

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+HCP, undisciplined. RESP: New Suit=NAT CONST, INT=NAT CONST, 2NT=NAT, CUE=unassuming (then New S=NAT F1)
M O/C interfered: 2NT=4+c fit 7+HCP
m ^a O/C interfered: 2NT=4+c fit, 3m ^a =3-c fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15-17 HCP. RESP: 2 nd position, as if opened.
4th position (10-15): 2♣=Range STAY (2NT=MAX, 2♦/♥=TRF)
RESP to 2NT=MAX: 3♣= ReSTAY, 3♦/♥=TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single JO/C=NAT 5-11 HCP by unPH, NAT+fit by PH
RESP:2NT=ASK,CUE=fit+HCP,New S=NF;if interf'd, DBL=HCP
SingleJump CUE=4+c fit 7-9 HCP any S/S
DoubleJumpNew S (below game level)=fit+NAT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
UNT=two lower unbid; 1m-2m=MM; 1M-2M=oM+m; See [1]
1X-3X=stopper ASK
1X-P-P-2X=very STR (F for 2 rounds)
VS. NT (vs. Strong/Weak; Reopening;PH)
VS. STR: DBL=(14)15-17 HCP
VS. BOTH: 2♣=54+MM, 2NT=♣/♦ , 3X=NAT
VS. WK: DBL=12-14, 2♦/♥=TRF, 2♠=4-c♠ 5+m
R/O DBL by PH=5+m, 9+HCP
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2♦(NAT)-3M/4♣=NAT FG. 2M-4m=m+oM. 2♥-3♠=NAT FG.
3♣: 4♣=MM, 4♦=5+♦ 4♥. 3♠: 4♦=MM, 4♣=5+♣ 4♥.
2♦(multi)-3M/4m=NAT FG. 2♦-P-2♥-4m=m+♠ (wait otherwise)
2M: 3M ^a =mm good, 4M ^a =mm PRE
OV. 2M,3M,2M-P-3M,1M-P-3M: 4m=m+oM, 4NT=A ASK (0-1-2), 3NT=NF [4-way TRF, TRF to M ^a =short (5431, 4441, 5440)]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: 1♦/♥/♠=NAT, 1NT=♥♣/♦♠, 2X=X+NextHigher S, 3X=NAT
2♣: DBL=♣♦, 2X=X+NextHigher S, 2NT=♥♣/♦♠
2♣-P-2♦ or 2♥(2 nd NEG): See [2]
OVER OPPS' TAKEOUT DOUBLE: New S at: 1-Lev=F1, 2-Lev=NF. 1M-DBL: 3M=PRE,2NT=LIM+. 1m-DBL:2m ^a =NF,2NT=PRE,3m=L/T INV.
1m-DBL: 2M=5M+4m ^a L/T INV, Jump om=INV
1♥-DBL: 1NT=♣, 2♣=♦, 2♦=♥ goodish, 2♥=NAT, 2♠=55+mm L/T INV
1♠-DBL: 1NT=♣, 2♣=♦, 2♦=♥, 2♥=♠ goodish, 2♠=NAT
P + DBL=BAL 7-9 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2-4 ATT	3/5	
Subseq	x may promise an H or 3/5	x may promise an H or 3/5	
Other: VS. NT, K=UB Q or J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); ENC w/ Q	AKx(+); Hi ENC	
King	KQx(+), AKx(+)	KQT9x, KJT9x, KQJT; UB	
Queen	QJx(+), Qx	KQx(+), AQJx(+)	
Jack	JTx(+), KJT _x (+)	JT _x (+)AJT _x (x), KJT _x (x)	
10	KT9(x), QT9(x), Tx	T9 _x ,HT9 _x	
9	9 _x , 98 _x (x)	HT9 _x (x), T9 _x (+)	
Hi-X	S _x	S _x (+), 9S _x (+)	
Lo-X	xxS, xxS _x , xxxxS	ATT	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi ENC	Hi Even or Smith	Odd ENC(1 st discrd)
Suit 2	S/P or present CT		S/P or present CT
3			
1	Low ENC	Hi Even or Smith	odd ENC (1 st discrd)
NT 2	S/P or present CT		S/P or present CT
3			
Signals (including Trumps): Hi ENC for the suit led (Smith).			
