

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <b>EBL CONVENTION CARD</b>	
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>Category:</b>	<b>GREEN</b>
Level 1 lead directing, can be very weak with good suit		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Country:</b>	<b>SLOVENIA</b>
Level 2 opening strength, good suit	Suit	3/5	top if confirmed and without Honour		<b>Event:</b>	<b>All events v.:2102</b>
Reopening with 8+ depending on vulnerability	NT (H)	low shows interest			<b>Players:</b>	<b>SLO7128 - Drinovec Drnovšek Barbara</b>
	NT (no H)	2nd from 3+	top if confirmed			<b>SLO7045 - Adamič Tomaž</b>
	Other:					
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY - GENERAL APPROACH AND STYLE</b>	
15-18, system on	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>2 OVER 1, ALMOST GF, TRANSFER WALSH</b>  5 card M; 1♣ = nat. or 11-13 balanced or 17-19 balanced, can hold 2♣ and 5♦; transfer responses 2♣ = strong or weak in ♦ 2♦ = weak in M (can hold 5 card M) 2M = 6 card M, 10-13 1NT Openings: 14-16 (15-17), can hold any singleton, no 5 card M, 5422 or 6 card m allowed 2 over 1 responses almost GF, 5+ cards, except 2♣ (nebulous after 1M; puppet to 2♦ after 1♦)	
reopening 1NT after 1m = 11-14, dbl and 1NT = 15-17, system on	Ace	A, Ax, AK...	A, Ax, AK... asking to deblock or count			
reopening 1NT after 1M = 12-15, dbl and 1(2)NT = 16-18, system on	King	AK, Kx, KQ... ask count if 4♥dbl+	same			
reopening 2NT after 1m = 18-19, dbl and 2NT = 20-21, system on	Queen	Qx, QJ, QJ..., exceptionally AKQxx...	Qx, QJ, QJ..., AQJ...			
reopening 2NT after 1M = 19-21	Jack	Jx, J10, J10..., AJ10..., KJ10...	same			
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		10	10x, 109, 109... A109... K109... Q109...	same		
1-Suiter: Light, natural weak 6 card	9	98...	same			
2-Suiters - <b>always both suits known, please ask</b>	Hi-x	Xx	attitude			
	Lo-x	xxX...	attitude			
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	Gambling 3NT
(1♣) - 2♣ = natural, (1m) - 2♦ = both M	Suit:1st	attitude + obvious shift	SP / count		O-E / count	Unserious 3NT
(1M) - 2M = oM + ♣, (1M) - 2NT = oM + ♦, (1M) - 3M = both m	2nd	count / SP	count		count	Romex after 2NT (see note n#2)
	3rd	count	count		count	Three Way Trial bid (see note n#6)
	NT: 1st	attitude + obvious shift	Smith		Smith	Modified Bergen raises (see note n#4 and n#5)
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd	Smith / SP	SP / count		count	Ambiguous and Standard splinters (see note n#5)
Multi Landy versus strong - dbl showing m one suiter or 5+m(4M) or ...	3rd	SP / count	count		count	Rubensohl, Lebensohl on reverse and W2 dbld (see note n#7)
... strong balanced (4+ more than their min)	We give SP on first opportunity, unless we signalled obvious shift on lead					Jacoby 2NT + SST (see note n#3)
Multi landy versus weak (min 13 or less), except dbl = penalty	We signal standard on lead, later everything upside down (count not compulsory)					Gazzilli with Kaplan Interchange
Continuation after penalty dbl as after 1NT opening	On NT we signal Reverse Smith Echo, later SP and count (not compulsory)					Nebulous 2♣ after 1M opening (see note n#9)
		<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			3 Way Drury (see note n#8)	
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	Light				Kokish advances after 2♣ opening (see note n#1)	
dbl = TO, Cue-bid = asking for stopper, NT = natural	Natural responses below cue-bid				Heeman after 1NT (see note #10)	
