

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Light style
Responses F1 at 1- and 3-level

1 NT overcall (2ND/4TH; Responses; Reopening)

15-17 HCP; system on

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Weak
2-Suit: 2 NT = two lowest

Direct and Jump Cue Bids (Style; Responses)

(1m) – 2m = both M
(1M) - 2M = highest + lowest
Jump Cue asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

DBL = Penalty
2 ♣ = both Majors
2 ♦ = ♥ or ♠ 1-suiter
2 ♥ = 4 ♥ + 5+ minor
2 ♠ = 4 ♠ + 5+ minor
2NT = yeslek

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

T/O dbl
Jump in m: That minor + other Major (5+-5+)

VS. Artificial Strong Openings

Strong 1 club crash, yeslek from 2nt
Strong 2club yeslek from 2nt

Over Opponents' take out double

Rdbl suit above
1x – (D) – 1y = suit above 2NT = 9+ HCP with support

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	same
NT	3 rd -5 th	same
Subseq	3 rd /5 th /attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x..)	AKx(x..)
King	AK/KQ(x)	KQ(x)/AKQ(x)
Queen	QJ(x)	QJ(x)/HQJx
Jack	JT/KJ10	JT/KJ10/AJ10
10	T9/HT9	T9/HT9/AQT9
9	9x	9x, H98xx
Hi-x	Even number	Even number

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low = enc	Count	Low = enc
2 nd	S/P	S/P	S/P
3 rd	Count		Count
NT:	Same	Same	Same
2 nd	Same	Same	Same
3 rd	Same		Same

Signals (including Trump's):

Standard S/P, Smith vs NT, High-Low=Even #,
Low=encrg

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopening, Cuebid only force

Special, Art and Comp Dbl/Rdbl's

Negative DBL through 4 ♦, Responsive DBL through 4 ♦
Support DBL to 2 ♥, Competitive DBL

1♣-(1♦)-DBL shows hearts, 1m-(1♥)-DBL shows 4+♠
1m-(1♠)-DBL strongly suggests at least 4 ♥



EBL

System Card



Category: **Green**

Event:

EC Open 2009, San
Remo Italy

Player

Tor Helness

Rune Hauge

System Summary

General Approach and Style

Natural, 5card major

Generally open lowest 4-card suit

1NT Openings: (14)15-17,12-14 4th hand

2-over-1 Responses: GF except 1maj 2clubs

Special bids that may require defence

2♦ both majors weak

2Major weak

Special forcing pass sequences

Pass after 3th hand preemt are forcing

Important notes that don't fit

NT openings may include singleton honors and some offshape hands.

Psychics

Possible at any time

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	Nat, 3+, 10-23 HCP	Invertive raises, 1♣-3♣ = PRE, 1nt= 11 -12 1 diamonds denies 5 major, 2major weak	1♣-2♣-4♣ = RKCB	No invertive raises
1♦		3	4♣	Nat, 3+, 10-23 HCP	Invertive raises, 1♦ -3♦ = PRE 2 major weak	1♦-2♦-4♦ = RKCB	No invertive raises
1♥		5	4♦	Nat, 5+, 10-23 HCP	2NT = 4+♥ bal. 7hp+ mini maxi splinter, 2clubs= nat .gf or 10-12 with 3card support	1♥ – 2 NT – mini maxi splinter	2♣ =3card supp 2diamond 4card support, MiniSpl
1♠		5	4♦	Nat, 5+, 10-23 HCP	See above	See above	See above
1 NT			3♠	(14)15-17 HCP 12-14 4 th hand May have some shape	Transfer, 2♠ = Minor suit Stayman, 2nt= weak xx 3 level = singeltons, 4m = Texas		
2♣	✓		3♠	Strong artificial, F 2NT/3M	2♦ = Neg OR bal, 2NT = minors	2♣-2♦-2M-3♣ = 2 nd negative	
2♦	✓			both majors weak	1)3 clubs asks	,3diamonds min, 3hearts /spades 5 card max, 3 nt 4/4 max, 4clubs/diamonds void	10-14 6card suit
2♥		6		Nat, 6-card ♥,	2NT = ASK shortness		See above
2♠		6		Nat, 6-card ♠,	2NT = ASK shortness		See above
2 NT			3♠	20-21 HCP, may have some shape	3♣ = Puppet, 3♦/3♥ = Transfers, 3♠ = Minor suit Stayman, 4x = Transfer slamtries	High Level Bidding	
3x		6		Preemptive		RKCB, Exclusion	
3NT	✓			Solid minor gambling, to play in 3 rd /4 th		Splinters/void showing jumps	
4♣, ♦		7		Preemptive		Cue Bids	
4♥, ♠		6		Preemptive		DOPI	
4NT							
5NT							