and 6m.			
2♣	x			22+nt/GF suit	2D= Waiting, 2M=Nat 5+ card suit with two top spots and nothing else		
2♦		5(6)		Weak, usually healthy	2N? 4C= K/C?	New suit= single, 3nt=max	
2♥		5(6)		Weak, usually healthy	2N? 4C= K/C?	New suit= single, 3nt=max	
2♠		5(6)		Weak, usually healthy	2N? 4C= K/C?	New suit= single, 3nt=max	
2NT				20-21	Stayman, TRF, 4M= shows 6+correlation minorsuit, 3SP= minors+ slammish, 4C= 5/5M slammish, 4D= 5/5M to play		
3♣		6			New suit is forcing if RED 4D= K/C?		
3♦		6			New suit is forcing if RED 4C= K/C?		
3♥		6			New suit is forcing if RED 4C= K/C?		
3♠		6			New suit is forcing if RED 4C= K/C?		
3NT				Going minor	4D= Ask singles, 4N= Ask length		
4♣				Namyats, 8-9 trick in hearts			
4♦				Namyats, 8-9 trick in spades			
4♥		(6)7		Pre-empt			
4♠		(6)7		Pre-empt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						1430, cuebids, splinters, 5nt pick, DOPE	
5♥						VW by voidjumping above game, answers are 0314	
5♠						Answers to 4C K/C= 0, 1, 1 with Q, 2, 2 with Q	
