

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level 8-16 HCP, 2-level-9-17 HCP , can be very light if balancing
Responses: New suit=NF, Cuebid=only Force, Jump Cue=8-10 + Fit
Jump raise=0-8 HCP
NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th : 15-18, System on
Reopening: 1NT = 11-15, no stopper promised, System on, 2NT = 18-20
1X-p-1Y-2NT and 1X-p-2Y-2NT = remaining 2 suits 5-5
1♠(♦,♥)-p-2♠(♦,♥)-2NT=two lowest remaining suits 5-5
1♠-p-2♠-2NT=any two of the remaining suits 5-5
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps 5-10 HCP
Responses: New suit = F, after 2♥(♠) as after weak two opening
2NT = 2 lowest remaining suits 5-5, unlimited
Reopening: 2-Level 9-13 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1X-2X=highest unbid + second unbid suit 5-5
Jump CUE asks for stopper
1♠ (strong) – 2♠ = natural
VS. NT (vs. Strong/Weak; Reopening;PH)
vs. strong NT (15+): DONT (DBL=1-Suit, bid is this and a higher suit)
vs. weak NT: Multilandy (DBL in direct position=15+)
vs. all NT: 2NT=5-5 without clubs, 5-Loser or better
3♣=Clubs+1M, 5-5, 5-Loser or better
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
takeout-doubles, leaping and non leaping Michaels
2(3) NT=nat., 4NT=T/O any 5-5
after Weak Two – x : Lebensohl [Note9]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Double=MM, min. 5-4
1NT=1 M + 1 m, min. 5-4
Over OPPTs 1♠: 2NT=mm, min. 5-5
Over OPPTs 2♣: DBL=MM, 2NT=2 suits (not MM)
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F at 1-level only, Jump raise=PRE
1X-DBL-2NT=limit raise or better, jump shift=NF
Double jump in new suit=SPL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th	same	
NT	4 th , 2 nd (1 st) from bad 3+suits	Hi-Lo=even, lowest=odd	
Subseq	ATT	ATT	
Other: MUD against NT from xxx, Hi from xx vs. Suit and NT			
K against NT demands CT/unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+); ATT	AKx(x...), Ax; ATT	
King	KQ(+), Kx, AK;ATT; AK+CT	AKJ10(x); KQ109(x); CT	
Queen	QJ(+), QJ10(+); Qx; ATT	KQ(+), QJ(+); QJ10; ATT	
Jack	J10(+), KJ10(+); ATT	J10(x...); HJ10(x...); ATT	
10	109(+), K109(+), Q109(+)	109(+), H109(+); ATT	
9	9x,	9x,	
Hi-X	Sx, xxSx, HxSx	Sx, xSx, xSxx, xSxxx	
Lo-X	xxS; xxxS, HxS, HxxxS	HxxS(x), HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT, Hi=ENC	CT, Hi=even	ATT, Odd=ENC
Suit 2	S/P	S/P	S/P
3	CT, Hi=even		CT
1	ATT, Lo=ENC	CT, Hi=even	ATT, Odd=ENC
NT 2	CT, Hi=even	S/P	S/P
3	S/P		CT
Signals (including Trumps):			
Reverse Smith vs NT (low = ENC)			
Count in Trumps=count in dummies longest side-suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: standard, offshape OK if 16+, aggressive if OPPTs have found a fit			
Responses: Cuebid=Forcing until a suit is bid twice or NT-Bid			
NEG.DBL and Responsive DBL thru 4♥			
PEN PASS over OPPTs RDBL (1x-DBL-RDBL-PASS=PEN)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♠-(1♦)-DBL shows 4+4+ in M			
Support-DBL and RDBL (not mandatory) if suit can be bid below 2NT			
Lead dir. Dbl.: after 1NT-3NT: find my M			
DBL after partner bid and you did not raise = lead your suit			
DBL after own bid = lead other suit			
Lightner-DBL asks for unusual lead			
1m-(1♠)-DBL shows 3+♥, 6+HCP			

E B L CONVENTION CARD
CATEGORY: Natural Green
NCBO: Austria
PLAYERS: Markus Knob – Clemens Wanha
EVENT: 1st Online World Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4-card majors and minors in ascending order
1NT RESP=NF and 5+HCP, new suit RESP=F1 and 4+HCP
Balanced minimum opening=(11+)12 HCP
1NT Opening: 15-17 HCP
2 over 1 promises rebid, not FG
Strong 2♠/2♦, weak 2♥/2♠ 5-10 HCP
wide-range overcalls
NEG DBL thru 4♥
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT rebid after intervention: either competitive (weak and distributional) or 18-19 NT
Gambling 3NT with little outside (no King)
Fit-Showing-Jumps by passed hand after 1m-opening
1♠-3♥ = invit., 1♦-3♣ = invit.
