

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound. Resp F on 1 level, NF on 2 level
CUE = support, weak INV+ or and FG on M overcall,
CUE = INV+ on m overcall
2♦ = relay on 2♣ overcall. Jump CUE = mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16-18 HCP, can be SBAL. System on
4 th 11-15 NV, 12-16 V, can be SBAL. System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Wide range pre.
2NT = 2 lowest unbid suits.
Reopen: Strong hand with good suit. 2NT = 2 lowest.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE = 2 highest unbid suits
JUMP CUE = asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
DBL by PH = 4M5m
On DBL of our ART bid: p = T/P, RDBL=bid your hand, bid = NAT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping/not leaping Michaels always. Jumps are strong.
(3m)-4♣ = 5M5om. (3m)-4♦=majors
DBL = T/O thru 4♥, usually not 1 long suit.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: DBL/2♣= ♠♣ or ♥♦; 1/2♦=♠ or ♥; 1/2♥= ♠♦ or ♥♣
1/2♠= ♦ or ♣; 1/2NT= ♠♥ or ♦♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = support or can DBL 2 suits, INV+. Splinters stay.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /LOW	3 rd /LOW, 9,T = 0/2 higher	
NT	4 th from H, high w/o H	3 rd /LOW, 9,T = 0/2 higher	
Subseq	3 rd /LOW	3 rd /LOW, 9,T = 0/2 higher	
Other: subseq. usually 3 rd /LOW, sometimes small = honour. 9/T = 0/2 higher			
K from AK if we next lead singleton. K from AK on 5 th level, 4M DBL.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AK(+)	
King	AK; KQ(J)x(+)	KQ(J)(+); AKJT(+)	
Queen	QJ(+); KQT9(x+); AKQ(+)	AQJ(+); QJ(+); KQT9; AKQ	
Jack	KJT(+); JT(+), Jx	KJT(+); JT(+); QJ98(+), Jx	
10	QT9(+); T9(+); AJT(+); Tx	AJT(+); QT9(+); T9(+); Tx	
9	KT9(+); 98(+); 9x	AT9(x+);KT9(x+);98(+), 9x	
Hi-X	3 rd /LOW	4 th from H, high w/o H	
Lo-X	3 rd /LOW	4 th from H, high w/o H	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LO = ENC	LO = EVEN	LO = EVEN
Suit 2	LO = EVEN	SPS	SPS
3	SPS		
1	LO = ENC	LO = EVEN	LO = ENC
NT 2	LO = EVEN	SPS	LO = EVEN
3			SPS
Signals (including Trumps):			
Rev. Smith against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal strength, Equal level conversion. (Sometimes 5332).			
CUE = GF on M, INV+ on m opening. Lebensohl FAST; Rarely Scrambling			
If we DBL INT, subsequent 1 st DBL is T/O.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Polish DBL = do not lead our bid suit on 5+ suit from both hands.			
Support DBL, RDBL. Responsive DBL thru 4♦			
DBL of SPL bids lead directing: lower if 2 unbid, not the fragment if 1 unbid			

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO: Hungary
PLAYERS: György KEMÉNY – Tamás SZALKA
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major
2/1 FG/1M
1M may contain longer m, 1♠ may contain longer ♥
Notrump openings/bids may contain SBAL hands
Principal of Fast Arrival
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m - 2♥ = 5♠4♥ INV
1♣ - 2♦ = 6♥, 3-7 HCP
Cappelletti on opponent's 1NT overcall
If we have a long suit, 3NT can propose save.
RDBL on 3NT DBL expresses doubt if we (can) have a suit
SPECIAL FORCING PASS SEQUENCES
After 1NT – (2x) – DBL (C/S): pass is F, DBL is T/O on 2 nd level
After 1x – (1NT) – x: same as above
3x – DBL – 5x – p = forcing
IMPORTANT NOTES
We usually add 1 HCP to our BAL hand with 5 card suit
(and 2 HCP with 6 card suit if we elect to bid NT)
PSYCHICS: very rare, we are not prepared for it.
Rarely not 4 th lead against NT.
Rarely not better minor 3 rd 4 th POS

