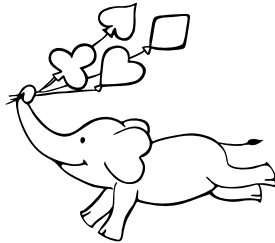
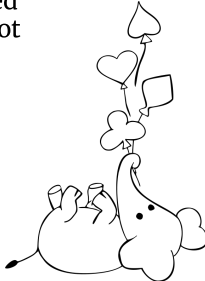


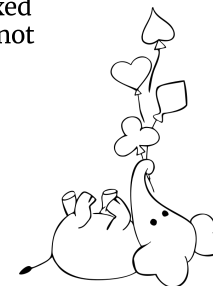
DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 8-16, can be very good 4-card suit. 2-level: 11-16, good 5-card suit or decent 6-card. If the overcall was in a major: cue = inv+ with 3-card support 2NT = inv+ with 4-card support In competition, 2-level is NF. Reopening can be up to 3 points lighter.
NT OVERCALL
1NT = 15-18, shows stopper; 2NT = 16-19, shows stopper (resp: Transfers, TRF to opps' suit is Stayman [D1]) From passed hand: 4+M & 5+m. Reopening 1NT: 12-15p.
JUMP OVERCALLS
NV 2-10p, VUL 4-12p. Can be as bad as QT9xxx. 2NT = two lowest unbid suits Reopening: minimum opener with good suit.
DIRECT & JUMP CUE BIDS
Direct cue: two-suited with all unbid majors, 10+p. Jump cue: stopper ask for 3NT.
VS. STRONG NT (MINIMUM ≥ 14P)
X = 10+p, 4♠5+X or 6+♠ 2♣ = 10+p, 4♥5+X or 6+♥ 2♦ = 10+p, 5+♥4+m 2♥ = 10+p, 44+ MM 2♠ = 10+p, 5♠4+m
VS. WEAK NT (MINIMUM < 14P)
X = 14.5+p, 2♣ = 44+MM, 2NT = minors. Other bids natural.
VS. PREEMPTS
After X, Lebensohl [A1]
VS. ARTIFICIAL STRONG OPENINGS
X = majors, 3NT = to play, nNT = minors, other bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
2nd level NF XX = point majority, enables PEN DBLs and forcing pass.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	LEAD	IN PARTNER'S SUIT	
Suit	2/4	3/5	
NT			
Subsequent	ATT	ATT	
We lead RUS except top of sequence in partner's suit.			
Top from xxx(x) in partner's suit, if support shown in bidding.			
LEADS (EXCEPT IN PARTNER'S SUIT)			
LEAD	VS. SUIT		VS. NT
Ace	Ax,AK(+)	CT	UB/CT
King	AK(+), Kx	ATT	AK(+) ATT
Queen	KQ(+), Qx	ATT	KQ(+) ATT
Jack	(A)QJ(+), Jx	ATT	(A)QJ(+) ATT
Ten	(H)JT(+)	ATT	(H)JT(+) ATT
Hi-X	xSx, HSx, xSxx(+)		xSx, HSx, xSxx(+)
Lo-X	HxxS(+), xS, TS		HxxS(+), xS, TS
SIGNALS IN ORDER OF PRIORITY			
	PARTNER'S LEAD	DECLARER'S LEAD	DISCARDING
1	ATT (Lo = ENC)	Smith [B1]	ATT
2	CT (Lo = even)	CT (Lo = even)	S/P
3	S/P	S/P	
In trumps, we play Smith [B1] (or S/P) Give S/P when clear that partner must shift			
DOUBLES			
TAKEOUT DOUBLES			
Can be light (10+p) with perfect shape. Focus on majors. No conditions on shape if 17+. Cue response at 2-level is FG, 2NT resp. w/o jump is Lebensohl [A1]. Takeout doubles of nebulous minors show at least (43) majors, and don't necessarily promise any minor suit			
SPECIAL, ART & COMPETITIVE DBLS/RDLS			
Support doubles up to 2♥ Maximal doubles [E1]			

