

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Often L/D (7+HCP, can be even lighter opposite a passed partner)
Not very aggressive without values in the suit. Reopening hands can have less points.
Against preparatory 1minor opening: [1m]-1M-2♣ = Drury
Responses: 2♦ = opening; 2♥ (after 1♠) = natural; repeat suit = min
Otherwise CUE is used for invitation with support.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Overcalls are 15-18hcp. Sound hand, especially on 2 nd /3 rd suit overcalls. Reopening promises 11-14(15) hcp. After 1M/2M-[1NT/2NT]: ♣ = pup to ♦ → pass = ♦; OM = signoff nat; cue = 5+OM GF; NT = 4OM
Direct: cue = short, 54+♣♦; suit = 5+ INV; 4m = m+4OM slam try
JUMP OVERCALLS (Style; Responses; Unusual NT)
Against 1NT opener, 3♣3♦ can be stronger, as there are no bids available on 2 nd level. Opposite to a passed partner – strength/shape varies more. Can be a decent opener, 2-suiter etc. Otherwise should be a standard pre-empt. Unusual 2NT promises 2 of the lowest unbid suits. Reopening hand on 2 nd level: 9-12hcp with 6+card suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
In a contested auction, CUE promises fit + INV. Ex. 1♥-(1♠)-2♠...
If a jump to 3 rd level is available then it asks for a stopper with usually 7+ card running suit. Example: (1♥)-3♥...
VS. NT (vs. Strong/Weak; Reopening; PH)
Against any NT range: X = strength, 2♣ = majors, 2♦ = one major
2♥/2♠ = 5♥/5♠4m, 2NT = minors, 3♣/3♦ = 6+ usually constructive, as no bid on 2 nd level available. HCP varies from suit length and vulnerability. Usually not destructive.
Reopening: same system, but can have less points
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 Ex. (3♦)-3♥. Michaels cuebid.
Leaping Michaels against 2X opening. NT up to 3 rd level = NAT
Reopening: can be weaker
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
XX promises 10+hcp, usually not much fit.
1M-(x)-transfers (also if 1M was an overcall).
After 2♣-(X) 2♦ is still a relay. After 2♦-(X) pass promises ♦

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	2/4	3rd
Subsequent	Usually active/passive (small = active); 2/4	
Other: we are allowed to experiment with the leads, anything can be expected up to leading a small from Kx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	From any	From any
King	KQ+, AK+, Kx	AK+, KQ+, KJTx+ etc
Queen	KQ+, QJ+	KQ+, AQJx+, etc
Jack	Highest or HJT	HJT
10	10x, 109x(+)	HJTx+, Tx, T9x+
9	9x; H109xxx; H109	HT9x+, 98x+, 9x, 9
Hi-X	xxXxxx, xxXx, Xx	Xxxx, xXxx, xXx, Xx
Lo-X	xxxxX, xxX	HxX, HxxX
SIGNALS IN ORDER OF PRIORITY		
1) Attitude/Suit Preference. Low ENC. When discarding then odd ENC. Even is Lavinthal (Roman discards). The lower the odder principle.		
2) Smith Echo if necessary. From lead-maker high-low shows discouragement for the suit led. From partner high-low shows ENC for the suit led.		
3) Count. Upside down: high-low is odd; low-high is even.		
Ace asks for count. Other asks for attitude/suit preference normally.		
Defence is mainly attitude/suit preference based, not count-based.		
Signals in trumps: mostly Smith Echo, if anything. Sometimes S/P		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Take-out of a major very-very rarely does not have a 4+card OM.		
Take-outs can be quite light with appropriate distribution and/or reopening situation.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lightner double – please lead the unintuitive suit		
X – invitation to game when the following requirements are met: a) fit is established b) opponent bid the suit right before the agreed suit (there is no in-between step to show extras)		
If opponents reach 3NT in one-sided auction such as 1NT-3NT that does not promise a suit – DBL – asks to lead your worst major		

EBL CONVENTION CARD
CATEGORY: BLUE
NCBO: ESTONIA / LATVIA
PLAYERS: MARTIN MAASIK – MĀRTIŅŠ BALODIS
EVENT: 2018 Estonian A league
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣ = 15+; 1♦ = 4+♦; 1NT = (11)12-14 can be 4414
Lead-directing overcalls; overcalls can be light.
Pre-emptive bids can be very destructive (especially 3 rd hand bids opposite to a passed partner).