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Better minor.	1♦ Walsh, can be 3(2). Inv. raises. 2♦ = 6♥ weak	1NT: 4om, 1M, 4M333 poss. on 1M.	DBL 4+/4+M on 1♦, 4♠ on 1♥
				W 3-3: 1♣, w 4-4: 1♦	1♣-1NT = 8-10 HCP.	1NT: 4M poss. on 1♦. Always 2 way chkb..	Frequent Lebensohls.
1♦		3	4♥	Better minor (3 only with 4432)	2NT = GF BAL, may have 4 M. 2♥ = 5♠4♥ INV	Relays are FG. 1♣-1♦-1M = UNBAL.	CUE = INV+ usually support
					1m-2♥=5♠4♥ INV. 1m-2♠=4-7HCP, 6(7)♠	1m-1M-2M can be 3 if weak UNBAL	Mouse 2NT, 1NT 8-10 in COMP
1♥		5	4♦	With 5M6+m we open 1M	1NT F1. Bergen, Jacoby. 3M = pre. 2♣ = (1)2+ FG. 3NT = SPL in oM	On 1NT: 2♣ 2+, 2♦ 4+. 2NT = ART FG. 3x = 55. SPL beyond 3M. Always trial G/Ts	PH: Rev. Drury. Fit showing bids. CUE = INV+ support.
1♠		5	4♥		On DBL: 3m=4 card raise ♣=w ♦=w/o singleton.	1♥-1NT-2♥-2♠=BAL INV w 2♥	2/1=ACOL style w PH or COMP
INT			3♠	14+-17-, (S)BAL	St, TRF, Texas. 2♠=♣; 2NT=♦. 3♣ = 22(54)	Smolen; 2 nd transfers;	LEB FAST.
				5M, 5422, singleton H, (6m)	3♦ = Puppet; 3M = 1M3oM(54) FG	After St: 3oM = slam try in M, 3m = FG	DBL = C/S, T/O DBLs after.
2♣	X			FG or 22-23(S)BAL	Control responses	Kokish (22-23)	Control responses
2♦		5-6		Weak two. Normal in V 1-2 nd pos	2NT relay. 3m NF	On 2NT: 3♣ good, 3♦ bad, 3M = 4 card	DBL = PEN
				5-10, 5-6 cards NV 1-2 nd pos			
2♥		5-6 (7)		3-8, 5-6 cards NV 1-2 nd pos.	2NT relay. 3m NF. oM INV in NV, F1 in V.	On 2NT: 3♣ good/bad, 3♦ good suit	DBL = PEN.
				Wide range, 5-6 cards 3 rd pos.		3M = good UNBAL, 3oM = 4 card,	On DBL: 2NT..3M-1= TRF
2♠		5-6 (7)		T/P 4 th pos	2NT relay. 3m NF. oM INV in NV, F1 in V.	3NT=good BAL	DBL = PEN.
							On DBL: 2NT..3M-1= TRF
2NT			3♠	(19)20-21 HCP (S)BAL	Junk Stayman, TRF, Texas, 2	After Stayman: Smolen, 4♣ = minor St,	
				5M, 5422, singleton H, (6m)	3♠ = minors, 4♣ = ORKC, 4♠ = ♦	4♦ = 5 card m, 3oM = slam try in M	
3♣		((5))6-7		PRE (4/3/2 rule 1 st 2 nd pos)	4♦ = RKC in ♣		
3♦		((5))6-7		PRE (4/3/2 rule 1 st 2 nd pos)	4♣ = ORKC in ♦		
3♥		6-7		PRE (4/3/2 rule 1 st 2 nd pos)	4♣ = ORKC in ♥, others NAT		
3♠		6-7		PRE (4/3/2 rule 1 st 2 nd pos)	4♣ = ORKC in ♠, others NAT		
3NT	X	7		Gambling Max 1 K outside	♣s are P/C, 4♦ asking for singleton	On 4♦: 4NT = no, 4M = M, 5m = om	
4♣		(6)7(8)		PRE (4/3/2 rule)			
4♦		(6)7(8)		PRE (4/3/2 rule)			
4♥		(6)7+		PRE (4/3/2 rule)			
4♠		(6)7+		PRE (4/3/2 rule)			
4NT	X			Pinpoint Blackwood			
5♣		(7)8+				HIGH LEVEL BIDDING	
5♦		(7)8+				RKCB; Spiral bids; 4m = ORKC m; 2 nd round cuebidding style;	
5♥						3♠/NT = Serious slam try on M fit. Last Train, Lackwood	
5♠						5NT usually pick a slam (if not in Spiral)	
						Rosenkrantz 4♣ on 3NT overall	
						Frequent Splinters	
						PORI PODI PEDO; PNS ROBI on DBL of RKC; Exclusion RKC	

