

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 over 1: 5+ cards and 7-17 points	
2 over 1: 5+ cards and 9-17 points	
Michaels cue-bid: 1m-2D: 5-5M, 1m-2NT: 5H-5m'	
1M-2M : 5M'-5C, 1M-2NT : 5-5m, 1M-3C : 5M'-5D	
Reopen suit = less than 14	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd : (15)16-18 balanced	
Responses: if minor stayman and transfer, if major transfers, except fit: 1H INT 2D: spades, 2S: clubs. 1S INT 2D: Hearts, 2H: Clubs	
Reopen: 9-13 balanced	
Responses: same	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak except Michael	
On Michael: first cue is inv in lowest color, second cue is inv in highest color	
Reopen: same	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1M 3M: long minor by AKQ	
1C 2C: natural	
1H 4H: strong 4S (opening+)	
VS. NT (vs. Strong/Weak; Reopening;PH)	
VS strong: X: 5m-4M	Vs weak X: 13+ bal or strong m
2C: both majors 5-4 minimum	Else: same as vs. strong NT
2D: 6M	
2H-2S: 5H-S&4+m	
2NT: 5-5 m	
3C-3D: 6+C-D	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Vs a major weak 2: X to, 3M: minors, 3NT: to play, 4m: 5oM + 5m	
Vs a weak 2D: 3D: majors, 3M: nat, 4C/4D: C+H/S	
Vs a 3 level opening: some jumps 2 colors, other nat	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Vs strong 1C: X take out 9+ can be 5/4 majors	
1x: nat, 1NT : 5H+5C, 2C: minors, 2D: 5H+5D, 2H: majors weak	
2S: 5S+5C, 2NT: 5S+5D, 3C: nat, 3D: majors strong, 3H/S: weak	
OVER OPPONENTS' TAKEOUT DOUBLE	
1M X 2NT: inv. Or GF, 3NT: bal fit 12-14 4M	
1M X 2x: real color weak	
1M X XX: points	
VS. 2 SUITERS	
On major opening: 2NT: inv in M, first cue: last color forcing, second cue: fit in M forcing, X points	
In general: X and X: takeout; p and X: penalty	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	4 th best	3 rd -5 th	
Subseq			
Other: VS NT we play high encouraging on Ace and Queen			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKJx , AKx(x)	
King	KQx, AK	AKJxx, KQ10xx	
Queen	QJx	QJ10, QJ9, KQx, AQJxx, KQ10x	
Jack	J10x, Jx	J10x, HJ10x	
10	10x, 109x	1098x, 109x(x)	
9	9, 9x	9xx, 9x	
Hi-X	xXxx, Xx	Xxx, xXxx, xXxxx, HXx	
Lo-X	xxX, xxxX, HxXx	4 th best: HxxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	3 rd -5 th	3 rd -5 th	3 rd -5 th
Suit 2	High encouraging	High encouraging	High encouraging
3			
1	3 rd -5 th	3 rd -5 th	3 rd -5 th
NT 2			3 rd -5 th
3			
Signals (including Trumps):			
- Suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard double: 3 other suits or any 18+ hand			
Vs Response: natural, cue bid is forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Belloy Constance – Schlumberger Wilhelmine
EVENT (Open/Women/Senior/Transnational)
Girls
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural – 5 card major
2/1 Game Forcing
Best minor
2C: Strong Game Forcing
2D: Weak major 6 or 22-23 Balanced
2H: both majors weak
2S: 5S and 4+m weak
1NT : 15-17 Balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C: Strong Game Forcing
2D: Weak majors 6 or 22-23 balanced
2H: both majors weak
2S: 5S and 4+m weak
Transfer after 1m and 1D/H overcall
Overcalls can be weaker if favorable vulnerability
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Natural: 10-23	1D/H/S: natural, 1NT: 8-10 2H: 5S and 4+H weak, 2S: Strong	1C 1x 1y 2C : invitational 1C 1x 1y 2D: game forcing	1D, 1H overcall: transfers mainly 1S: X for hearts
1♦		3		Natural: 10-23	1H/S: natural, 1NT: 5-10 2H: 5S 4+H weak, 2S: strong	1D 1x 1y 2C : invitational 1D 1x 1y 2D: game forcing	1H overcall: transfers mainly 1S: X for hearts
1♥		5		Natural: 10-23	3H: 4H weak, 2S: 5S+3H inv, 3D/C: 6 cards inv, 3NT:13-15 bal, 2NT: fit at least inv 1NT: up to 11	1M 2NT 3C: relay, 3D: prop 4M, 3M prop 3M, 3NT: 4M and 13-15, 4x: splinter w 3 key cards, 1S ANT 2NT: GF	3 rd , 4 th seat: 2C: fit max, 2NT: fit max + void or sg, 3 level except 3C: meet bid
1♠		5		Natural: 10-23	4x: splinter with 2 key cards, 4H: to play		
INT				Balanced (14)-15-17	2C stayman, 2D,2H: transfers, 2S: C or inv, 2NT: D, 3C: puppet stayman	After a minor transfer major is short After a major texas, 2NT is game forcing, 5431 or slam try	If overcalls: Rubenshol If passed hand: same
				Can be 5M or 6m or single King or Queen	3D: 4333 stayman, 4C/4D: both majors for H/S, 3H/S: 5-4 minor inv with short in H/S		
2♣	X	0		Game Forcing any hand	Italian controls 2D: 0-1, 2H: 2, 2S: 3+ 2NT/3C/3D/3H: transfers with 2 high cards	2C-2x-3NT: 5-5 majors, 2C-2D-3H/S: 6D+4H/S, 2C-2D-3C-3D: at least 4M	If X: pass 0, 2D: 1, if 2D overcall: pass 0, X: 1
2♦	X	0		6M weak 3-10 or 22-23 balanced	2H/2S/3H/3S/4H pass or correct 2NT: game forcing, 3C: invitational	2D-2NT-3C: minimum, 2D-2NT-3D/H: max with H/S, 2D-2NT-3S/NT: 22-23 with/out4M	If 4 th seat: multi either 10-12 or 22-23 balanced
2♥	X	4		Both majors weak 3-10 If NV vs V 4+/4+, if NV vs NV 5+/4+, if V 5+/5+	2S/3H/3S/4H/4S: to play 2NT: relay strong 3C/3D: to play natural, 4C/4D: RKCB in H/S	NV: 2H-2NT→ 3C: 5-4 min, 3D: 4-4 min, 3H: 5H-4S max, 3S: 5S-4H max, 3NT: 4-4 max, 4C/D: 5-5 with shortness in C/D	If 4 th seat: 6H and 22-23
2♠	X	5		Spades and a minor, weak 3-10 NV : 5+/4+ V : 5+/5+	2NT: asking for minor, 3C: pass or correct 3D: Spade fit		If 4 th seat: 6S and 22-23
2NT				Balanced (19)-20-21	3C: stayman, 3D/H/S/4C: transfers Rectification if Fit		Passed hands: same If overcalls: Rubenshol
3♣		6-7		Natural weak			
3♦		6-7		Natural weak			
3♥		6-7		Natural weak	4C: asking for strength		
3♠		6-7		Natural weak	4C: asking for strength		
3NT	X			Long minor with AKQ	4C: pass or correct		Overcalls same as over 1 and 2 NT
4♣		7-8					
4♦		7-8					
4♥		7-8					
4♠		7-8					
4NT	X			Both minors			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 4130	
5♥						5NT for Kings: we bid economically & naturally	
5♠						ERKCB 3041	