

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Natural		
Lead-directing opposite passed hand possible		
Lead-directing vs artificial strong possible		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
(14)15-18(19) HCP. Reopening promises (11)12-15		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Unusual 2NT shows 2-suiter (0)5+ HCP: [1♦ nat]-2NT = ♣ and ♥		
Natural jump overcalls: [1M]-2NT is ♣ and ♦		
Non-vulnerable: 6+ cards 0-15 HCP		
Vulnerable: (6)7+ cards 5-15 HCP (excellent quality if 6-card)		
[2M]-4m is Leaping Michaels: 55+ OM+ that minor GF (~15+HCP)		
Possible also: [1M]-pass-[2M]-4m; 1♣-[1M]-pass/X-[2M]-4m		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
[1M]-2M is Michaels: 55+ OM + any minor 0-10 or 15+ HCP		
If our side has not bid yet then cue on 3 rd level is asking for stopper usually with a good minor suit. Examples: (1♥)-3♥ or (2♥)-3♥		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X = points (13+ but at least average of NT range; e.g 16+ vs 15-17)		
Other bids are 5-15 HCP depending on suit lengths and vulnerability		
2♣ = 44+ Majors	2M = 5M 4+m (longer M rare)	3m = 6+m
2♦ = one Major	2NT = 55+ mm	3M = 6+M
Reopening: X shows maximum passed hand, otherwise same SYS		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Against transfer pre-empts: double – the bid suit, delayed double is T/O, direct cue asks for stopper.		
Leaping Michaels applies (see above under jump overcalls)		
NT is NAT up to 3 rd level (promises stopper but can be less BAL)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Against strong 1♣/2♣: X-both majors 44+, 1NT/2NT- minors		
Same applies after (1♣)-pass-(1♦) and (2♣)-pass-(2♦)		
First level overcalls are 4+ lead directing, do not promise HCP		
OVER OPPONENTS' TAKEOUT DOUBLE		
Many transfers in competition after opponent's takeout X		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Normal situation	Supported suit
Suit	1/3/5	<u>xxx(x)</u> , Hxx
NT	1/3/5	<u>xxx(x)</u> , Hxx
From inner sequence we lead top of inner sequence		
Later: 1/3/5 through dummy; 2/4 through declarer (from starting count)		
LEADS		
Lead	Description	
A/K/Q	Ax(x...); HH(x...)	→ normally show attitude UDCA
J/10/9	Top or top from inner sequence	
Q	vs NT can be asking for unblock	
A	vs 5th level ask for count	→ UDCA count
Hi-X	xx; xxxxxx; xxx; Hxxx; Hxxxxx	
Lo-X	xxx; xxxxx; Hxxx; Hxx	
SIGNALS IN ORDER OF PRIORITY		
1) Attitude: UDCA (low encourages)		
2) Count: UDCA (low-high EVEN)		
3) Optional Smith Echo. HI/LO from lead-maker discourages the led suit		
From partner HI/LO depends: ENC the led suit (unknown honour or length)		
Discourages a switch		
GENERAL APPROACH IN DEFENCE:		
Possible signals in trumps: Smith Echo (HI/LO denies also immediate ruff)		
Suit preference		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O on short minor: "I have a decent similar opening myself or better"		
Otherwise T/O almost always promises 4OM or 43MM		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lightner double – please lead an unintuitive suit		
Invitational X if 1) fit established 2) no space between our and opp suit		
Support X/XX		
X asks for major lead in uninformative auctions (e.g 1NT-3NT)		

EBL CONVENTION CARD
EVENT: ANY
CATEGORY: BLUE (relay Precision)
NCBO: ESTONIA
PLAYERS: MARTIN MAASIK – KARL-MARKUS PRUUL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣ = 16+ / 1♦ = 0+♦, no 5 card Majors
1NT = 14-16 HCP (5m422 / 6m / 5M possible)
2♣ = 6+♣ (8) 10-15 HCP / 2♦ = 5+♦ weak
Many transfers in competitive auctions
Lead-directing overcalls; overcalls can be light
Pre-emptive bids can be very destructive
3rd hand openings may have less cards and/or less(more) HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT = minors weak
SPECIAL FORCING PASS SEQUENCES
Forcing pass applies when:
GF is established
F2NT applies:
After we were ready to penalize a part score and opponent ran*
When INV+ was established
* Unless one hand is limited and the other hand is a passed hand
PSYCHICS:
Any bid opposite to a PH can be L/D and weaker/shorter
After 2♥/2♠ opening tactical manoeuvres as 6+ suit is known

