


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		EBL Convention Card 		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Maybe light (9+) with suitable shape in overcall or balancing seat		<b>Lead</b>	<b>in Partner's Suit</b>	<b>Category i.e. Green</b>		
Reponses: Jump Raise = PRE, 3♣ (10-14 carsd Fit, 3♦ 7-9, 4 Card	Suit	3rd/5th	3rd/5th	<b>Country: Switzerland</b>		
Cue-Bid = Forcing raise	NT	2nd/4th (xSxx; Sxx; HxS)	3rd/5th	<b>Event: Mixed</b>		
New Suit = Forcing	Subseq			<b>Players: Irène Sasseli - Bartłomiej Igła</b>		
In Balancing Position: Same	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY		
2nd:15-17, 4th:10-13	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>		
<	Ace	AK(H)(x+)	AKV(x+);	5+M (semi-F 1NT), Better minor, Resp. jump to 2X = wk 0-6hp; <b>NEG DBL thru 4♥</b> ;		
2x=Trf, 2NT=trf K, 3T=puppet Stay, 3D=5/3 MM	King	AK	AKV10 ; Unblock ; Count	2M= 5-5 Mm; terrible NV 1+3 seat PRE (down to 4 hp);		
	Queen	QJ10(x+);QJ9(x+);QJ(x+)	KQxx;QJ9(x+);	wide-range overcalls (good at 2-level), INV+ fit jumps by passed hand;ART 2NT		
Same in 4th	Jack	J10(x+);KJ10(x+);J10(9)x+;J10;J	AJ10(x+);KJ10(x+);J10(9)x+;J10;Jx			
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109(+);K109(+);Q109(x+);109(x)	1NT Openings: 15-17		
1-Suit: 6-9HCP, 6cards, response new suit = F, except (1T) 2T =NA	9	98x;9x	J98(x+);9xx;9x	2/1 FG/1M; 1-2T F3T		
	Hi-x	Even	xXxx(x)			
2-Suit: 1m- 2♦ = 5♥/5♠	Lo-x	Odd	Hxxx(x)			
Reopening:2NT = 17-19 then system on (pupet stayman)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2♣ opening = strong near game Force - any suit(s) any shape	
Direct Cue Bid = Michaels , except 1♣ 2♣=Natural;	Suit:1st	Low=ENC		Low=ENC	2♦Opening = Multi, weak in M or strong NT 22-23	
Jump Cuebid : ask for stopper to play 3NT; except 1♣ 3♣ = 55♠	2nd	low/high=Even	S/P	Low=Even	2M= 5-5 Mm; terrible NV 1+3 seat PRE (down to 4 hp);	
Reopening:Same	3rd	S/P	S/P		3NT Opening = Gambling	
Non Vul vs Vul can be very light	NT: 1st	Low=ENC	Smith signal - small=p	S/P	2NT Overcall = two lower unbid suits	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Low=Even	S/P	Low=Even	
Strong NT : D=5m-4M, 2♣ = Stayman 2=any 6M,	3rd	S/P	Low=Even		Michalels Cue-Bid	
2M= 5M-4m, 2NT=any 5-4 minors	Signals (including Trumps): Suit preference (Lavinthal)				Rubenshol after 2 -level overcall of 1NT	
Same in 4th	Smith : In NT :Small on declarer's Lead is ENC = interest in the lead's suit				Negative dobbles to 3 spades	
Weak NT	DOUBLES			<b>In Competitive</b>		
Dble: Max of NT Opening, 2♣ = STAY,2♦/♥/♠ 3♣=Trf, 2 NT=mi				Mixed Raise 3♣/♦ 10-11/179 FIT 4+		
Same in 4th	TAKEOUT DOUBLES(Style;Responses;Reopening)			2NT Scrambling		
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)					2NT GoodBad	
3♦	Maybe light (9+) with suitable shape in overcall or balancing seat			1♥ (X) 2♠ = Mixed raise 7-9, 1♠ (X) 3♥ = Mixed raise 7-9		
cue-bid asks for stopper to play 3 NT	Offshape OK if (17)18+			<b>SPECIAL FORCING PASS SEQUENCES</b>		
Over weak 2M: 4♣=5♣/5M,4♦=5♦/5M Responses : Nat.,Cue bid	Responses : natural, cuebid=Forcing			In competitive at 4+ level		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Forcing pass when partner showed invitational hand	
4♣	After : (1M) D (3M) P (P) D=Penalty, 3NT Takeout			In unclear situation we do not pass		