In trump suit: Hi-Lo=One more trump left or S/P.			
When Axx or xxx in dummy, if K is led, ENC w/ J.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening):			
RESP: SingleJump S=4-c 8-10, DoubleJump S=5+c INV, CUE=INV or +			
1X-DBL-P-1Y-P: 2Y=(14)15-17, CUE=19+. 1M-DBL-2M ^a /X-DBL=HCP			
1♣-DBL-P-1♠-P-2♣-P: 2♦=4-c ♠ WK, 2♥=54 MM WK, 2♠=5-c ♠ WK			
1♥-DBL-1♠:DBL=4+♠ 8+HCP;2m=NAT L/T INV,2♥/♠=♣/♦ INV,3♠=NAT			
1♣-DBL-1♥: DBL=4+♥ 8+HCP, 1♠=4+♠ 3+HCP, 2♣=♦ INV, 2♥=♠ INV, 2♠=5-c ♠ 3+HCP, 3♠=5+♠ 3+HCP			
1♦-DBL-1♠: DBL=4+♠ 8+HCP, 2♦=♣ INV, 2♠=♥ INV			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDL			
NO SUPPORT DBL		1♣-1♦-DBL=44+MM	
1♣-P-1♦-1♥: DBL=15+HCP		1♣-DBL-RDBL-2/3M:DBL=HCP FG	
1X-DBL-RDBL-1Y: DBL=NEG, NS=WK, 2X=WK, P=PEN or STR			
1Y-P-2X-2Z: DBL=short X and 3-c Z (OPT)			
1X-2Y-P-P-DBL-RDBL-P=PEN (only at 2 level)			
1X-DBL-RDBL-1Y-P-P-DBL=NEG			
1m-P-P-DBL: RDBL=WK or STR, 1M=NAT NF			
			See [3]

EBL CONVENTION CARD
CATEGORY: Green NCBO: Turkey PLAYERS: Ayşegül Erk – Ahmet KAHRAMAN Event:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-c M (semi-F 1NT); 2/1=FG/1M, 1M-2♣=1+♣, FG
OPNG: 1♣ w/ 33 m, 1♦ w/ 44m. 1♦-2♣=NAT FG
1NT=(14)15-17 HCP, 5-c M FREQ, maybe short H
NAT WK 2
2NT=20-21 HCP
2♣=ART STR
3NT OPNG=7+c SOL m (no O/S CTRL)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Single J O/C=6+c NAT, 10-15 HCP (at all positions, V or NV)
1m ^a -(P or DBL)-2M=4-c m ^a + 5-c M L/T INV
1m-1NT-2♣=T/O (for MM)
1M-1NT-3X=fit + NAT
1M-1NT-2NT=mm or INV in a M
2NT: DBL=♥♣/♠♦ 55+, 3X=X +Next Higher S (4th position, too)
2NT-P-3NT: DBL=find lead to set, 4m ^a =m ^a + a M, 4♥=MM, 4♠=NAT, 4NT=mm
4m OPNG: 4♣=♠+♥, 4♦=♦+♥, 55+ L/T 12 HCP
1m-P-4♣/♦=♥/♠
1X-P-1Y: 1NT=NAT(2Y=STAY, 2X=NAT), 2Y=NAT CONST
2NT=PRE other suits, 2X=Offensive others
1m-P-1M ^a -DBL+M ^a = NAT STR. 3m-P-3M ^a -4M ^a =NAT
