

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level - mostly 5-card suit, generally JTxxx or better, 2-17 hcp
2 level - 2m can be 5 cards, 9-17 hcp
Responses to 1M: 2NT is 4+ cards 10+, fit showing jumps
Responses to 2-level: cue is any strong
May be lighter in pass-out seat; Good/bad 2NT (2NT is bad)
Responses after overcalls: new suit is generally NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live: 15-18 hcp, doesn't have to have a stopper
Reopening vs. m: 11-14 hcp, sometimes without a stopper
Reopening vs. M: 11-15(16) hcp, usually with a stopper
Responses as to INT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Over (1m)-2h: majors, usually 5+5+, can be 5+4+
2NT: 2 lower suits, 5+5+, min/max
3NT: Gambling, usually with a stopper in enemy suit
Normal weak jump overcalls, very wide-ranging if partner is passed
Responses natural, reopening same
2NT over 1m or 1M in reopening seat: (19)20-22 bal.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m: natural; (1M)-2M: oM and m 5+5+
All Michaels are min max; 2NT FI response, else nat.
Reopening: Same
VS. NT (vs. Strong/Weak; Reopening; PH)
2C majors (sometimes can even be 4+3+), 2D diamonds, 2M nat 5+ cards, 2NT minors
Same for reopening and passed hand
Double vs. strong: 5+ cards in m and 4 cards in M
Double vs. weak: penalty
0-14 hcp is weak NT, if NT includes 15 hcp it is treated as strong NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl T/O, cue undefined (both majors against 3m), jumps natural, NT natural usually with good stoppers
Leaping Michaels and Non-leaping Leaping Michaels, NF
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
Over 1C: Dbl – majors, 1NT – minors, all other bids up to 3S are transfers for the next bid (1S is transfer to 2C)
Over 2C: Dbl – both majors (4+4+), 2NT minors, else nat.
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1C or 1D: nat
Over 1M: bids up to 2M – trfs., pass can be strong
1M-(X)-1NT: nat if playing MP, transfer if playing IMP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even/low from odd	3 rd from even/low from odd	
NT	Low enc.	3 rd from even/low from odd	
Subseq.	Count/low enc.	Count/low enc.	
Other: Always lead high from doubleton; vs. NT the smallest card usually promises at least HT(+); if the number of cards in our suit is already known, lead does not have to be 3 rd /low, but sometimes shows suit preference			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for count	Asks for unblock or count	
King	Asks att., AK(+), KQ(+)	Asks for attitude	
Queen	KQx(+), QJ(+), asks count	Asks for unblock or count	
Jack	J10(+), KJ10(+)	Asks att., J108(+), HJ10(+)	
10	109(+), H109(+)	109(+), H109(+)	
9	9x(+), H98(+)	9x(+), H98(+)	
Hi-X	Xx, (HXxx), (xXxx)	Xx, xXxx, xXx	
Lo-X	HxX, HxXx, HxxxX, xxX, xxXx, xxxX	HxX, HxXx, HxxX, HxxXx, HHxxX, HTxxX, xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Low is enc.
Suit 2	Suit preference	Suit preference	Suit preference
3	Attitude	Attitude	
1	Attitude	Reverse smith echo	Suit preference
NT 2	Count	Suit preference	
3	Suit preference	Count	
Signals (including Trumps): Suit preference = low-lower suit, mid.-that suit, high-higher suit; Count = low-high → odd; Reverse smith echo = low enc. Vs. trump suit = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be lighter with better shape or reopening, solid if partner is passed hand, can be off shape			
Responses: Cue=GF or inv. with both majors; 1NT = 7-10 hcp			
Single jump in new suit shows 5+ cards 8-11 hcp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Neg. dbl thru 3S, opener double is support if responder bid M up to 2M			
After 1M-2M, dbl by opener is penalty, unless there is no step for inv.			
All unclear doubles are usually informative			
Vs U2NT or Michaels: double is penalty on at least one of their suits			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: CROATIA
PLAYERS: Matko Ferenca & Filip Katušić
EVENT: 1 st Small Federations Online Open Teams
DATE: 03/12/2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, SF 1NT over 1M; 2/1 = GF
2D, 2H, 2S is weak 2, usually 5 cards in NV
2C is either strong (GF) or weak (0-11 hcp) with both M (4+4+) or weak (0-11 hcp) with 4+H 4+D and 3S, but is NF
Balanced minimum = upgradeable 11 hcp
1NT opening: 15-18 hcp, frequent upgrades, can be off shape
Upgrades and downgrades always possible and expected
Third seat openings may deviate from the system
One card more or less is always tolerable
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Real Gambling-Gambling 3NT – good preempt in a minor
Lebensohl: after reverse and (W2)-X
Transfers over interference over 1NT
Vs. 2-suited overcall: Cue their suit = limit+ raise
2C is either strong (GF) or weak (0-11 hcp) with both M (4+4+) or weak (0-11 hcp) with 4+H 4+D and 3S, but is NF (also see supplementary sheet note 1)
SPECIAL FORCING PASS SEQUENCES
Vs. interference over RKCB: DOPI-ROPI on the 4 th and 5 th level and DEPO-REPO on the 6 th and 7 th level
When in GF or have bid game to make, all passes are F
In forcing pass sequences: pass shows interest in overcalling their contract; dbl. shows interest in doubling their contract
IMPORTANT NOTES
1NT opening bid is always possible with less/more points and singleton or any other shape
1m can sometimes have 5 card M and also with singleton m
Transfers can sometimes be only for the lead-directing
PSYCHICS: frequent

