

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1M: 5-15
2nd level 9-15
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Live: 15-17, System On
Balanced: 11-14, System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1C=nat): 2C=Nat, 2D=MM, 2N=MM STR, 3C=mm NF, JS=PRE;
(1D=nat): 2D=MM, 2NT=MM STR; 3C=C+H NF, JS=PRE
(1D=precision): 2D=NAT, 2N=MM 15+, 3C=55mm NF, JS=PRE
Reopen: 12-15 good suit;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1C=nat): 3C=55mm NF
(1D=nat): 3D=6D 14-15, (1D=precision): 3D=PRE SUIT
(1M): 3M=55mm 14+ 1 Low=Even or Enc Low=Even or Enc
Reopen: 2Cue=FG any hand, 3Cue=MM or mm
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=Points or STR hand, 2C=MM, 2D="1M", 2M=5M4m, 2N=5M5m STR, 3C=mm NF, 3N=mm, Rest=Nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3C: 4C=D+M, 4D=MM, 4N=Nat points
3D: 4C=C+M, 4D=MM, 4N=Nat points
3H: 4H=S+m, 4N=mm or D+S
3S: 4S=H+C, 4N=mm or D+H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C: DBL=MM, 1N=mm, 2N=MM STR, 3N=mm
1C-P-1D: DBL=MM, 2D=Nat
2C/D: DBL=Suit, Cue=MM, 2/3N=mm; 2C-P-2D: Same
OVER OPPONENTS' TAKEOUT DOUBLE
1D: RD/1H=H/S, 1S=TRF 1N, 1N/2C=TRF C/D, 2D=5S4H 9-10
1M: RD=10+, 1N-2UnderM=TRF's, 2M=WK, Sys On
2C: RD=10+, 2D/H/S=TRF H/S/D, 2N=WK C or D, 3C=good C

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th best	3/5	
Subseq	Small from Even, High from Odd; T is even or strong		
Other: Rusinow except PD 5+ suit, dummy 5+ suit or 6+ level			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax or AK	AK+	
King	AKx+	Strong combination	
Queen	KQx+	KQ+	
Jack	QJx+	QJ+	
10	J10x+, HJ10+	J10+, HJ10+	
9	109x+, H109+, 9x	109x+, H109+, 9x	
Hi-X	3/5	4th best	
Lo-X	3/5	4th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding Count
1	Count or ATT		
Suit 2	SP	SP	SP
3	—	—	—
1	Count or ATT	Count	Count
NT 2	SP	SP	SP
3	—	—	—
Signals (including Trumps): Rev smith vs NT; SP in trumps			
Count and ATT are standard on trick 1, then UDCA			
Signals priority - Count, SP, ATT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most low level DBLs are T/O or COMP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing DBL			
Support DBL/RD			
Game try DBL			

EBL CONVENTION CARD
CATEGORY: Blue
NCBO: Bulgaria
PLAYERS: Ivan Nanev - Zhivko Draganov
All events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1C=16+ any or power hand 13+
1D=0+ cards 10-15
1M=5+ cards 10-15
2C=6C or 5C4M 10-15
1N VUL=14-16, 1N NV 1/2 seat=13-15, 1N NV 3/4 seat=15-16
2N=19-20
! Light openings 1st position FAV - 1D/1M/2C !
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D="1M" 5+ up to 9
2H=MM's 54+ up to 9
2S=5S+5m up to 9
3x=6+ PRE
3N=STR "4M"
4m=PRE
4M=PRE
4N=mm's
SPECIAL FORCING PASS SEQUENCES
Reverse in FG situation: Pass=PEN or STR, DBL=Intention
COMP over 6 level+: DBL=STOP, Pass=Good
IMPORTANT NOTES
LEB and TRF in many situations
1D-(DBL)-Pass: could be STR, +PEN DBL
PSYCHICS: rare; usually with long fit; non conventional leads and signals; very light overcalls 1st level

