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DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						EBL CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEA	DS STYLE				
1-level: can be weak (5+HCP)			Lead		In Par	tner's Suit	CATEGORY: Green
0	NIT		4th I ' I		0 1/5/		Sticker:
2-level: usually more constructive (10+HCP) except sandwich, or when partner has passed	NT		4 th , highest from xx/xxx, 2 nd from xxxx(+)		3rd/5t	n	NCBO: Netherlands
or when partner has passed	Suit		3rd/5th	(XX(+)	3rd/5t	h	PLAYERS: Leo <u>Hofland,</u> Bas van der Hoek
			ୁଠାସ/ଧାନ often same through dummy				EVENT Senior Teams
	Through declarer: often ATT (low=ENC), but CNT and S/P possible						EVERT OCTION TOURIS
				us can be dif		June 2023 5034 3440720	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
2 ND =15-18 RESP as over 1NT opening	Lead		Vs. Suit		Vs. N	Γ	
4 th Live=50M-4(+)om	Ace		AK+		AK(+)		GENERAL APPROACH AND STYLE
4 th reopening 1NT=10-16 RESP NAT	King		AK, KQ(+)		AKQ, KQJ, KQ10, KQ(+)		5-card M (semi-F 1NT), 1♣=2+ card, 2/1 GF, 15-17 NT
	Queen		QJ(+)		QJ(+)		Openings can be light with shape,
	Jack		J10(+)), AJ10, KJ10	3 rd hand openings can be very light
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		AJ10, KJ10, 109			etc, 109	Wide-range pre-empts depending on vulnerability/position
Weak jump overcalls (wide ranged, from 3 HCP NVUL vs VUL)	9		A109, K109, Q109, 9x		9x, 9x	х	1NT, 2NT opening or rebid can be semi-BAL
vs constructive openings	Hi-X	Hi-X		Doubleton		eton	Negative X thru 4♥
2NT=lowest unbid suits	Lo-X		3rd/5th				In competition System OFF,after T/O X usually system ON
Reopening jump bids are intermediate	SIGNAL	S IN O	RDER OF F	PRIORITY			3 rd hand pre-empts very undisciplined
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partne	r's Lead	Declarer's L	.ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1♣)-2♦ or (1♦)-2♦= both majors, can be 5♥-4♠ NONVUL	Suit 1	Lo=EN	IC	Lo=even		Lo=ENC	2♣ opening PRE (5-10) ♦ or 22-23 BAL or MF hand
(1♣)-2♣=NAT, (1M)-2M=5OM+5m		Lo=Ev		Hi=S/P		Lo=Even	2♦ opening multi PRE (5-10) M or 24+ BAL
Jump cue=asks stopper, also against short 1m		Hi=S/F				Hi=S/P	2M opening 5M-4+m PRE (5-10)
4 level cue=twosuiter; 3 level cue=stopper ask		Lo=EN		Lo=even		Lo=ENC	PRE jump shifts on 2 level (4-8) after our 1m or 1♥ opening
VS. NT (vs. Strong/Weak; Reopening;PH)		Lo=Ev		Hi=S/P		Lo=Even	
2♣=both majors, 2♦=one major, 2M=5M-4m		Hi=S/F				Hi=S/P	
Vs 13-15 (or weaker) NT: X=14/15+			ng Trumps):				
Vs strong NT: X=5m, 4M	Hi-Lo in trumps: want a ruff or S/P						
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				le; Respons			
Leaping michaels (Jump to 4m=5crd m+5crd OM)	T/O X can be light (9+) with suitable shape; Offshape T/O X OK if 17+						SPECIAL FORCING PASS SEQUENCES (usually no FP when we overcall)
Vs Multi: X=points							,
Lebensohl responses on T/O X of 2M				all suggest 4+		oid M	
Doubles are flexible				alls more flexi		FP after business redouble;	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	2NT res	oonse to	our T/O X	can be scran	nble.		
Vs strong	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						FP on 5-level after invitational bids
	RDBL ge			enalty doubles	, but not	FP in common sense situations	
							Pass-and-pull after business redoubles
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES
System ON, except 2/1 NF and raise is wide-range							Most doubles in competition are negative/card showing
							4 th suit=GF
							PSYCHICS: rare

g	IF IAL	. OF	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		2	4♥	Only 2 with 4=4=3=2. NF	1♣-1M longer ♦ poss. (Walsh); inverted minor RESP to 1♣ can be weak (3+ HCP) PRE 2 level jump shifts (5-8)	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦	Cuebid=support INV+ 1m-(1♠): 2om=♥, 2♥=om 1m-(1♥)-1♠=5card ♠			
1♦		4	4♥	often 1♦ with 4-4 minors	Double jump=splinter		Support doubles			
					1SA: 5-12 semi-F; 2M=CONST; 2/1 GF	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦				
1♥		5(4)	4♥	4-card possible in 3 rd hand	2NT=12+ 3+SUPP 3♣=7-9 4SUPP; 3♦ INV 4SUPP 3OM, 3NT=GF BAL 3SUPP, 4m=splinter 3M=3-6 PRE	1M-2NT-3♣=MIN	Drury after 3 rd or 4 th hand opening			
1♠		5(4)	4♥	4-card possible in 3 rd hand	2♠ on 1♥: PRE 5-8					
1NT		(14)15-17	4♥	5422, 6m or 5M possible 5431/4441 possible (rare)	2♣=STAY; 2♦/♥/3♣=TRF; 3♦=asks for 5crd M 3♥=3≜1♥(54); 3♠=1≜3♥(54); 4m=S-A Texas	(TRF occasionally on 4-card weak hand)	rubensohl Na X all bids NAT			
2*	Х	0	NO	PRE ♦ 5-10 (can be 5-card) 22-23 BAL, or GF UNBAL	2NT=Relay					
2♦	Х	0		Multi: PRE in M 5-10 (can be 5-card) 24-25 BAL	2NT= Relay; 2M, 3♥, 4♥=correctable		♥-bids are correctable Doubles on M-overcalls are correctable			
2♥		5	NO	PRE 5-10 5 ♥ -4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♥		-bids are correctable			
2♠		5	NO	PRE 5-10 5 ∳ -4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♠					
2NT			4♥	BAL or Semi-BAL 20-21	3♣=puppet STAY; 3♦/♥=TRF; 3♠=minors 4X=NAT slamtry	When TRF is accepted, denies support.				
3 . *		6(5)	NO	PRE, NV ca 3-10, vul 6-10 NV 3 rd hand: can be 5 crd						
3♦/♥/♠		6	NO	PRE, NV ca 3-10, VUL ca 6-10						
3NT			NO	Gambling, long solid minor						
4♣/♦		6	NO	PRE, 5-10 Usually 7+ card		HIGH LEVEL BIDDING				
4♥/♠		6	NO	PRE, NV vs VUL 3-14 Otherwise 5-14		Mixed Cuebids, last train, Splinters RKC (4130) DOPI, ROPI In forcing pass situations: pass and pull=sl	amtry			
4NT	X		NO	Minors, PRE 5-11		Non-jump 4NT over opponent's 4M=usually take-out Jumps to 4m (new minor) in competition often fitbid 4NT as raise=NF. After 4m (natural) 4NT=usually NF.				
						Serious 3NT				