3 rd hands openings can be weaker/shorter
2 nd hand openings respect vulnerability and are constructive.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = majors weak
2NT = 55 minors weak
SPECIAL FORCING PASS SEQUENCES
Forcing pass applies when:
GF is established
In an at least invitational sequence F2NT applies
After opponent's contract with X has been passed F2NT applies
PSYCHICS:
Any bid opposite to a PH can be L/D and weaker/shorter
!!! 1♥-(x)-1♠*; 1♥-1♠*
3x-3y*; 3x-[X]-3y*; 2NT-3x*
1♦-pass-1♥*/1♠*
2x-2y*; 2x-[X]-2y* Ex: 2♣-2♥*, 2♣-2♠*, 2♦-2♠*

OPENING / Artificial?		# of cards / Neg X thru		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	YES	0	4♥	15+ hcp any or strong opening from tricks	1♦ = 0-8 any (except 2♥2♠ = 6-8 6+♥♠) 1♥ = 9+ 5+♠ or 13+ balanced 1♠ = 9+ 5+♥; 2♣♦ = 9+ nat; 1NT = 9-12 balanced (may have 5422 or 4441) 2NT = 9+ 5+♣5+♦; 3NT = any AKQxxxx 3♣♦♥♠ = 9+ 0445 4045 0454 4054	1♣-1♦-1♥ is 19+ → 1♠=0-5; rest is 6-8 (till 2♠nat; 2NT=55 mm; 3rd level same as positive, except 3NT=KQJxxxx). After any natural 1NT from responder → relay system: 2♣ asks → 4♦ = 4♥; 2♥ = 4♠; 2♠ = 4441; 2NT = no 4M/5m; 3♣ = 5♣(332); 3♦ = 54mm(22); 3♥♠NT = 5♦(332) After 1♣-1♥-1♠-2♣+ and 1♣-1♠-1NT → same relays as after 1M-1NT(GF) When opponent interferences: X/XX=6-8 (instead of XX, 1♦=6-8 bal w/o stopper). When responder shows 6-8 (or 4-5 if he is limited to 0-8) then +1 by opener is GF
1♦	NO	0	4♥	10-14, 4+♦ unbalanced, ♣ may be longer than ♦ From 3rd hand may be lighter or shorter	1♥♠ = nat F1; 1NT = NF; 2♣♦ = GF nat 2♥ = 5♠4+♥ NF; 2♠=5♠4+♥ INV; 2NT = weak ♣ or 55♥♠ INV 3♣♥♠ = 6+ INV 3♦/4♦ = block	1♦-1♥ → 1NT = 5♦4♣; 2♣ = 5♣4♦; 2♠ = 4♠5+♦ max; 2NT = 6♦3♥ max; 3♣ = 55+♣♦ max 1♦-1♠ → 1NT = 4♥; 2♣ = 4+♣; 2♥ = 4♥5+♦ max; 2NT = 6♦3♠ max; 3♣ = 55+♣♦ max Two-way checkbacks after 1x-1y-1z → 2♣ = puppet to 2♦ (INV CB); 2♦ = GF CB; 1♦-1♥-2♣/2♦-2♠* = artificial 4th suit GF; 1♦-1♠-2♣/2♦-2♥* = artificial 3rd suit GF After 1♦-2♣♦ → naturalish bidding. 1♦-1M-2M-+1 = SSGT (+1 asks → up-the-line)
1♥	NO	5	4♦	10-14, 5+♥. From 3rd hand may be lighter or shorter ♥	1♠-4+♠ F1, 1NT- GF relay, any distribution 2♣ - any INV, 2♦2♥ - 5+ NF 2♠/3♣/3♦- 6+ suit INV, from PH fit-jump 2NT - 4+ support, mixed raise 3M - weak 3NT - (4333) shape, 3♠/4♣/4♦- Splinters	1M-1NT: 2♣=any max; 2♦=5M4+m; 2♥=5332 or 4+OM; 2♠=6+M; 2NT=6M4m; 3m=max5M5+m 3♥♠NT = 6+M5+♣♦OM. (after 2♣ max → same principles but 3m = exactly 5M4m) 1M-2♣: 2♦ = waiting; 2♥ (after 1♠) = doesn't promise extras; 2M = 6M min; 2NT = max bal or 64 3m = max 55; 3M = max 6+; autosplinters. 1♠-2♦/2♥-2♠ and 1♥-2♦-2♥ don't promise extras After 1M-2NT: 3M is any minimum; rest shows extras (jump = splinter with super hand) Transfers after opp's X on 1M (also if 1M is overcall). 1M-2M-+1 = SSGT (+1 asks → up-the-line)
1♠	NO	5	4♥	10-14, 5+♠. From 3rd hand may be lighter or shorter ♠	Same principles as after 1♥ opening. 2♥ - 5+♥ GF. 4♥ - Splinter	Same principles as after 1♥ opening. Clarification on SSGT: skipping +1 relay but not bidding 3M asks to bid game if shortness is not in that suit jump on the +1 relay = void, slam interest instead
