


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17 aggressive all vulnerabilities
Responses; 1lvl 3lvl are forcing, 2lvl non forcing
(1x)-1M-(X); TRF (no TRF to 1NT, TRF to x=fit 10+ TRF to M=8-9 fit, 2M=4-7 fit, 2NT=4c fit INV
Mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 bal\semi; system on
4 th : 11-14 bal\semi; system on
If they DBL; after X penalty: p=To play, 2m=m+other, 2M=to play, XX=forcing to 2♣ (M's or 1 minor)
JUMP OVERCALLS
Preemptive, 5 cards possible in NV, aggressive
(1♠)-2♦= 5-5 Majors
(1x)-2NT= 2 lower suits
Reopen: all natural, stronger than lower level
DIRECT & JUMP CUE BIDS
(1♠)-2♣=natural
(1♦)-2♦= 5-5 Majors
(1M)-2M= 5OM+5m
(1x)-3x= asks for stopper
VS. NT
X=penalty (strength depends on NT strength)
2♣=both M's 2♦= one M 2M=5M-4m 2NT=5-5 m's
reopen vs strong: DON'T (X=one suit, 2x=x + higher suit)
reopen vs weak: same as not reopen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M: 4m= 5m+ 5OM+ GF 2NT=15-18; system on, 3M=ask for stopper, Dbl= T.O; lebensohl, 3NT= To play
Vs 2♦: 4♦= both M, 4♣= 5♣+ 5M+ GF, 2NT=15-18; system on, 3♦=ask for stopper, Dbl= T.O; lebensohl, 3NT= To play
no Big DBL after 3y opening.
Vs 3m: 4♣ =M's, 4♦= one M (stronger than 3M), 4M = M+om
Vs 3M: 4♣ =♣+OM, 4♦=♦+OM,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
X=M's
NT=m's
Other=nat aggressive
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M; TRF, xx=9+, Jump raises=Preemptive
1M-(X)-2NT=Jacoby
1M-(X)-3♣=nat weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	2/4	1/3/5	
Subseq	Attitude	Attitude	
Other: if partner established fit with known number of cards, leads are att			
When we return in partner lead suit, we return std count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AK(+)	
King	KQ(+), AK(+)	Strong lead, asks for unblock	
Queen	KQ(+), QJ(+), Qx	AKQx, KQ(+), QJT/9(+)	
Jack	JT(+), KJT(+)	HJT(+), JT9/8(+)	
10	HT9(+), T9(+)	HT9(+)	
9	9x	T9(+)	
Hi-X	Xx, 3 rd from even	Xx, xXx(+)	
Lo-X	From odd	HxxX(+), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude – Low enc	Suit p	Italian lavinthal
Suit 2	Suit p – Italian	Count	
3	Count – Low even		
1	Attitude	Smith (upside down)	Italian lavinthal
NT 2	Count	Count	
3	Suit p	Suit p	
Signals (including Trumps):			
On K lead – always count. Else, attitude (if not then suit preference)			
Reverse smith in NT			
DOUBLES			
TAKEOUT DOUBLES			
(10)11+ HCP; 11vl=0-8, 21vl=8-11, cue=10+			
(1♠) x (p); 1♦=any 0-4, 1M= 5-8			
(3♣) x (p); 3♦=any weak, 3M= natural better than 3♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
INV DBL when fit established			
Lightner DBL			
Support DBL / RDBL (exist in vulnerable or in NV when 1NT is legit)			
Support DBL in M exists until 2M. higher=points			
Rosenkrantz RDBL (1x)-1y-(X)-XX means Hx in y			