EBL CONVENTION CARD	
CATEGORY: Red	
NCBO: Estonia EVENT: World U31 Teams 2025 PLAYERS: Rao <u>Zvorovski</u> - Reti <u>Toom</u>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<p>Moscito: strong (15+) club, TRF openings, relays, opening range 9-14. 1NT 11-14, can have 5M332.</p> <p>Major openings can have a longer minor (But 6m4M opens with the minor suit). Minimal suit openings have additional constraints, see [G1].</p> <p>In 3rd/4th seat, openings are 2 points stronger and natural.</p> <p>¾NF, resp. jump mini-splinter, NEG DBL thru 4♥.</p> <p>Pre-empt style varies on vulnerability and style: reasonable in 2nd seat and VUL vs. NV, aggressive 1st/3rd. 2♥ opening is 4+♥4+♠, 5-9p; almost never 4-4 VUL.</p> <p>Two-level bids are usually NF in competition (except after a strong club opening).</p> <p>Good-Bad 2NT [D2] is used in competitive bidding.</p>	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
<p>1-level TRF openings</p> <p>NF 2/1 responses</p> <p>2♠ weak w/ ♦+M</p> <p>2N weak w/ ♣+M</p> <p>2♦ weak-only Multi (can be passed w/o ♦) [C1]</p> <p>2♥ weak majors</p> <p>1♣ strong</p> <p>Openings have unusual responses — see back of card</p>	
SPECIAL FORCING PASS SEQUENCES	
<p>When INV+ or GF or opponents escape from double.</p>	
IMPORTANT NOTES	
<p>Good (to the best of our ability) judgement overrules specific agreements if it is more likely (in our understanding) to get a good result.</p> <p>Defense against Multi 2♦ [H2]</p>	
PSYCHICS: Rareish; usually for lead or w/ passed partner.	