1NT	NO	2	4♥	(10)12-14 balanced, May be 4414	2♣- Stayman, may be weak. 2♦2♥- transfers 2♠-6+♣ 0+hcp or BAL INV+. 2NT-6+♦0+hcp 3♣♦-6+card INV AQ/KQ. 3M- 54mm3M1OM 4♣♦- Texas Transfers. 4♥♠- to play	Stayman: Garbage, Smolen, 4♥ may have 4♠, Full Stayman triggers: 2♦→2♠; 2♥→2NT; 2♠→3♣ Super-accepts: +2 = any empty suit (+1 asks); +3 = singleton ♦; +4 = general max; 3M = min 4M After any super-accept response → 3♦ is re-transfer. After minor transfer → 3♣ = max If opp doubles in Stayman sequences → XX = nat 4+; P = no stop (XX = reStay); bid = with stopper
2♣	NO	5	4♥	10-14, either 5♣+4M or 6+♣ Can be lighter/shorter from 3rd	2♦ - relay, 2♥/2♠ - 5+ suit, NF 2NT - forces 3♣ from opener, either weak raise in ♣, 55+ other suits GF or wish of Minorwood, 3♣ - balanced INV 3♦/3♥/3♠- 6+ suit INV. 4♣- pre-emptive	2♦: 2M - natural (→2♠-F1; 2NT - relay: 3♣-min, 3♦=6♣4M min, 3♥♠NT = 3♦/3OM/5422 max) 2NT/3♣ - max/min 6+♣ (→3♣- to play; 3♦- relay(→3M=shortness); 3M- NAT forcing) 3♦/3♥/3♠ - max 6+♣&4♦/♥/♠, 3NT=AKQxxxx + side control After any response (even if max) → 3♣/4♣ are NF After second relay GF is on → 4♦=GS; +1/2/3 etc = RKCB with longest suit/next longest etc
2♦	YES	4-4	4♦	4+4+ majors weak. Can be stronger from 3rd hand	Any level M = to play; 2NT = INV+ relay; 3♣ = puppet to 3♦ INV in a major or GF other 3♦/4♦ = bid your better; 4♣ = make transfer	2♦-2NT: 3♣ = any max (→reversed); 3♦ = min, ♥ better or longer or equal; 3♥ = ♠ better or longer 2♦-3♣-3♦(forced): 3♥/3♠ (natural INV based on values in that suit); 4♣♦ = nat forcing; 3NT = RKCB(♥); 4♥♠ = mild slam interest (if accept → aces) 2♦-3♦-3M-3NT = RKCB(♠)
2♥	NO	5	4♦	(5)6+♥. Shouldn't have 4♠ Weak. 3rd hand can be stronger	2NT = shortness relay 2♠3♣♦ = nat F1; 3♠4♣♦ = Splinter	2♥-2NT: 3♣♦♠ = shortness; 3♥ = no shortness
2♠	NO	5	4♥	(5)6+♠. Shouldn't have 4♥ Weak. 3rd hand can be stronger	2NT = shortness relay 3♣♦♥ = nat F1; 4♣♦♥ = Splinter	2♠-2NT: 3♣♦♥ = shortness; 3♠ = no shortness
2X	NO	6	4♥	6+ suit (8)9-13p, only 4th hand	2M-2NT ASK. 2m-2M/2♥-2♠ NF. Other INV	2M-2NT responses: 3rd level shows shortness in the bid suit; 3M is any minimum.
2NT	YES	6	4♥	5+5+ minors, usually weak 3rd hand varies	Any ♣ bid - to play. New suit on 3rd - forcing 4NT = INV to 6m (min 3 out of 5 key cards)	After 2NT-4NT: 5♣ = no interest in ♣; 5♦ = no interest in ♦; 5♥♠ = super hand with void; 5NT = equal or ♦ better; 6♣ = ♣ better
3X	NO	6	4♥	6+ suit, pre-emptive 3rd hand varies	New suit on 3rd - forcing 4♣ is RKCB of partner's suit (4♦ after 3♣)	RKCB responses to 4♣ or 4♦ are 0/1/1+Q/2/2+Q
3NT	YES	7	4♥	Gambling. AKQxxxx+ in minor	Minor suit bid on any level is P/C	HIGH LEVEL BIDDING
4♣4♦	YES	7	4♥	1st-2nd hand. 9-9,5 tricks in ♥ / ♠	Bid the suit: to play, other: cue; 4NT-RKCB	RKCB responses: 14 / 03 / 2 / 2+Q(+kings). No suit: 14 / 03 / 2 CRaSh
4X	NO	6		(6)7+ suit, 4♣♦ only 3rd/4th hand		Key card asking principles: → Q(+kings)?/Kings?/Queens? - Suction responses
4NT	YES	5-5		Minors. 10-10,5trx if 1st/2nd hand	5NT - pick a slam. Else - to play	Minorwood, Voidwood, 5NT pick-a-slam if no suit is agreed in 1-sided auction