1M-3♠=FG with 4M, 1M-3♦=invit. with 4M or slam invit. with any void
Direct CUE after OPPT opening = highest + second suit 5-5
Jump-CUE in openers suit after partners overcall = Fit and 8-10 HCP
2NT overcall = lowest 2 suits (not openers suit, if nat.) 5-5
after own opening and OPPTs O/C (2♣ or higher): CUE = limit+-raise
jump raise=PRE
PEN PASS over OPPTs RDBL (1x-DBL-RDBL-PASS=PEN)
SPECIAL FORCING PASS SEQUENCES
Forcing pass applies only in absolutely clear situations (FG or stronger)
Cuebid after forcing pass = void
Bid after forcing-pass and partners DBL=slam-interest
Over OPPTs weak NT and Partners DBL: Pass = 5+ and F2H,
first DBL afterwards is T/O, subsequent DBLs are PEN
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
Over OPPTs Multi 2♦: DBL (direct action)=as against weak.two in ♠
Over OPPTs 2NT (mm): 3♠=T/O with better ♥, 3♦=T/O with better ♠
DBL=PEN (1 or both mm)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	10-22 HCP, 12 if BAL	2♣=10+, 3♣=3-9 2♥/♠=strong with good suit	after 2♣: 2NT =12-13, 3NT=13+-14, 3♣=MIN 4 th -suit=FG (ex. 1♣-1♦-1♥-1♠), Revers [Note4]	Passed hand: Jump=Fitbid
1♦		4	4♥	10-22 HCP, 12 if BAL	2♦=10+; 3♦=3-9; 3♣=INV 9-11 HCP 2♥/♠=strong with good suit	after 2♦: 2NT =12-13, 3NT=13+-14, 3♦=MIN 4 th -suit=FG, Revers[Note4]	Passed hand: Jump=Fitbid
1♥		4	4♥	10-22 HCP, 12 if BAL	3♣=FG[Note8], 3♦=4♥ INV or slam INV with any void 3♥=weak, 2/1 Responses [Note1], 2NT nat. [Note2]	CTRL-bids 1 st or 2 nd -round CTRL, Splinterbids 4 th -suit=FG, after 2♥ long+short trial-bids	Passed hand: Jump=Trialbid
1♠		4	4♥	10-22 HCP, 12 if BAL	3♣=4♠ FG; 3♦=4♠ INV or slam INV with any void; 3♠=weak, 3♥=INV 9-11 HCP, [Note1], [Note2], [Note8]	CTRL-bids 1 st or 2 nd -round CTRL, Splinterbids 4 th -suit=FG, after 2♠ long+short trial-bids	Passed hand: Jump=Trialbid
INT			4♥	15-17 5-card-M or 6-card m possible singleton H possible	2♠=Stayman, 2♦,♥,♠,NT=TF, 3♣=mm weak 3♦=mm GF, 3♥(♠)=Singleton-3(otherM)-5-4, FG 4♣/♦=♥/♠ and slam-interest	Smolen, 3♣ after Stayman-response=asking	Over intervention [Note10]
2♣	x	0	4♥	FG or NT 24+	2♦=0-7, 2NT nat. 7+, 3NT=solid suit-nothing outside 4♥, 4♠, 5♣, 5♦=1-loser suit-nothing outside	jump-rebid sets trumps and demands cuebids	Over intervention. DBL=NEG.-DBL
2♦	x	0	4♥	1-suit 8-9 Tricks 16+HCP or NT 22-23	2♥=0-7, 2NT nat. 7+, 3NT=solid suit-nothing outside 4♥, 4♠, 5♣, 5♦=1-loser suit-nothing outside	jump-rebid sets trumps and demands cuebids	Over intervention. DBL=NEG.-DBL
