

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Natural
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = 54+MM, usually ~7-8 losers
(1m)-3m = 55+MM, ~6 losers or strong
(1M)-2M = 5+OM5+m, ~6 losers or strong
(1X)-2NT = 55+ lowest unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
(1NT)-2C = landy, 2D/H = transfer, 2S = 4S5+m, 2NT = minors
On reopen – 2D/H/S = nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2X)-X-(p)-2NT = lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1NT-(X=pen) – XX = points, rest is nat
Else system on, XX shows penalty oriented hand

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	Att	Att	
Subseq	UDCA	UDCA	
Other: Coded JT9			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax		
King	KQ(+), Kx	AKJ+, KQT+	
Queen	QJ(+), Qx	QJ(+)	
Jack	JT(+), AQJ(+)	JT(+), AQJ(+)	
10	AJT(+), KJT(+),	AJT(+), KJT(+)	
9	HH9(+)	HH9(+)	
Hi-X	Xxx, xXxx	Xxx, xXxx, Xx	
Lo-X	xX, xxX	(+)xX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = positive	Low = positive	Low = positive
Suit 2	Low = even	Low = even	Low = even
3	Suit preference	Suit preference	Suit preference
1	Low = positive	Low = positive	Low = positive
NT 2	Low = even	Low = even	Low = even
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

EBL CONVENTION CARD
cca Czech Standard
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: Petr Karlík – Adam Pyzsko</b>
<b>EVENT (Open/Women/Senior/Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Better minor
2/1 GF
Strong 2C
Natural 2 <sup>nd</sup> level preempts
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