4♦	If 1NT - (D) is penalty then we play Transfer (RDL= TRF T)			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
If respond in trf : D = interv, 1 suit trfed= T/O , 2 suit trfed= weak	After (1x) 1NT (P) 2♣=Stay (garbage) 2x=Trd,2NT=trf ♦, 3♣=puppet Stay, 3D=5/			Double jump in new suit = splinter		
2♣ = 5/5♦ OM other Nat	Jump cue-bid response shows some solid suit, ask stopper			Jump cuebid by opener = Splinter Raise		
OVER OPPONENTS' TAKE OUT DOUBLE		1m (1♦) Dle = 4+♥ may have 4♠			In comp reponder's 2nd bid in a lower suit than his first is F at level 2 or 3. Otherwise 2NT Go	
1M (D) 1NT = TRF ,2♦x=transfer or fit (7-9) + value in the suit transferred,	1m (1H) Dle = 4+♠			Psychics:		
direct raise (0-6) /2NT limit raise,Jump raise=PRE	Responsive Dbi:After T/O Dbl thru 4♠			Rare		
	Repeat same suit dble by neg doubler =Take Out					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	Single raise stronger than double raise Weak Jump shift 1♣ (pass) 2 any 3 * Non Forcing other Forcing	4th suit=F 1 reverses by opener forcing 1 R, 1m (1NT) → landy - By responder = F1, Third suit =1 round Force	Jump Cue-bid over overcall =Splinter, cue-bid for overcall = Fit + F1, jump shift PRE over overcalls
1♦		3	4♥	11-21 HCP	Same as above	As above	Afetr passed hand fit Jump As above
1♥		5	4♥	11-21 HCP	1NT semi forcing, 2NT =FG with trump support, 3NT=12-14,balanced hand with 4 trump support Double Check-back	Raises=8-10 HCP, Re-Raise = PRE, 1♥(P) 3♣= 10-11 S with 4 trump support 1♥(P) 3♦= 7-9 S with 4 trump support 1♥(P) 3♥= 0-6 S with 4 trump support	Cue bid =asks for stopper to play 3NT mixed raise 3♣(10_11)/3♥(7-9) After passed Hand: Fit Jump
1♠		5	4♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥ mixedraise
1 NT			3NT	15-17 (semi) balanced	Garbae Stayman, Transfert.3♣, puppet stayman, 3♦(5/3) MM,1NT 2nt = trf ♦	Over Stayman: rebids are Major invitational, min Smolen	Dbl at 3-level shows values. Dbl at 2 level is Rubenshol
2♣	x			Artificial, strong -near Game Face, anysuit(s),any shape or 24+ HCP balanced	We don't show aces. Any suit is agood suit . 2NT =8+ or 2 Kings	After 2/3NT Re-bid, Same for 2NT 2♣-2♦-2M-3♣(natural or min)-3M NON FORCING	DOPI, ROPI
2♦	x		4♥	Weak in majors or strong in minor or 2NT 22-23 HPC	2♥=pass or correct, 2♠=INV in ♥ 2NT relay, 3♣=NAT F, 3♥/♠=pass or correct, natural F, 3♥/♠=pass or correct, 3NT= natural, 4♣ bid your suit in transfer, 4♦ bid your suit	After 2NT Re-bid, Same for 2NT	Natural
2♥		5	4♥	4-10 HPC, 5/4 M/m In 4th position 6 Cards 11-13 H	2♠ not forcing,2NT=relay,3♣pass or correct, 3♥=Pre,any other suit = Natural and F 4♥ to play PRE or 15H	2♥-2NT:3♣/♦=min. with ♣/♦ 3♥/♠ max with ♣/♦	Natural
2♠		5	4♥	4-10 HPC, 5/4 M/m In 4th position 6 Cards 11-13 H	As for 2♥	As for 2♥	Natural
2 NT			4♥	20-21 HCP (semi-balanced)	Puppet Stayman Transfer.		
3♣		7/(6)					
3♦		7/(6)					
3♥		7/(6)					
3♠		7/(6)					
3 NT	x	7		Long minor suit,		<b>High Level Bidding</b> 5 aces Blackwood 41-30 RKCB, cue bid, splinter	
4♣	x	8(7)♣		PRE		asking bid	
4♦	x	8(7)♦		PRE		4NT (♦)-DEPO:D =024, P =135	
4♥		8/(7)♥		PRE			
4♠		8/(7)♠		PRE			
4NT	x			minors two-suiter			
5♣		9/(8)		PRE			
5♦		9/(8)		PRE			
5♥		9/(8)		PRE			
5♠		9/(8)		PRE			
5NT	x			minors two-suiter			