2♥		5		5-10	2NT asks new suit 1-round force, 3♥=to play	=>: 3♣=Min.-bad suit, 3♦=Min.-good suit 3♥=Max.-bad suit, 3♠=Max.-good suit	Over intervention. DBL=PEN
2♠		5		5-10	2NT asks new suit 1-round force, 3♠=to play	=>: 3♣=Min.-bad suit, 3♦=Min.-good suit 3♥=Max.-bad suit, 3♠=Max.-good suit	Over intervention. DBL=PEN
2NT			4♥	20-21	3♣=Baron, 3♦/♥=TF, 3♠=1 m or mm 4♣,♦,♥,♠=♥,♠,♣,♦ and slam interest	after 3♣: 3NT=better ♣, 4♣=better ♦, =>4♣/♦ to play, 4♥=KCBW, after 4♥/♠: 4NT=to play	Over intervention. DBL=NEG.-DBL
3♣		6		weak, red/green constructive	new suit 1-round force	3NT=good suit-no fit, new suit=fit and cuebid	Over intervention. DBL=PEN
3♦		6		weak, red/green constructive	new suit 1-round force	3NT=good suit-no fit, new suit=fit and cuebid	Over intervention. DBL=PEN
3♥		6		weak, red/green constructive	new suit 1-round force	3NT=good suit-no fit, new suit=fit and cuebid	Over intervention. DBL=PEN
3♠		6		weak, red/green constructive	new suit 1-round force	3NT=good suit-no fit, new suit=fit and cuebid	Over intervention. DBL=PEN
3NT	x			gambling	4♦ asks for shortness, 4NT asks for suit		Over intervention. DBL=PEN
4♣		6		weak			Over intervention. DBL=PEN
4♦		6		weak			Over intervention. DBL=PEN
4♥		6		5-12, 3 rd -4 th possibly stronger	new suit Cuebid, 4♠=Kickback		Over intervention. DBL=PEN
4♠		6		5-12, 3 rd -4 th possibly stronger	new suit cuebid		Over intervention. DBL=PEN
4NT	x			Special Ace-Ask	5♣=no Ace, 5♦,♥,♠,5NT=♦,♥,♠,♣ Ace: 6♣=♣+♥ or ♦+♠ Ace, 6♦=♣+♠ or ♦+♥ Ace 6♥=♣+♦ or ♥+♠ Ace, 6♠=3 Aces		
						HIGH LEVEL BIDDING	
						Kickback (RKCB) [Note3]	
5♣		7		5-12, 3 rd -4 th possibly stronger		Splinterbids	
5♦		7		5-12, 3 rd -4 th possibly stronger		Exclusion Blackwood [Note3]	
						Control-bids 1 st or 2 nd round control	
						5NT=pick a slam, after Kickback it could be a further ask or to play (if m is trump)	

- Note 1:** Two over One responses:
 At least invitational, not FG, later 2NT or 3 in openers major or 3 in own suit = INV (1♠-2♣-2♠-3♠ or 1♠-2♣-2♠-2NT or 1♠-2♣-2♠-3♣). Exception: 1♠-2♥-2any-3♥ and 1♦-2♣-2any-3♣=FG
 Raise of a new suit = FG (1♠-2♣-2♥-3♥)
 Openers 2NT=13+ and F1 (1♠-2♣-2NT)
 Openers raise of Responders suit (1♠-2♣-3♣) = good hand and FG
 1M-2m-3NT=18-19 balanced
- Note 2:** After 1♥/♠ - 2NT (natural, invitational): 3♣ = artificial GF, revers = forcing, all other bids are nonforcing
- Note 3:** Ace-Asking:
 Kickback (KB): the ask is the 4-level bid immediately above the agreed trump suit, but see exceptions below.
