

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1Level = Light (7-16), (4)5+ cards, 2Level = VUL-sound, NV-light
Resp: TRF over 1M-(DBL), 1/1 is 4+ F1 over DBL & 5+ NF1 over 1x
INT = NAT, 2m= (9)10+ normally 6 cards
Reopening: All jumps = 6+ cards 12-16 , Middle 2 bid, Only 4 <sup>th</sup> pos.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
NAT 15-18 , system on
Reopening: INT = (10)11-14 Vs 1m, 12-15 Vs 1M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1m) – 2x, 3x = weak , 2NT = Unusual
(1He) – Jump = weak, 2NT = mm
(1M) – Jump = weak, 2NT = mm
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = MM, but(1DiPrec)-2DI = MM
(1M) - 2M = Michaels 5+OM & 5+m
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Over 14+NT: 2CL= MM,2DI = 1M,2He/SP =5+M4+m, DBL = PEN
Reopening: DBL = 11+HCP, 2CL = MM, any = NAT(also by a pass)
Vs. Weak NT: 2CL = MM, DBL = 12+ HCP, any = NAT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBLs up to 4He, NT bids = NAT, LEB 2NT Resp
(3M) – 4m = Leaping, (3m) – 4m = MM, (2M) – 4m = 5m5M Leap.
(4SP) – DBL = PEN Oriented, 4NT = T/O or Strong OM/2suits hand
<b>VS. ARTIFICIAL STRONG OPENINGS- 1♣</b>
DBL = MM, 1NT= mm, Any = NAT
(1CL) – P – (1DI) – DBL = MM, Suit = NAT, 1NT = mm, 2NT = 55+mm or strong 2 suited hand
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1x = 4+cards F1, RDBL = 11+HCP; 1NT...2(M-1) = TRF over M
1Di - (DBL/1M) : 2NT = mm

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	Generally 3th – 5th	same	
NT	same	same	
Subseq	same	same	
Other:			
At NT Lead A or Q = small enc.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+),Ax(+) asks for ATT	AKx(+) ASK small = enc.	
King	AKx(+),KQ(+),Kx asks CT	Same	
Queen	(A)QJx(+), Qx, QJx(+)	Same, KQ109(+)	
Jack	J10x(+),AJ10x(+),KJ10x, Jx	same	
10	109x(+),10x,H109x(+)	same	
9	H9x, J98x(+)	same	
Hi-X	xS, HxxSx(+)	xxxS or xSxx, xxxSx(or Att)	
Lo-X	xSx, HxxS, xxxS	HxS(if x important), xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = ODD	Same	HI = ODD
Suit 2	S/P	same	S/P
3	HI = DISC		
1	HI = ODD	Low = R Smith echo	Low = R Smith echo
NT 2	HI = DISC	HI = ODD	HI = DISC
3	S/P	S/P	S/P
Signals (including Trumps):			
We play REV Smith echo at NT from both sides (Low = ENC)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light (9+HCP) if proper (ex. 4441) distribution in any position			
Natural responses, based on balance			
Cue-bid = GF or 4M(44MM) INV+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPP DBL/RDBL, any STR at 1-level, not MIN at 2-level			
All DBLs of suit that OPP bid and support are G Try (3 in our S is comp.)			
Almost all of our doubles are T/O			
(1M)-P-(P)-DBL,(2M): DBL = points, 2NT = 2 suits			
PEN DBL = in FG (but not if it's PRE or OPPs suit bid & support)			
DBL of SPL when we are FAV is save oriented, else lead the <b>High suit</b>			