OPENING / Artificial?		# of cards / Neg X thru		DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	
1♣	YES	0	4♥	16+ UNBAL	1♦ = 0-7 any	2♣ = 12+ 5+♣ UNBAL	1♣-1♦-1♥ = 19+ → 1♠ = 0...4, other NAT GF	
				17+ BAL	1♥ = 8...11 without ♠	2♦ = 12+ 5+♦ UNBAL	1♣-1♦-1♥-1♠-2♣ = ART GF → 2♦ waiting	
				less than 5 losers	1♠ = 8+ BAL	2♥ = 12+ 5+♥ without 4♣	Many relays after positive responses	
					1N = 8+ 5+♠	2♠ = 12+ 5+♥ & 4♣		
					3X = 12+ 444X	2N = 8...11 444X		
1♦	YES	0	4♥	11-13 (semi)BAL	1M = 4+ F1	1NT / 3NT = NAT	1X-1Y-1Z → 2-way checkback (responder jumping instead is often artificial, including 2NT)	
				10-15 UNBAL w/o 5M	2♦ = INV+ BAL-ish	2♥ = 5♣4+♥ 0-8 hcp	1♦-2♦ → 2M = empty doubleton or shortness in OM; 2NT/3NT = something in both Majors	
				Except 2♣ hand type	3♣ = 54+♣&♦, 0-10	2♠ = 5♣4+♥ INV	1♦-2♣ → 2♦ = minimum any; else max UNBAL	
					3♦ = 6+♦ INV	3♥/3♠ = pre-emptive		
					2♣ = 6+♣ INV+ / 54+mm INV+ / Slam Try BAL-ish			
					2N = 6+♦ GF or 6+♣ 0-10 HCP			
1♥	NO	5	4♥	5+♥ 10-15 HCP	1♠/1NT = NAT F1/semiF	2♣ = ART GF relay	1♥-2♥-2♣ = short suit game try	
				3rd hand varies	2NT = 4+♥ INV+	2♦ = GF 5+♦	Gazzilli: 1M-1x-2M = min 5M and 4+♣, 1M-1x-2♣ = 14-15 or 6M	
					2♠/3♣/3♦ = 6+suit INV (Fit jump from passed hand)		1M-2NT: 3x shortness	
					3♠/3N/4♠/4♦ = Splinters (any void, then up-the-line)		Relays after 1M-2♣	
1♠	NO	5	4♥	5+♠ 10-15 HCP	Same principles as after 1♥	2♥ = GF 5+♥	Same principles as after 1♥ opening	
				3rd hand varies	3N/4♠/4♦/4♥ = Splinters (any void, then up-the-line)		1♠-2♠-2NT = short suit game try	
1NT	NO	2	4♥	14-16 HCP	2♣ = GF any / ♥+♠ / INV ♠ (♠ can be 5-card INV)		Stayman with normal responses, except 2NT = 5♠. After any response GF relay available	
				5422 / 6m / 5M possible	2♦/2♥/2NT = ♥/♠/♦ transfer (♥ can be 4-card INV)		Transfer => accept => via 2NT GF / void splinter. Direct jump higher is INV / singleton splinter	
					2♠ = 6+♠ / BAL INV	3♣ = Low info Stayman	Transfer => super accepts: 3M min / +2 any empty doubleton / other max NAT values (2NT = ♠)	
					3♦/3♥/3♠ = both minors with 3♥/3♠/no 3M		If opponent doubles 2♣ then XX = nat 4+♣; Pass = no ♣ stopper (XX = reStay); bid = with ♣ stopper	
2♣	NO	6	4♥	6+□ 10 15 HCP	2♦ = relay		2♣-2♦	2♣-2NT:
				4M possible	2♥/2♠ 5+ F1 INV+	3♣/4♣ = tactical	→ 2♥: no 3♥ → 2NT GF / 3♣ INV / 2♣ NF	→ 3♣ min with shortness
				3rd hand varies	2NT = GF ask shortness	3♦/3♥/3♠ = nat INV	→ 2♠: 3+♥ no 3♠ → 2NT GF / 3♣ INV / 3♥ NF	→ 3♦ no shortness
							→ 2NT: 3+♥ and 3+♠ → 3♣ INV / 3♦ GF	→ max up the line
2♦	NO	5		5+♦ weak usually no 4M	2NT = Relay		NV: 2M-2NT => 5-card min / 6-card min / 5-card max / 6-card max VUL: 2M-2NT => Repeat suit = no shortness; other = shortness	
2M	NO	5		5+M weak usually no 4OM	2NT = Relay		Same as after 2♦-2NT	
					New suit F1	New suit with a jump is splinter		
2NT	YES	5/5		5+♠5+♦ PRE 0-10 HCP	Any minor suit bid is to play			
				3rd hand varies	3♥/3♠ = F1			
3X	NO	6		6+ suit PRE 0-9 HCP	New suit F1			
				3rd hand varies	3♣ - 3♦ asks for 3M with reversed responses			
3NT	YES	7		AKQxxxx+ in minor	Minor suit bid on any level is P/C		HIGH LEVEL BIDDING	
4♣/4♦	NO	6		Denies a trick			RKCB responses: 14 / 03 / 2 / 2+Q(+kings). No suit: 14 / 03 / 2 CRaSh. Voidwood: 0/1/2/2+Q	
4♥/4♠	NO	6		To play			Key card asking principles:	
4NT	YES	5/5		♣ & ♦ (10-10.5 tricks 1st-2nd)	5NT – pick a slam		After minor is agreed in a strong sequence => 4m asks for KC	