

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level - mostly 5-card suit, generally JTxxx or better, 4-17 hcp
2 level - 2m usually 6 cards, 9-17 hcp
Responses to 1M: 2NT is 4+ cards 10+, fit showing jumps
Responses to 2-level: cue is 3+ cards 10+, else nat.
May be lighter in pass-out seat; Good/bad 2NT (2NT is bad)
Responses after overcalls: new suit is generally F
1NT 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 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT: 2 lower suits, 5+5+
3NT: Gambling, usually with a stopper in enemy suit
2M & 3m vul.: 6+ cards, 11-16
2M & 3m nvul.: 6+ cards, 0-11, wider range sometimes possible
2NT over 1m or 1M in reopening seat: (19)20-22 bal.
Responses natural, reopening same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m: both majors 5+5+; (1M)-2M: oM and m 5+5+
2NT F1 response, else nat.
Reopening: Same
VS. NT (vs. Strong/Weak; Reopening; PH)
2C majors, 2D one major 6+ cards, 2M M and m, 2NT minors
2-suiters NV (4)5+4+; V 5+(4)5+
Same for reopening and passed hand
Double vs. strong: 16+ hcp in direct seat or 5+ cards in m and 4 cards in M 10+ hcp in reopening seat; 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 – both majors (4+4+), 1NT – both minors (4+4+), all other bids are transfers for the next step/suit
Over 2C: Dbl – both majors (4+4+), else nat.
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1C: rdbl shows D, else system on
Over 1D: rdbl shows 4+H, 1H 4+S, 1S – no 4M, else system on
Over 1M: bids up to 2M – trfs. to the next step promising (4)5+ cards

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 = hand count (see important notes)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be lighter with better shape or reopening, solid if partner is passed hand, sometimes can be off shape			
Responses: Cue=GF or inv. with both majors; 1NT = 7-10, stopper			
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 (except 1NT), 1m-(1H)-X – 4+ cards in S			
After 1M-2M, dbl by opener in competition is general game try			
All unclear doubles are informative			
Vs U2NT or Michaels: double is penalty on at least one of their suits			
Transfers after 1C, 1D, 1M			

EBL CONVENTION CARD
CATEGORY: Red
NCBO: CROATIA
PLAYERS: Matko Ferenca & Viktor Leskovar
EVENT: 18th World Youth Teams Championships
DATE: 28/06/2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, SF 1NT over 1S, transfers after 1C
2D and 2S is weak 2, usually 5 cards in NV
2H is weak with both M ((4)5+4+ NV; 5+5+ V)
Balanced minimum = upgradeable 11 hcp
1NT opening: 15-17 hcp
2/1 = GF
1D opening: 5+ diamonds unbalanced or semi-balanced (or any 4441 with 4D)
Upgrades and downgrades always possible
One card more or less is always tolerable
Third seat openings may deviate from the system
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT – solid minor, no other entry
Lebensohl: after reverse, interference over 1NT and (W2)-X
Vs. 2-suited overcall: Cue their suit = limit+ raise
2H opening: Both majors ((4)5+4+ NV; 5+5+ V) 0-10 hcp
2C opening: 18-19 hcp balanced or any 23+ hcp or any GF hand (<4 losers) or 6(7) card M 18-21 hcp 6(322)/7222
Transfers after 1C opening; 1C-1S
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
4m is RKCB for minor if in slam-try with minor
1NT opening bid is possible with less/more points and singleton
Hand count: low = even; even means one even suit, for example 5332 or 6331 etc.; high is one odd suit
PSYCHICS: rare except in 3rd seat