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	CROATIA U31: Matko Ferenca & Filip Katušić			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		(1)2	3S	Minor of maximum perceived utility	Natural responses, inverted minor, jump shifts nat. inv. 6+cards	reverses 16+ hcp; 2-way checkback	
1♦		(1)2	3S	Minor of maximum perceived utility	Natural responses, inverted minor, jump shifts nat. inv. 6+cards	reverses 16+ hcp; 2-way checkback	
1♥		5	3S	10-22 hcp 5+H, can be 4 sometimes	1NT = NF, 2NT inv +, 4+ card fit; inv jump shifts; 2C = GF, 2D = 3 card fit 9-11 hcp	1M-2M: cheapest bid is asking for shortness, next cheapest is club shortness etc. 2C Gazzilli: 6+M 11-14 hcp or 14-16 hcp bal. or any 16+ or invitational hand with 6+M 1M-1X-2M = 5+M and 4+C 11-15 hcp	Passed hand: 2C = 3+M 9-11; 2D = Hx in M 9-11
1♠		5	3S	10-22 hcp 5+S, can be 4 sometimes			
1NT				15-18 hcp balanced, can be offshape, frequent upgrades	2C = Stayman; 2D/2H trfs; 2S inv. bal or m to play or GF with mm; 2NT/3C inv+ with m; 3D 5+5+MM; 3M 4oM GF; SA Texas	Breaking a M trsf: long suit, denies fit; Stayman does not promise anypoints; 1NT-2C-2D-2M = to play	Transfers, dbl is T/O, when we are doubled bid by responder shows two suits (2S is nat)
2♣	X			any 22+ hcp or 4+4+MM 0-11 hcp or 4+H 4+D 0-11 hcp with 3S or any <4 losers hand (also see supplementary sheet note 1)	2/3/4M to play usually with 4+M, 2d usually no 4cM, 3m F with m; 2NT asking and artificial F	2c – 2N :3c min, 3d 55, 3M 5OM4M good hand, 3N strong bal, else normal 2c opening nat	
2♦		(4)5		Preemptive with D, 0-11 hcp, 5+ cards, can be 4	2M NF; 2NT = trfs to 3C; 3C = inv+ with D ; 3D = to play; 3M F 6+	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is penalty oriented; from opener t/o
2♥		5		Preemptive with H, 0-11 hcp, 5+ cards, can be 4	3H/4H is to play, 2S NF, 2NT = clubs or choice of game for hearts; 3c = diamonds; 3d inv+ H	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is usually penalty oriented; from opener t/o
2♠		5		Preemptive with S, 0-11 hcp, 5+ cards, can be 4	3S/4S is to play, 2NT = clubs or choice of game for spades; 3c = diamonds; 3d hearts; 3h = inv + spades	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is penalty oriented; from opener t/o
2NT				19-22 hcp balanced, can be offshape, frequent upgrades	3C = Muppet Stayman; Transfers; 3S both minors; 4C/4D texas; 4H RKCB for C; 4S RKCB for D	2NT-3C-3H: no 4 card M; 2NT-3C-3NT = 5H, accepting transfer shows 0-2 cards in M	
3♣		(5)6		0-11 hcp preemptive with (5)6+ cards	New suit bid is F1 Raises are to play 3NT is to play		
3♦		(5)6					
3♥		(5)6					
3♠		(5)6					
3NT	X	6		Real Gambling-Gambling 3NT; good preempt in a minor	4C/5C/5D/6C/6D/7C is pass/correct; 4D asking for shortness; 4M is to play; 7D is to play, 7M is to play	3NT-4D: 4M = shortness in M, 4NT = 7222, 5C = shortness in D; 5D = shortness in C	
4♣		(5)6		0-11 hcp preemptive with 6+ cards	4M is to play	HIGH LEVEL BIDDING	
4♦		(5)6					
4♥		(5)6					
4♠		(5)6					
4NT	X			0-11 hcp with both minors 55+		Splinter raises: double jumps; Control principles: bid 2 nd round control first at the 4 th level, rebid to show 1 st round control, first cue of a suit at 5 th level shows 1 st round control; Slam methods: RKCB 1403; DOPI-ROPI on the 4 th and 5 th level, first next bid shows 2 aces without the queen, the second one 2 aces and the queen, the third one 3 aces without the Q etc.; DEPO-REPO on the 6 th and 7 th level; exclusion blackwood 03/14/2 w/out Q/2 with Q; when cuebidding on the 5 th level, 5NT bid shows odd number of AKQ in trumps; Lightner double; Leaping Michaels and Non-leaping Leaping Michaels, even after (1M)-p-(2M/3M), showing approx. 3.5 to 4.5 losers, NF	
5♣		6		0-11 hcp preemptive with 6+ cards, may be stronger with 6+ cards if partner is passed hand			
5♦		6		0-11 hcp preemptive with 6+ cards, may be stronger with 6+ cards if partner is passed hand			
5♥				2 losers in M, no other losers in hand	6M = K or A in M 7M = both K and A in M		
5♠							

- (1) 2c = Either any 23+ hcp or any hand with 3.5 or less losers or any other GF hand, or any weak (0-11 hcp) with 4+4+MM, or any weak (0-11 hcp) with 3 spades 4+ hearts and 4+ diamonds. 2c opening bid is NF.

Some agreed development after 2c opening

2c – (2NT) – pass – (3NT):

- 4c = Hearts are longer than spades. I prefer spade lead against the final contract of 5c, and club lead against the final contract of 5d.
- 4d = Spades are longer than hearts, or spades and hearts are the same length. I prefer diamond lead against the final contract of 5c, and heart lead against the final contract of 5d.
- 4h = Hearts are longer than spades. I prefer heart lead against the final contract of 5c, and spade lead against the final contract of 5d.
- X = Spades are longer than hearts, or spades and hearts are the same length. I prefer spade lead against the final contract of 5c, and spade lead against the final contract of 5d.