EBL CONVENTION CARD

CATEGORY: Green
NCBO:
PLAYERS: Ofek Sabbah & Yonatan Sliwowitz
EVENT: All events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♠=2+ can have longer ♦
1♦= 4441\5+
5 card M
1NT V=14-16 semi bal NV=10-13 semi bal
2/1 GF
2♣ strong, 2♦ both M's weak, 2M weak nat
Lebenshol, Rubenshol
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ both M's weak
Michaels cuebids
3NT strong M opening
Weak NT in NV
SPECIAL FORCING PASS SEQUENCES
When we are GF
When we reached a game based on pts (vul)
When opponents sacrificed
When we INV+ and red vs white
High Level Bidding
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	2♣+ 11-22 Balanced hand can have more ♦	1♦=nat (can be 3 cards with weak bal) 1NT=8-11 2\3♣= inverted m 2x=6-9 2NT=0-5 fit ♣ 3z=weak natural	xyz, 1♣-1x-1y(not NT)/2♣-2x=inv 6+ cards 1♣-1M-3♦=17-18 bal fit, 1♣-1M-4♣=GF, fit with clubs. 1♣-1y-1NT can have 4M. In NV, 1NT after is 14-16. 1♣-1y-2NT; Transfers, Impossible ♣	1♣-(1♣)-2♣=6-9 5♥+ 1♣-(1NT)-2♣=both M's in NV, no support DBL if 1NT isn't available (X points) good/bad 2NT
1♦		4	3♣	4♦441\5♦+ 11-22	2♣=GF 5+ 2\3♦=inverted m 2M=6-9 2NT=0-5 fit ♦ 1NT=6-11 3♣=inv 6♣+ 3M=weak nat	Same as 1♣	Same as 1♣
1♥		5	3♣	5♥+ 11-22	1NT=SF 2♣=6-9 4m=7-10\14+ Void 2NT=Jacoby 3♣=inv with fit, 3♦=inv nat 2/1 GF 3♣= weak nat 3NT= 7-10\14+ void ♣	xyz, long\short trail bid. 1♥-1y-2NT: TRF 1♥-3♣-3♦; GF asks about shape Impossible ♣	2♣=drury, TRF after dbl in NV, no support DBL if 1NT isn't available (X points)
1♠		5	3♣	5♠+ 11-22	Same as 1♥	Same as 1♥	Same as 1♥
INT NV	X			10-13 semi balance	2♣=any INV, 2♦=any GF, 2NT=INV anything else TO PLAY	1NT-2♣: 2♦=no 4M, 2M=nat. After, any bid is nat and INV. 1NT-2♦: 2♥=no 4M, 2♣=4♥, 2NT=4♣, 3♣=4-4M, 3♦=5♥, 3♥=5♠ 1NT-2♣-2♦; 3♣=5-5M weak 3♦=5-5M INV	Same as strong NT except no Texas TRF at all
INT V				14-16 semi bal	2♣=NF Stayman, 2♦\♥\NT=TRF 2♠=range ask or ♣ 3♣=P. Stayman, 3♦= M's INV\GF 3M=5-4\5-5m 3OM 1\0M, 4♦\♥=TRF	M trf break: 2NT=max 3M=min Smolen TRF break in minor is the higher bid	Rubensohl after 2♦ (or 2♣ M's) till 2NT, Take Out DBL, system on after 2♣ (not M's) natural Forcing after 3x overcall after X penalty: p=To play, 2m=m+other, 2M=to play, XX=forcing to 2♣ (M's or 1 minor)
2♣	X			22+/9+ playing tricks	2♦=4+ 2♥=0-3 2NT=good ♥, 3x nat. new suit usually very good suit.	Kokish, system on after NT. 2♣-2♦-3M=solid suit 2♣-2♦-2♥-2♠-3♥=♣+♥ 2♣-2♦-2♥-2♠-3♣=♥	after overcall, X=0-3 pass=4+
2♦	X	4-4		Both M's weak (strength depends on Vul)	2NT asking, 3m to play	after 2NT: 3♣=4-5 max, 3d=4-4 min, 3M=4OM+5M min, 3NT=4-4max, 4m= short 5-5M	On overcall X=penalty. After X, pass suggest 2♦, XX asks p to bid.
2♥		5		weak ♥	2NT=ogust, new suit=nat F1, 4♣ RCKB	after ogust, 3♣=bad suit min, 3♦=good suit min, 3♥=bad suit max, 3♠=good suit max	on overcall X=penalty
2♠		5		weak ♠	Same as 2♥	Same as 2♥	Same as 2♥
2NT				19-21 semi balance	puppet stayman, 3♠ minor stayman / ♦ 4♣ nat, 4♦\♥ Texas	After 2NT-3x-3x+1-4y, 4x is always nat, 4NT to play.	X after overcall TO. Texas TRF if jump, else 3x/4x nat GF
3♣		6		preemptive	3♦=ask about 3M, New suit=F, 4♦ RCKB	3♣-3♦; 3♥=3♣ 3♠=3♥ 3NT=No 3M	on overcall X=penalty
3♦		6		preemptive	New suit=F, 4♣ RCKB		on overcall X=penalty
3♥		6		preemptive	Same as 3♦	Same as 3♦	Same as 3♦
3♠		6		preemptive	Same as 3♦	Same as 3♦	Same as 3♦
3NT	X	7		7-8.5 tricks in Major suit (Strength depends on Vul)	4♣=asking, 4♦=bid your M, 4M=short, slamish in M (assuming that's his suit). 5NT=bid your M in TR	3NT-4♣; 4♦\♥=bad ♥/\♠ 4♠\NT=good ♥/\♠ and RCKB	Forcing till 4M