2♠-P-3♥-4♥=NAT (DBL+♥=NAT STR). 2♥-P-2/3♠-3/4♠=NAT
OPPT 3NT (SOL m): DBL=PEN, 4m=T/O w/ better m
SPECIAL FORCING PASS SEQUENCES
1X-1Z-2Y-2Z/2NewS: P=F1, DBL=MIN, 3Y=NF
1X-1Z-2Y-3Z/3NewS: P=NF, DBL=STR
1X-1Z-2Y-4Z/4NewS: P=F1, DBL=MIN, 5Y=NF
IMPORTANT NOTES
OPPT show 2 specific suits: Unusual vs. Unusual; e.g., 1♦-2NT (♠♥): DBL=COMP, 3♦=NF, 3♠=♦ INV or +, 3♥=♠ INV or +, 3♣=NAT NF, DBL+DBL=not PEN, P+DBL=PEN
PSYCHICS: Very rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	w/ 33mm, 1♣	2♣=FG fit, 2♦=INV fit, 2M=6 cards M weak 2NT=NAT INV, 3♦=8-10 goodish ♦, 3M=wk	1♣-2♦=INV: 2X=value, 3X=S/S 1♣-3♦-3M=value	Over O/C: NewS=F1 (CUE=only FG), 2NT=NAT INV, CUE=FG fit, 3m ^a =INV. See [5]	
1♦			4♥	w/ 44mm, 1♦	2♦=FG fit, 3♣=INV fit, 2M=same as 1♣	1♦-3♣=INV: 3X=value See [4]		
1♥		5	4♥	w/ 5♥6m, 1♥ (FREQ) w/ 5♠6♥, 1♠ (FREQ) w/ 5♠6m, 1♠ (FREQ)	1NT=semiF, 2/1=FG, 2♣=1+c FG, 2NT=4+fit GF 2M ^a =3+c 7-9, 3♣=7-9 4 cards, 3M ^a =PRE 4m=SPL, 3NT=12-14 4-3-3-3, 3♦=9-11 4 crds	Over 2/1, if 3M=FG fit: 3N=BAL, Suit=S/S New Suit G/T: Pard assumes xxx (may be anything), SUPP=4+c; 2N=undefined trial F1	Over O/C: NewS=F1 (CUE=only FG), 2N=INV fit, CUE=FG fit, Jump SUPP=PRE. See [7]	
1♠		5	4♥	w/ 5♠5♣, 1♠	1♥-2♣=6+♠ 7-9,1♥-3♣=SPL,1♠-3♥=SPL	Two-Way		
INT			4♥	(14)15-17 HCP, 5-c M FREQ, rarely stiff H	2♣=NONF-STYM , 2♦=5+♥, 2♥=5+♠, 2♠=5+♣ , 3♣=5+♦,5+♣ to play 2NT=6 cards ♦, 3♦=54+mm FG, 3M=short M 54+mm, 4♣/♦=♥/♠, 4M/5m=S/O, 4NT=QUANT [8]		Over O/C: Lebensohl See [9]	
2♣	*			22+ HCP or 8.5+ tricks or little needed for game	2♦=4+HCP FG, 2♥=L/T 4 HCP, 2♠=5+♠, 2NT=goodish 5+ ♥, 3♥/♠=oM 2 nd NEG	2♣-2♥-2NT/3♥=F1. 2♣-2♦-2♥/♠-(2N+3♥/♠)=3-c fit.	Ov. O/C: DBL=neg P=FP Ov. DBL: RDBL=neg.	
2♦		6		5-10 HCP	2M/3♣=F1 NAT, 3M/4♣=NAT STR	2NT=ASK: 3♦=MIN, show value if MAX	Rarely 5-c by PH. Over O/C: DBL=HCP, 2N=ASK. Over DBL: RDBL=positive, NewS=NAT CONST, 2N=ASK.	