OPEN	SEAT	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		✓		5♠	1/2 seat: 15+p any 3/4 seat: 17+ any	See also [F1]. 1♦ = 0-8p any, 1♥=4+♠, 1♠=4+♥, 1N=BAL, 2♣=(54)+mm, 2♦=6+♣, 2♥=6+♦, 2♠=5-8p 55+ w/ ♣, 2N=5-8p 55+ w/o ♣, 3X=5-8p 7+X	Relays	See [F2]		
1♦	1/2	✓		4♦	9-14p [G1], 4+♥, unBAL, ♠≤♥, can have longer minor	P=0-7, 5+ bid suit, +1=INV+ relay, 1N=0-11p SF, 2m=8-11p, 5+m, 1-raise=7-11p, 3+SUPP, 2-raise=0-7p, 2NT=multiple options, see [F3]	After +1 bid, relays; otherwise mostly natural bidding	After interference, 2nd level is NF. See also Good-Bad 2NT [D2]		
1♥	1/2	✓		4♥	9-14p [G1], 4+♠, unBAL, ♥<♠, can have longer minor					
1♠	1/2	✓		4♥	9-14p [G1], 4+♦, unbal, either 6+♦ or (54)+ mm, can have 4M if 6♦	1NT=ask ♣ length; 2♣=relay; 2♦=ask 4M; 2M=8-11, 5+M; 2NT=bid your better minor (0-7 mm/♦ raise or 55+GF w/o ♦)	After 1♠-1N: 2♣=4+♣, 2♦=0-3♣; then P/2♦/2♥ NAT 0-7p, 2♠ BAL 8-9p, 2N BAL 10-11p, 3X=GF splinter	After interference, 2nd level is NF. See also Good-Bad 2NT [D2]		
1X	3/4		4	4♥	11-16p, 4+X	jump shift = mini-splinter, other bids NAT NF	Natural bidding follows	All bids are NF; bids above 2 of partner's suit imply support.		
1NT				4♥	1/2 seat: 11-14p, BAL 3/4 seat: 13-16p, BAL	2♣=Stayman; 2♦♥=TRF; 2♠=♣ or range ask; 2NT=♦ or weak minors; 3m=6+m, INV; 3M = SPL; 4♣ = Gerber; 4♦♥=TRF	After 2♠, 2N=min, 3♣=max; after 2NT opener bids better minor	2♣ overcall = SYS ON; otherwise Lebensohl [A1]		
2♣			6	4♥	9-14p [G1], 6+♣, can have 4M	2♦ = relay; 2M = 8-11p 5+M; 2NT = 0-7p raise or 55+ GF w/o ♣; 3♣ = 8-11p raise	After 2♦: 2♥=4♠, 2♠=4♥, 2N=min w/ shortness, 3♣=min w/o shortness, 3♦=max w/o shortness, 3M/3NT=splinter	After interference, 2nd level is NF		
2♦				-	4-9p, 5+M	P does not promise ♦ [C1]; 2/3M P/C; 2NT ASK	After 2N: 3♣=medium; 3♦=♥ min; 3♥=♠ min; 3♠ = ♥ max; 3NT = ♠ max After 2N-3♣: 3♦ asks for M not held; 3M P/C	After DBL, RDBL is runout to responder's suit; SYS ON		
2♥		✓	4	-	4-9p, NV: 44+♥♠, VUL: 55+♥♠	2NT asks strength and shape, 2♠ to play	3♣ = (54) MIN; 3♦ = 44 MIN; 3M = 5M4OM, MAX; 3N = 44 MAX, 4m = splinter, 55 MAX, 4♥ = 55 MIN	After DBL, RDBL=strength, 2N=ASK, 3m=run-out		
2♠				-	4-9p, 5+♦, 5+M	2NT ASK; 3♣ F1; 3M P/C; 4♣ PreKCB [A2]	After 2NT: 3♣=medium hand; 3♦=min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ ♥; 3NT=max w/ ♠	After DBL, P=P/C, RDBL=strength, SYS on		
2NT		✓		-	4-9p, 5+♣, 5+M	3♦=asking; 3M P/C; 4♦ PreKCB [A2]	After 3♦: 3♥=♠; 3♠=♥	After DBL, P=ASK, 3♦=nat NF, XX=GF		
3♣			6	-	4-9p, 6+ suit	new suit = GF, 4♦ = PreKCB [A2]	Slam bidding: often w/ relays; when not then RKCB1430, mixed 1st/2nd round controls, non-serious 3NT, Redwood, DOPE if not enough room. Forcing pass and then bidding shows extras. Exclusion RKCB0314 only if a suit has been agreed or in opponents' suit.			
3♦			6	-		new suit = GF, 4♣ = PreKCB [A2]				
3♥			6	-						
3♠			6	-						
3NT		✓		-	Solid 7-card minor, exactly 1 side A or K	4♣ P/C, 4♦ asking for the side control, 4N QUANT				
4X			7	-	Natural, pre-emptive, 7+ suit	4NT PreKCB [A2]				
4NT		✓		-	Pre-emptive, at least 6-5 in minors					

NCBO: Estonia
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Section A: Conventions used

[A1] Lebensohl

2Y NF
2NT Forces 3♣ (if doubler not strong), then
3Y<X 0-8 nat
3X Stayman, denies stopper
3Y>X INV
3NT To play, shows stopper
3Y<X 9-11 nat
3X Stayman, shows stopper
3Y>X GF
3NT To play, shows stopper

[A2] PreKCB

When Aces are asked from a hand that has pre-empted, the responses are as follows:

Step 1 0 keycards
Step 2 1 keycard, no trump Q
Step 3 1 keycard, trump Q
Step 4 2 keycards, no trump Q
Step 5 2 keycards, trump Q

Note: after 2NT opening, 4NT considers both minor suit kings to be keycards.

Section B: Leads and signals.

[B1] Smith

Our interpretation of Smith is:

Hi-Lo from opening leader discourages the opening lead suit
Hi-Lo from partner of opening leader encourages the opening lead suit

We only give this signal once per player.

Section C: Bids that may require a defence

[C1] Weak-only Multi 2♦

Our 2♦ opening shows a weak hand with 5+ major, which we open quite aggressively. When non-vul, we frequently pass it with weak hands regardless of number of diamonds held.

Section D: Defensive and competitive bidding

[D1] After we overcall 1NT

Transfer to opponents suit is Stayman!