SUPPLEMENTARY SHEET

György Kemény – Tamás Szalka, HUNGARY

NOTE 1:

Special reverses:

1♣ - 1♦

2♥ = FG, several types of hands,

2♠ = relay

2NT = 6+ clubs, stoppers

3♣ = 6+ clubs, asking to bid stoppers

3♦ = 2245

3M = very strong SPL

4M = 4 diamonds, void in M. Cont: 5♦ = weak, others = number of aces

3Cl = no 4 diamonds, 4+ clubs

1m - 1♥

2♠ = FG, several types of hands, asking to bid 2NT. Cont:

3m = 6+m. We bid stoppers, 5+♥ after

3om, 3♠ = strong SPL

3♥ = void in spades, 4 hearts

3NT = 6+m, stoppers, usually no 3 hearts

4om = void in om, 4 hearts

1m - 1♠

3♥ = FG, support is Sp, several SPL hands, asking to bid 3♠. Cont:

3NT = strong SPL in om

4m = strong SPL in Hearts

4om, 4♥ void SPL

NOTE 2:

Simple raise:

1m - 1M

2M can be 3 cards with weak hand and shortness

2M+1 = FG relay

others are NAT, INV hands (3m can be 3 cards)

NOTE 3:

On overcall after our 2♣ opening:

2♣ - (2x): p = 0-1, DBL = 2, 1st step = 3, ...

2♣ - (3x): p = 0-1, DBL = 2, bid = 3+

2♣ - (4x): p = good hand or shortness, DBL = no shortness, no bid, bids = NAT, not good hand

NOTE 4:

Lebensohls:

On 2 level overcall of our 1NT: 3m = INV, 3oM = FG, 5+ oM. 2NT then 3m = T/P, 2NT then 3oM = INV 5+, CUE = FG no stopper no 4 oM, 2NT then cue = 4oM, no stopper, 2NT then 3NT = stopper and 4oM.

Other situations: 3m = 8+ HCP, INV, 3NT = stopper, no 4 card oM. CUE = strong, no stopper, no 4 card oM. 2NT then CUE = no stopper, 4 card oM, 2NT then 3NT = stopper and 4 card oM.

On 2♥ - DBL: 3♠ = INV w 4 or longer S. 2NT then 3♠ = FG, 5+ Spades

On 2♠ - DBL: 3♥ = INV (8+) w 4 or longer H. 2NT then CUE can contain very strong hands with 4+ H.

NOTE 5:

Development after our intervention against strong 1♣:

On our 2 suiter overcalls, all suit bid is pass or correct. NT and RDBL promises own suit. On our ART 1 suiter overcall, NT and RDBL promises own suit.

Every suit bid which the overcaller cannot have is NAT.

NOTE 6:

Against multi (or Ekren) 2♦:

DBL = 13-16 BAL or any better hand

Bids are NAT, max. 17 HCP

Pass, then DBL is T/O