2♥					2NT=ASK relay, 3♠/4m=NAT STR	2NT=ASK: 3♥=MIN, 3m=m value		
2♠					4m=NAT STR, 2NT=ASK	2NT=ASK: 3♠=MIN, show value if MAX		
2NT			4♥	20-21 HCP, 5-c M or stiff H possible	3♣=STAY, 3♦/♥=TRF, 3♠=m ASK, 4m=m FG, 4M=to play 4NT=QUANT. <u>SUBSEQUENT AUC:</u> 3♣-3♦: 3M=45+M, 4m=NAT. 3♣-3♥: 3♠=♥ slamish, 4m=NAT, 4NT=QUANT. 3♣-3♠: 4♥=♠ slamish, 4m=NAT, 4NT=QUANT.	3♦: 3♥=3+♥, 3♠=5♠ no 3♥, 3NT=no 3♥, 4m=4+♥ CTRL, 4♥=4+♥ all CTRLs. 3♦-3♥: 3♠/4m=S/S, 3NT=no S/S. 3♦/♥-3NT: 4X=TRF to next S. 3♠: 3NT=no, 4m=4+m. 3♠-3NT: 4♣=4♣ 5+♦, 4♦=2245, 4♥=3145, 4♠=1345. 4♦=♣: 4♥/♠=CTRL, 4♥: 4NT/5♣/5♦=S/O, 4♠/5♥=KCB ♣/♦ (03-14).		
3♣ 3♦				3♠= 6+c, L/T opng values 3♦=7+c	3M=NAT F1, om=slam interest in m ^a	3♣-3♦: show S/S (if pos), then value if exists. 3♦-4♣: show CTRL (if pos).	O/C: DBL=PEN Undisciplined at 3 rd chair	
3♥ 3♠				7+c, L/T opng values	4♣=slam interest in M ^a , 4♦= slam interest cue-bid 3♥-3♠=NAT CONST		O/C: DBL=PEN Undisciplined at 3 rd chair	
3NT	*			7+c SOL m, no O/S CTRL	4/5m=P/C, 4♦=ASK S/S, 4M=S/O, 4NT=ASK length. 3NT-4♦: 4M=S/S, 4N=(22)(72), 5m=om S/S. 3NT-4NT: 5m=7-c m, 5M=8-c m Q of M, 5NT=8-c m no O/S Q, 6m=8-c m Q of om.		Could be anything at 3 rd /4 th chair	
4♣ 4♦							O/C: DBL=PEN	
4♥ 4♠				NAT, undefined	New S=interrogative: Raise of New S=void, 4NT/5NT=A of new S			
4NT	*			Mm				
5♣ 5♦ 5♥ 5♠		NAT, undefined		HIGH LEVEL BIDDING D0P1, R0P1, DEPO. 4NT=KCB (14-03-2w/o-2w/): 5NT=even KC a void, 6X=odd KC X void, 6♥(trump ♥)=odd KC ♠ void. Over RESP to 4NT , NextStep=trumpQ ASK: 5N=no Q (if m), 5Trump=no Q (if M), AnySuit=K+trumpQ, 5N=trumpQ no O/S K positive, 5NT= all KCs (show cheap K), 5♥ (if not ASK trumpQ) or 5♠= all KCs ASK 2 nd round CTRL in ♥ or ♠ (if yes, bid 5NT), 6X (irrelevant suit)=ASK Q in X FREQ (if yes, bid 6NT). Over 4NT=QUANT , 5X=4 c, 6X=5+X Cuebid Style: Cheap CTRL(antiCTRL); if DBL'd; RDBL (by both sides)=1 st round CTRL, New S=Q or short DBL'd suit, P=waiting. DBL of OPPT SPL: 1M-4♦-DBL=♣, 1M-4♣-DBL=♦, 1♠-2♦-4♠-DBL=♥. EKCB (fit and jump): 0-1-2w/o-2w/. If no jump but void, no ASK. <i>After EKCB and void-showing responses to 4NT: no trumpQ ASK.</i>				See [10]