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	3S	11-22 hcp with 5+C (or 4414) or any 11-14 bal. without 5M	1D/H = 4+H/S 4+ hcp; 1S = no 4M 4+hcp; 1NT GF bal., 2C 5+C GF, 2D 5+D 0-7, 2M inv, 3C 5+C 0-9	Natural; 1C-1D-1H & 1C-1H-1S shows 3-4 M; reverses 16+ hcp; 2-way checkback	2C = 5-9 hcp with 5+C Transfers after (X/1D/1H)
1♦		(4)5	3S	10-22 hcp unbalanced or semi-balanced hand with 5+D or any 4441 with 4D	1M/1NT nat., 2C GF with 4+C, 2D 10+ hcp 3+D, 2M inv, 3D 4+D 0-7, 2NT/3C/3H transfer to 3C/3H/3S: 7+ cards 0-7 or 12+	1D-1M-1NT = relay (6+D 10-14 or 3M 16+ or 5+4+mm 16+ or 5+D 4+H); 1D-1M-2D = 5+D 3M; reverses 16+ hcp	2D = 5-9 hcp with 3+D Transfers after 1D-(X) and 1D-(1H)
1♥		5	3S	10-22 hcp with 5+H	After 1H: 1S = 0-4♠ 4-11 hcp; 1NT = 5+♠ 4+ hcp After 1S: 1NT = SF 4-11 hcp; 2/1 GF; 2M 3 cards 8-11 hcp, 2(M-1) 3 cards 4-7 hcp or GF with (M-1), 2NT 4+M 10+ hcp, 3C mixed raise, 3D intermediate spl., 3M 0-5, 3(M+1) any void 8-11, 4X spl. 8-11, 4H to play, 4M 0-9 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 1H-1NT-2D = possible only 3D if (2533)	Passed hand: 2C = 3M 10-11; 2D = Hx or HH in M 10-11 Transfers after interference, fit showing jumps, 2NT from responder or advancer always remains the same
1♠		5	3S	10-22 hcp with 5+S			
1NT				15-17 hcp balanced, 5422 and 6322 possible, 5M and singletons rare, but possible	2C = Stayman, promising 4M; 2D/2H trfs; 2S inv. or m to play or GF with mm; 2NT/3C inv+ with m; 3D 5+5+MM; 3M SPL with 4oM GF; SA Texas	Superaccepts to M transfers and to m transfers; Stayman does not promise any points; 1NT-2C-2D-2M = to play	Lebensohl, dbl is T/O, when we are doubled transfer takeouts
2♣	X			18-19 hcp bal. or any 23+ hcp or any GF hand (<4 losers) or 18-21 hcp 6M(322) or 7M222	2D = waiting; 2M 5+M 0-3 hcp; 2NT/3C 6+C/D 0-3 hcp; 3D 5+♠5+♥ 0-3 hcp or 8+ hcp; 3H 5♠5+♥ 4-7 hcp; 3S 6+♠5+♥ 4-7 hcp	2C-2D-2NT = 18-19 hcp balanced 2C-2D-2H = 23+ hcp bal. or 4+H 2C-2D-3M = 18-21 hcp 6M(322)/7M222 NF	Lebensohl, as if opener has 18-19 hcp balanced hand, dbl is T/O
2♦		5		Preemptive with D, 0-11 hcp, 5+ cards	2M NF; 2NT = inv+ asking; 3D = to play; 3M F	2D-2M: opener usually bids with 3M	Dbl from responder is usually penalty oriented
2♥	X			0-11 both majors, NV (4)5+4+; V 5+5+	2M/3M/4M is to play, 2NT = asking for strength and distribution; 3m F; else nat.	2H-2NT: showing number of cards and strength depending on vulnerability	Dbl from responder is usually penalty oriented
2♠		5		Preemptive with S, 0-10 hcp, (5)6+ cards	2NT = asking for shortness; 3X F	2S-2NT: showing shortness and strength if no shortness	Dbl from responder is usually penalty oriented
2NT				20-22 hcp balanced, 5422 and 6322 possible, 5M possible, singletons rare	3C = Muppet Stayman; Transfers; 3S both minors; 4C/4D both majors 5+5+ slam-try/pick-a-game; 4H RKCB for C; 4S RKCB for D	2NT-3C-3H: no 4 card M; 2NT-3C-3NT = 5H, accepting transfer shows 2 cards in M, 3NT on transfer shows 3 cards M, cue is 4M	
3♣		(5)6		0-10 hcp preemptive with (5)6+ cards	New suit bid is F1 Raises are to play 3NT is to play		
3♦		(5)6					
3♥		6					
3♠		6					
3NT	X	7		Gambling; solid minor (AKQxxxx), no side entry	4C/5C/5D/6C/6D/7C is pass/correct; 4D asking for shortness; 4M is to play; 7D is to play	3NT-4D: 4M = shortness in M, 4NT = 7222, 5C = shortness in D; 5D = shortness in C	
4♣		(6)7		0-10 hcp preemptive with (6)7+ cards	4M is to play	HIGH LEVEL BIDDING	
4♦		(6)7					
4♥		(6)7		0-10 hcp preemptive with 7+ cards, may be stronger with 6+ cards if partner is passed hand		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; 4m is RKCB for minor if in slam-try with minor; 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	
4♠		(6)7					
4NT	X			0-10 hcp with both minors 66+			
5♣		7		0-10 hcp preemptive with 7+ cards, may be stronger with 6+ cards if partner is passed hand			
5♦		7					
5♥				2 losers in M, no other losers in hand	6M = K or A in M 7M = both K and A in M		
5♠							