



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			WB and EBL Convention Card			
Aggressive at 1-level, 5+ suit 8+ HCP Responses: new suit F1; TRFs Jump cue = about 7-9 4+ supp; fit-jumps, RESP X		Lead	In Partner's Suit				
	Suit	3/5	3/5				
	NT	Attitude	3/5				
Sound on 2-level, (5)6+suit Responses: new suit / 2NT on lvl 2 NF; rest=F1	Subsequent	T/9=0 or 2 above; Usually 3/5 from remaining count But 2/4th thru DECL			Category:	Green	
	Other :	K from AK if singleton outside, or against 4X!/5+X			NCBO:	Hungary	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
2 <sup>nd</sup> /4 <sup>th</sup> live: 15-18 sys on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4 <sup>th</sup> : 12-15 wkNT sys on	Ace	AKx+, Ax	AKx+, Ax		Generally sound openings, preempts may be (very) light		
1N-(2x NAT)-x: PEN; 1N-(2x ART)-x: CS (forcing till 2♠)	King	KQx+, AK	KQx+, Kx		1♣ = BAL (5♦332 poss) or nat		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx+, Qx	QJx+, AQJ+, Qx		1♦ = 11+ 4+♦ unbal		
1-Suit: aggressive, sound 4th seat/reopening (11-15)	Jack	JTx+, Jx	JT+, A/KJT+ Jx		1M = 11+ 5+M		
	10	T9, KJT9+, Tx	T9x, HH9, top/2 <sup>nd</sup>		1NT = nonvul 1-3: 10-13 / rest 14-16		
2NT = 5-5 2 lowest unbid	9	9x, HT9, 3rd=even, low=odd	HT9, HH9, top/2 <sup>nd</sup>		2♣ = Any GF or BAL 22-24		
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	Hi-x	Xx, 3rd=even, low=odd	top/2 <sup>nd</sup>		2♦ = Weak 5+M		
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	3rd=even, low=odd	top/2 <sup>nd</sup>		2M = Weak 5M (4)5+m		
Direct cue: Michaels (also over 1x-p-1N)	SIGNALS IN ORDER OF PRIORITY			2NT = 19-21			
Jump cue: looking for stopper (gambling)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(2M) – 3M = looking for stopper	Suit: 1 <sup>st</sup>	Low = enc	Low = even	Low=enc	1♣ opening = 2+		
	2 <sup>nd</sup>	Low = even	Suit-pref	Low = even	2♦ opening = Weak 5+M, 2M opening = Weak 5M (4)5+m		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 <sup>rd</sup>	Suit-pref		Suit-pref	1M-(x)-Transfers until 2M-1 (2M: bad raise)		
Dbl = strength; 2♣ = ♥+♠; 2♦ = 1 suiter M; 2M = 5M 4+m; 2NT = ♣+♦	NT: 1 <sup>st</sup>	Low = enc	Rev smith	Low=enc	Lebensohl (GUCl), Rubensohl		
	2 <sup>nd</sup>	Low = even	Suit-pref	Low = even			
By PH: dbl=5+m 4M; rest same	3 <sup>rd</sup>	Suit-pref		Suit-pref			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	Other signals:			SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM	Reversed Smith: low = no obvious other shift			WKINT-(Dbl)-Pass: F→ XX except if 4333			
(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M	Trump echo (hi/low suggests ruff or attention)			In GF situations and after we dbl or rdbl for strength			
Vs. Multi: X=5+c M, 2M=T/O X of M → LEB, 4m:m+M	<b>DOUBLES</b>			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
VS. ARTIFICIAL STRONG OPENINGS	TAKE-OUT DOUBLES (Style; Responses; Reopening )			Psychics: Rare			
Vs strong 1♣: dbl / 2♦ = Ms; 1/2 NT = ms; rest = NAT	May be light with good distribution			Not strict about HCP ranges			
	Dbl is most of the time take-out			3rd hand openings may be light			
Vs strong 2♣/♦: dbl = ♥+♠; 2X = nat; 2NT = ♣+♦	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Often transfers in competition (See examples below);			