EBL CONVENTION CARD
<b>CATEGORY: BLUE</b>
<b>NCBO: Bulgaria</b>
<b>PLAYERS: Hristo Hristov – Aleksander Stoyanov</b>
<b>EVENT All</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>PRECISION CLUB</b>
Light Opening and Overcalls, 5-Card M and SF 1NT response
Free PRE, especially w/ passed partner
Frequent use of NON-PEN doubles
1NT Opening = 14-16(17) , may have 5M, 6m, SGL A, K, Q
2/1 = FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>1CL = Strong, 1CI-1Di = Neg., 1DI = Precision 0+ di, 10-15</b>
<b>2CL = 6+CL w or w/o 4M (10-15), Possible 4 cards in any suit</b>
<b>2DI = 5+4+ MM, (4-10 HCP)</b>
<b>2HE = Weak 2, (5)6 HE, (4-10 HCP)</b>
<b>2SP = Weak 2, (5)6 SP, (4-10 HCP)</b>
<b>2NT = (19)20-21 BAL, Puppet</b>
<b>3CL/DI = PRE</b>
<b>3HE/SP = PRE</b>
<b>3NT = Gambling</b>
<b>4CL = Strong He opening (8-8,5 bid)</b>
<b>4DI = Strong SP opening (8-8,5 bid)</b>
<b>4HE/SP = For play</b>
<b>4NT = 65+ mm</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
w/ comp. bidding 4+ level , Pass = F
<b>IMPORTANT NOTES</b>
With two suits bid by the OPPs, We bid the stoper
<b>PSYCHICS: Rare. We practise light openings in 3th pos. 4+c</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	0	4He	15+ HCP, Unbal, or 8-8,5 playing tricks w/ control hand Or 18+ BAL	1Di = 0-7 any, 1He/Sp= 5+GF, 1NT = 8-11 or 15+ 2NT=12-14 BAL, 2m = 5+ GF	1Cl-1Di-1He=F1, 2He/SP= GF NAT, 3Cl/Di= 6+m GF, 3He/SP =Limit bid	same
1♦	*	0	4He	10-15 HCP	2He= 4441 8-11 or 15+ , 2Sp= 4441 12-14	1Di-1M-2NT= any SPL, 1Di-1M-3M=min un	
						1Di-1M-1NT-2Cl@Inv, 2Di@GF, 2NT=avt>3c	
1♥		5	4Di	5+He (9)10-15 HCP	1NT =SF, 2/1 = GF		1M – 2CL = Drury 3fit, 2Di = 4fit
1♠		5	4He	5+Sp (9)10-15 HCP	1NT= SF, 2/1 = GF	same	
INT				14-16(17)HCP, 5M,6m,Sgl T/O	3CL= Puppet, 3Di= mm GF, 3M= 54mm GF w/ SGL M	1NT-(Dbl)-Rdbl=TRF for CL, 2C = TRF Di, 2Di/He= TRF HE/SP, Pass = F to RDBL	
2♣	*	5	4He	6+Cl w or w/o 4M, (10-15)	2Di= R, 2NT = Avt. 3CL, weak or strong, 3Di= MM INV, 3M = NAT INV		
2♦	*	0		<b>5+4+ MM, (4-10 HCP)</b>	2NT = Relay INV+, 3x = SF, 3M = Up to INV.		
2♥	*	5		<b>Weak 2, (5)6 He (4-10 HCP)</b>	2NT = Relay INV+, 2SP/3m = Sami F Nat		
2♠	*	5		<b>Weak 2, (5)6Sp (4-10 HCP)</b>	2NT = Relay INV+, 3m = Semi F Nat.		
2NT	*			(19)20-21 BAL	3CL = Puppet, 3SP = mm GF+, 3NT = 5SP4He GF 4CL= DI GF+, 4DI = CL GF+		
3♣	*	6		PRE			
3♦	*	6		PRE free, 4Sp5+Di in 3th pos.			
3♥		6		PRE			
3♠		6		PRE			
3NT	*	7		Gambling			
4♣		7		Strong 4HE (8,5 – 9 bid)			
4♦		7		Strong 4SP (8,5 – 9 bid)			
4♥/♠		7		PRE			
4NT				65 mm			
5m		8					
5♥/♠		8					
						<b>HIGH LEVEL BIDDING</b>	
						14,30, 2, 2 w/Q; Cue = 1 <sup>st</sup> & 2 <sup>nd</sup> round equally, Exclusion RKCB – 0/1/2/2+Q/3/4	
						After RKCB first step = ASK for Q trump, 5NT = ASK for K, 6x= ASK for 3 <sup>rd</sup> con Lightner Doubles, Pass then pull is a S/T	
						After Q t,rump ASK, min return in our trump suit = No Q, slam in our suit = Q but Nothing in reserve, new suit at 6-level = Q + K in the bid suit, 5NT = Q + some val	
						RKCB – 5NT = Even KC w/ void, 6x = Odd KC w/ void in the suit, 6Trs= Odd w/ Void in higher suit.	