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4H	16+ any; possible upgrade with 13+	1D=0-7, 1M=5M, 1N=10+ Bal, 2C=5D, 2D=5C 2H=8-9 Bal, 2S=4441 SGL C/D/H, 2N=Short S 1444/04(54), 3C/D/H=C/D/H void (4450), 3S=AKQ(7) any suit	1C-1D- 1H=ART, 1S/2m=NAT NF, 1N=16-18, 2H=5H4S 16-19, 2S=5S5m FG or 4S6m FG or 6S STR NF, 2N=21-22, 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	After (1x) - DBL=6=7 any After (2x) - DBL=FG PH=Sys on
1♦	Yes	0	4H	Precision style; 10-15	1M=4+ F1, 1N=NF, 2m=FG; 2H=5S4H 9-10, 2S="1m WK" or "Inv 3N"; 2N=mm WK, 3m=Inv, 3M=PRE, 4m=PRE	1D-1M-1N - 2C=ART SOFF D or Any Inv 2D=ART FG 2OM=ART 5M+5m FG	2m=5)m NF 2M/3x=PRE 2NT=mm
1H	No	5	4H	10-15	1S=4+, 1N=F1, 2C=R FG, 2D=10-11 3fit or 6D FG, 2H=6-9. 2S=6S Inv, 2N=Any SGL FG, 3C=4H Inv, 3D=mixed	1N: 2C=1+, 2D=4+, 2S=64 any max, 2N=6H max	1N=NF, 2C=3Fit max, 2D=NF 2H=WK, 2S/N/3C=SPL L-H, 3D=4H 9-10
1S	No	5	4H	10-15	1N=F1, 2D=TRF H SOFF+, 2H=10-11 3fit or 6D FG, 2S=6-9; 2N=6H Inv, 3C=Any SPL FG, 3D=4S Inv, 3H=mixed	1N: 2C=ART like Gazzilli, 2D=4+, 2H=54 up to 13, 2N=6S max, 3H=55 up to 13	1N=NF, 2C=3Fit max, 2D=TRF H; 2H=TRF D, 2S=WK 2N/3C/D=SPL L-H, 3H=4S 9-10
INT	No	2	4H	NV=13-15; VUL=14-16	2C=STAY NF, 2D=TRF 4+H (4 if Inv), 2H=TRF 5S; 2S=Ask range or 55mm WK/FG or 6D4C FG, 2N/3C=TRF C/D, 3M=1OM3M(54) FG	<u>1N-2C</u> 2D=No, 2H=4/5H, 2S=4S, 2N=44, 3C=5S	PH=sys-on
2♣	Yes	5	4H	6C or 5C+4M; 10-15	2D=R 9+; 2H=5 F1; 2S=5 NF, 2N=WK C or 6D FG; 3C=PUP 3D with SOFF D/H or 6S4H Inv; 3D=55MM Inv+, 3M=6M Inv	2C-2D-2H=4H or 6C max; 2S=4S, 2N=6C min bad suit; 3C=6C min good suit; 3D=6C+4D FG; 3H=6C+4S FG; 3S=AKQ 7 in C; 3NT=7C max	2M=NF 2N=WK C or SOFF D 3C=Fit 9-10, No 4M 3D=good shape raise; 3M=suit+fit
2♦	Yes	0	PEN	6(5)M, up to 9	2H/3H/4H=p/c; 2S=R; 2N=6m SOFF+; 3C=6H inv+; 3D=6S inv+, 3S=SOFF; 4C=TRF your suit; 4D=TRF 6H	2D-2S - 2N=5H any; 3C=6M min; 3D/H=6H/S max; 3S/N=5S min/max	Opening 2D in 3/4 seats=Nat
2♥	Yes	4	PEN	54 MM NV; 5H4+S VUL	2N=Ask R; 3C/D=Nat NF; 4C/D=NAT FG	2H-2N-3C=55 any; 3D/H=45/54 min; 3S/N=45/54 max	Opening 2H in 3/4 seats=Nat H
2♠	Yes	5	PEN	5S+5minor; up to 9	2N=R, 3C=p/c, 3D=TRF 6H SOFF+; 3H=GT in S	2S-2N-3C/3D=5C/D min; 3H/3S=5C/D FG; 3N/4C=6C/D FG	Opening 2S in 3/4 seats=Nat S
2NT	No	2	4H	19-20; SGL OK	3C=PUP STAY; 3D/H=TRF 5H/S; 3S=mm; 4C/D/H/S=ST in 6H/S/C/D	<u>2N-3C</u> 3D=1/2 "4M"; 3H=No; 3S/3N=5S/H	PH Sys-on
3m	No	6	PEN	6+cards; up to 9	3C: 3D=PUP 3H, 3M=F1, 4D=MM 3D: 3H=PUP 3S, 3S=F1, 4C=MM		Bid=Lead+Fit
3M	No	6	PEN	6+cards; up to 9	3H: 3S=FG, 4C=ST H, 4D=PUP 4H 3S: 4C=PUP 4D, 4D=ST S, 4H=SOFF		Bid=Lead+Fit
3NT	Yes	0	PEN	STR "4M" bid	4C=ST(4D/N=RKCB H/S), 4D=Bid your suit PFS 4H=p/c, 4S/5m=Cue "I know"; 4N=RKCB		
						HIGH LEVEL BIDDING	
4m	No	7(6)	PEN		om=mini KCB Rest=Nat	CUE style: 1st&2nd round CTRL	RKCB=14, 03, 2, 2+Q; 5N=Even+Void, 6x=ODD+Void
4M	No	7(6)	PEN		4S/5H=SOFF 4N=mini KCB 5m=Cue for M	LIGHTNER: inquires a non-standard lead; Others: Jump 5N=Pick up Slam or Josephine	Ex=0, 1, 1+Q, 2; mini KCB=0, 1, 1+Q, 2; P=Even 0/2/4, DBL=Odd 1/3/5