2♣ Transfer to ♦
2♦ Transfer to ♥
2♥ Transfer to ♠
2♠ INV or transfer to ♣
2NT MIN
3♣ MAX
2♠ transfer to ♦ or sign-off in minors

[D2] Good-Bad 2NT

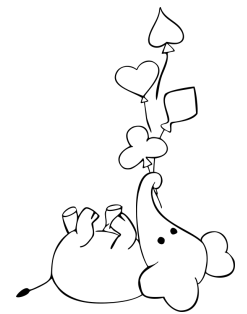
When the bidding is competitive (i.e. both sides have made a non-pass call), and the latest bid was 2♦/♥/♠, then 2NT asks partner to bid 3♣ (unless they have an unexpectedly strong hand), showing a hand that merely wishes to compete to the three-level.

If a cue-bid is available below 3 of our suit, then 2NT does not include a competitive raise of the major — the direct raise is competitive and cuebid is INV+.

Section E: Doubles

[E1] Maximal doubles

When we have agreed on a suit and opponents bid directly below our suit on the three-level, then double is invitational in our suit and three of our suit is competitive, non-invitational.



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Supplementary sheet 1

Section F: Back of card

[F1] Positive responses to 1♣

The GF responses to 1♣ show at least 9 points, at least 3 controls (A=2, K=1) and at least 6 Queen-Points (A=3, K=2, Q=1). These limits are relaxed by 1 when a hand has at least 10 cards in two suits.

[F2] 1♣ opening in competition

After a double or a 1♦ overcall, we play system on (X or 1♦ is 5-8, XX is penalty oriented). Otherwise, on the 1st/2nd level, X is 5-8p and the rest are natural GF. For a higher level bid, P is 0-8, X is GF T/O.

[F3] 1♦♥-2NT

The 2NT bid has multiple options, opener must bid 3♣ and then

1♦♥ - 2NT - 3♣:

- P 0-7p, 6+♣
- 3♦ 0-7p, 6+♦
- 3M 8-11p mini-splinter in OM
- 3OM/4m void-splinter, 12+p

Section G: Others

[G1] Additional opening limits

On minimum (<12HCP) openings, in addition to the HCP we also consider:

- AKQ-points(A=3, K=2, Q=1) — an opening must have at least 5;
- Controls(A=2, K=1) — an opening must have at least 2.

When a hand has at least 10 cards in two suits, these limits are relaxed by one.

We usually do not open (4441) hands with less than 11 points.

Section H: Prepared defences

[H1] Against 2NT showing minors

- X strength, often interest in penalizing a minor
- 3♣ both majors, ♥ better
- 3♦ both majors, ♠ better
- 3M NAT

[H2] Against Multi 2♦

- X Multi:
 - 1. Overcall in hearts, or
 - 2. Overcall in spades, or
 - 3. 19-22 balanced, or
 - 4. 19+ three-suited
 - 2♥ 15-19 BAL, stopper(ish) in both majors
 - 2♠ Overcall in clubs
 - 2NT Overcall in diamonds
 - 3m 6-10 nat, 6/7+ card suit
 - 3♥ 5+♥5+m, GF
 - 3♠ 5+♠,5+m, GF
 - 3N Natural balanced
- (2♦)-X
- P 4+♦, can be weak or suspecting a misfit
 - 2M P/C
 - 2NT asking
 - 3♣ 19-22 NT (then 3♦ Stayman)
 - 3♦ min w/ ♥ or max w/ ♠. (then 3♥ P/C, 3♠ GF)
 - 3♥ max w/ hearts
 - 3♠ min w/ spades
 - 3N-4♥ three-suited, shortness in steps from ♠ to ♣
 - 3X Nat, F1

(2♦)-2♥

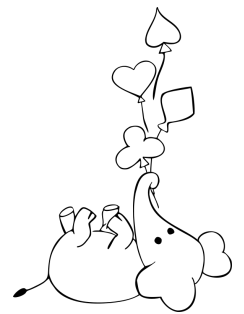
- P/2♠ To play in 2M
- 2NT Lebensohl [A1]
- 3X Nat, forcing

(2♦)-2♠

- 2NT INV+, artificial
- 3♣ <INV
- 3X nat GF

(2♦)-2N

- 3♣ INV+, artificial
- 3♦ <INV
- 3X nat GF



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Supplementary sheet 2