OVER OPPONENTS' TAKE-OUT DOUBLE	Support r/dbls, C/S doubles, Equal Level Conversion			1♣ (dbl/1♦) 1♦/dbl = 4+♥, 1♥ = 4+♠; 1m (1♥) dbl = 4+♠			
TRF after 1M – (dbl) starts with 1NT showing 5+suit	(1X)-Dbl-(P)-2M: 5M 5-9HCP, (1X)-Dbl-(P)-3M: INV with 5M			1♣ (1♠) 2♣/♦/♥ = 5+♦/♥/♠; 1♦ (1♠) 2♣ = 5+♥; 2♥ = 5+♠			
Rdbl = strength	Non-lead directing dbls when a) bid the suit naturally b) supported the suit			Also after 1♣/1NT/2♣/2NT (3x)			

OPENING BID DESCRIPTIONS				Brigitta Fischer & Csaba Szabó		
Op.	Art.	Min.	X	Description	Responses	Subsequent Auction
1♣	X	2	4♣	a) 11-13 / 14-16 bal b) 17-18 bal c) 11-23 4+♣	1♦ = Walsh, 1M = 4+M; 1NT = 8-11 BAL no 4M 2/3♣ = inverted m; 2NT = 12-15 BAL 4M(s) poss; 2/3/4X = NAT PREE	1♣-1♦: 1M = Nat unbal F1; 1NT = 12-14/14-16 bal; 2♥ = 6+♣ 18+; 2♠ = 4+♦ 18+ 1♣-1♥: 1♠ = Nat unbal F1; 1NT = 12-14/14-16 bal; 2♠ = 16+ 4♥ unbal; 3♦ = 4♥ 18-19 bal; 1♣-1♠: 3♦ = 16+ 4♣ unbal; 3♥ = 4♣ 18-19 bal
1♦		4	4♣	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-22	1M = 4+M F1; Nat; 2♣ = GF 3+♣; 2/3♦ = inverted m 2NT = 12-15 BAL 4M(s) poss; 2/3/4X = NAT PREE	1♦-1♥: 1♠ = 4+♣ F1; 1NT = 'nat'; 2♥ = 3♥ or bad 4♥; 2♠ = 16+ 4♥; 2NT = 6+♦ 16+; 3♣ = Nat FG; 3♦ = 6+♦ 3♥ 15-17; 3♥ = 4♥ good minimum 1♦-1♠: 1NT = 'nat'; 2♠ = 3♠ or bad 4♠; 2NT = 16+ 6+♦; 3♣ = Nat FG; 3♦ = 6+♦ 3♠ 15-17; 3♥ = 16+ 4♠; 3♠ = 4♠ good minimum
1♥		5	4♣	5+♥ (10)11-23	1♠ = 4+♣ F1; 1NT = Nat SF; 2♣ = FG bal or ♣; 2♦ = FG 5+♦; 2♠ = 6+♠ weak; 2NT = 4+♥ INV+; 3♣ = 4+ M 7-9 / 12(13); 3♦ = 4+M 9-11 3♥ = 4+♥ weak; 3♠ = void splinter	1M-1X: 2♣ = 4+♣ 11-14 or 15+ any; 2NT = 64 GF 3X = 5/5 14-16; 3M=6+M mild invite 1M-2NT: 3♣ = min; 3M = STR GBAL; 3x: sing; 4x: void 1M-2M: 2M+1: ask long suit; rest: short suit trial; 4x: NAT
1♠		5	4♥	Same as above	Same as above; 2♥ = 5+♥ FG; 3♥ = 6+♥ WK; 3NT: void spl	Same as above
1NT			4♣	Nonvul 1-3: 10-13 Rest: 14-16	2♣ = Stayman; 2♦/2♥: 5+♥/♠; 2♠/2NT: 6+♣/♦; 3♣ = both m's weak; 3♦ = 5/5 m's FG; 3♥/♠ = 31/13(54); 4♣/♦ = TRF to 4♥/♠; 4M = T/P	1NT-2♣: 2♦ = no 4M; 2M = 4+M → 3♣ = GF relay 1NT-2♠/2NT: Relay = likes ♣/♦; double TRFs
2♣	X	0		a) 22+ bal b) Any FG	2♦: 0-1 C; 2♥: 2 C; 2♠: A+K; 2NT:3K; 3♣: 4+ C	2♣-2♦: 2♥ = 5+♥ or 24+ bal; 2♠ = 5+♠; 2NT = 22-23 bal
2♦		5		5+ M 0-8/4-10/6-10	2/3M = P/C; 2NT = INV+ asking; 3♦ = ask about oM; 4♣ = TRF your M; 4♦ = bid your major	2♦-2NT: 3♣ = good hand → R → 3♥/♠; 3♠: ♥ 3♦ = ♥ TRF; 3♥ = ♠ TRF
2♥		5		5♥ + (4)5+ m, WK	2♠ = NAT F1; 2NT = INV+ asking; 3♣ = P/C; 3X = F1	2M-2NT: 3♣ = ♣ + min; 3♦ = ♦ + min; 3♥ = ♣ + max; 3♠ = ♦ + max
2♠		5		5♠ + (4)5+ m, WK		
2NT			4♣	19-21 bal	3♣: stayman; 3♦/♥: TRF; 3♠: ♣+♦; 4♠ = ♣ ORKC; 4♦/♥ = trf ♥/♠; 4♠: ♦ ORKC	2NT-3♣-3x-4♠/♦: minor stayman / 5 m SINV+
3X		(5)6		Preempt, v light NV vs V	New suit = forcing; 4♣ = ORKC (4♦ RKC in case of 3♣) 3♣-3♦ = M stopper ask	
3NT	X			Gambling, no K outside	4♦ = shortness ask	<b>HIGH LEVEL BIDDING</b>
4♣		6		Preemptive	4♦ = RKC; 4M = to play; 4NT = to play	1430 S1 after 2+Q = even + void, above = odd + void), Spiral
4♦		6		Preemptive	4M = to play; 4NT = RKC	Serious 3♠/3NT, last train, voidwood 1430, DOPI, DEPO
4♥		6		Preemptive	4♠ = to play; 4NT = RKC; 5m = Danish	Cue bids up the line 1 <sup>st</sup> or 2 <sup>nd</sup> , ROPI, Lackwood, PNS-ROBI
4♠		6		Preemptive	4NT = RKC; 5m = Danish	ORKC (1 <sup>st</sup> step: min), PNS RIB2
4NT				Minors		