 Answers: 30-14-25-25+Trump-Q, the next step (barring 5 in the trump-suit) if Trump-Q is not known asks for Trump-Q, the next step (barring 5 in the trump-suit) if Trump-Q is known (or the next but one step if Trump-Q is not known) = ask for specific Kings. Answers to King-ask: next step = K in lowest suit => next step asks for further king..., 6 in trump = no king
 After a ♥-Fit is found 4♠ is always KB, after a ♣-Fit is found 4♦ is always Kickback.
 A bid in a possible trump-suit can never be KB (the next free suit (or 4NT) is KB then) but (exception): a jump to 4 is then KB when 3 in this suit would have been natural and forcing.
 After KB with a minor as trump 4NT is to play.
 Minorwood: Only after 1M-2m-2(3)any: 4m (jump) = Minorwood
 Exclusion Blackwood: One step above splinter, or unnecessary jump after a fit is found (often to the 5-level)
 after 1NT: 1NT-2♣-2♥-4♠/5♠/5♦, 1NT-2♣-2♠-4♥/5♠/5♦
- Note 4:** Reverses: Minimum=16 (15+) HCP, forcing one round. After the revers a simple raise, 2NT, a rebid of the own suit and a bid of 3 in openers first suit are all nonforcing. A revers after a 2/1 auction is GF. Responders revers is forcing to game unless he is a passed hand.
- Note 5:** After 1m (or 1♥) – 1M – 1NT:
 2♣ = always checkback and INV+. All other bids are NF. A jump to 3 (any but ♣) is invitational and 5-5 if a new suit. A jump to 3♣ is to play.
 Answers to 2♣: Without 3-card-support for responders major always 2♦, after that 2♠ is a gameforcing relay and demands 2NT from opener.
 With 3-card-support raise partners major or bid 2♥ (new suit) with 4♥ and 3♠ or bid 2NT with 4-3-3-3 and max..
 No checkback after 1♣-1♦-1NT.
- Note 6:** After 1m – 1M – 2NT (18-19): 3 in openers suit and 3 in responders suit are nonforcing, 3 in the unbid minor is artificial GF (checkback).
- Note 7:** Fast Arrival: After a gameforce a jump to game is the weakest action, after 4th-suit FG: => 2NT=15+, => 3NT=12-14
- Note 8:** After 1M - 3♣ (=GF with 4-card support):
 3M = 7-loser or worse, => responders new suit = control-bids (always lowest possible control-bid first, 1st or 2nd round control)
 3NT = 4-3-3-3, 13-14HCP
 3♦ = good hand (6-loser or better, maybe no ♦-control), 3♥ (after 1♠-3♣) = good hand with ♥-control (but no ♦-control)
 3♠ (after 1♥-opening)/4♠/4♦ = singleton
- Note 9:** Over opponents Weak- Two and partners x (Lebensohl):
 2NT demands 3♣ (except with a strong 16+ hand): => pass, 3♦-3♥=weak, => 3♠ (after 2♥-DBL-PASS-2NT-PASS-3♣) = invitational; => 3NT = natural, no 4-card major; => 3 in OPPTs suit = stopper and 4 in the other major
 3 in OPPTs suit: 4 in other major, no stopper
 3NT: no stopper, no 4-card major
- Note 10:** Over opponents intervention after our 1NT-opening:
 After opponents DBL (only if DBL shows a strong hand): => RDBL demands 2♣ and promises either ♣ or both majors (5/4 or 4/5); => 2♣ demands 2♦ and promises either ♦ or both majors 5/5; => 2♦/♥=transfer; => pass demands RDBL and is either strong or starts a fitfinding-sequence; => bids higher than 2♥: as without intervention
 After a natural 2♠ or 2♥ overcall: => DBL=takeout (7+); => new suit = NAT (jump=FG, 2x=to play, 3x (no jump) =INV; => 2NT=NAT and INV; => 3 in OPPTs major = other M and FG; => 4♣/4♦ = leaping Michaels
 After a natural 2♣ or 2♦ overcall: => Lebensohl, DBL=takeout (7+)
 After an artificial overcall that promises 2 (known) suits: => x = penalty (at least against 1 of OPPs suits), forcing until 2NT
 After an artificial overcall (no suits known): => x = 7+, forcing until 2NT