Lebensohl after dbl of 2M	Transfer responses between cue-bid (level 2) and cue-bid (level 3)				Gladiator after (2M) - 2NT (see note #11)	
Multi landy versus 3♠/NT showing m one suiter; leaping Michaels	<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	Italian style (seldom penalty) in competition					<b>FORCING PASS SEQUENCES</b>
Multi Landy on level 2	Lead directing rdbl after opps negative dbl (alerted)					Forcing Pass general rules apply
	Lightner dbl, Lead directing dbl after splinter					Pass promises a stopper in most cases when our artificial bid gets doubled
	Support dbl - always after 1♦ opening, after 1♣ opening only if unbalanced					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	Rdbl shows no stopper and no bid in most cases after they double our artificial bid					Lots of transfers in competition
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						2♦ Michaels after both 1m openings
System on or special after 1♣, natural after 1♦, transfers after 1M						

OPENING	- TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
		- MIN. NO. OF CARDS					
			- NEC. DBL THRU				
1♣	✓	2	4♠	nat or bal 11-13(*) or bal 17-19, can hold 2♣ and 5♦	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = bal 6-11 or ♣ inv or ♦ GF (can hold 4cM)	1♥/♠ after 1♦/♥ = 11-13, 2 or 3 M	
				* on 3rd and 4th seat 11-14 or 18-19 bal	1NT = bal 14-16 or ♣ GF (can hold 4M) or bal 17+; 2♣ = puppet to ♦	1NT = 17-19, 2 or 3 M	
					2♦/♥/♠ = nat, 6+, very weak	2♥/♠ after 1♦/♥ = 11-13, 4 M	
					2NT = bal 12-13; 3♣ = preempt; 3NT = bal 14-16 with M stoppers	2♦ = reverse or 17-19, 4 M	
1♦		4	4♠	11+, 4441 or 5+♦, unbalanced unless 6+♦ or reverse follow up	1♥/♠/NT = natural; 2♣ = puppet to ♦, weak or inv with ♦ or invit+ with ♣ or GF balanced	1♦-1M-1NT/2♣ = puppet to ♣/♦ 1♦-1M-2♦ = 5+♦ 3M 11-13	
					2♥/♠ = nat, 6+, very weak, 2NT = nat, 3♣ = inv		
1♥		5	4♠	11+, 5♥ any, except 6(7)♥, 10-13	1♠ = 6-12, holds MAX 4♠; 2♥ = 6-9; 1NT = 5+♠, 6+;	2♣ = Gazzilli; 2♦ = 6+♥; 2♥ = 4♠	
					2♣ = nebulous (nat or bal GF or 3♥ inv.+); 2♠ = Jacoby+		
					2NT=5+♠ 3♥ GF; 3♣ = Berg. mod.; 3♦ = ambig. splinter		
1♠		5	4♥	11+, 5♠ any, except 6(7)♠, 10-13	1NT = SF; 2♣ = nebulous (nat or bal GF or 3♠ inv.+)	2♣ = Gazzilli	
					2NT = Jacoby+; 3♣ = Bergen modified; 3♥ = ambiguous splinter		
1 NT				<b>can hold any singleton</b>	2♣ = Puppet to 2♦; 2♦/♥ = transfer (4+M); 2NT = invit with 5♠	after puppet 2♦ OP shows:	weak ♦ or 4-4 M pass/correct, or 5 card ♥ invit, or 5+ card M GF or 55m weak or 5+m GF
				14-16 on 1st and 2nd position, 15-17 else	2♠ = weak ♣ or balanced invitational or (31)(54) GF		
				5422 allowed, no 5 M, can hold 6+ m	3♣ = M55, invit+; 3♦/♥ = 6+♥/♠ invit+; 3♠ = m55, GF		
					4m = SA Texas, 4M = TP, 4NT = quantitative		
2♣	✓			22+ bal or 3LT in M or 4LT in m or weak in ♦	2♦ = waiting; other assume W2♦ opening;	2♥ Kokish (see note n#1); 2NT = 24+	
					2NT = asking; 2♥/♠/3♣ = nat, FI; 3♦ = preemptive		
2♦	✓			weak, 6M, 3-9, can hold 5 card M when NV	2♥ = P/C; 2♠ = P/C, 3+♥; 2NT = asking; 3♣/♦/NT = TP; 3♥/♠ = P/C	after 2NT: 3♣/♦ = 7-9, 3♦/♥ asking TH	on 4th position: 6+♦, 10-13
					4♣ = asking to transfer to M; 4♦ = asking to bid M; 4♥/♠ = TP	3♥/♠ = 6-	
2♥	✓			6(7)♥(7), 10-13	2♠ = fit, asking shortness, 2NT = 5+♠;		on 4th position system on
					3♣ = no fit, asking: 3♦ = max, good suit, 3♥ = min, 3♠ = 6♥4♠	3NT = max, bad suit	
2♠	✓			6(7)♠, 10-13	2NT = fit, asking shortness		on 4th position system on
					3♣ = no fit, asking: 3♦ = max, good suit, 3♥ = 6♠4♥, 3♠ = min	3NT = max, bad suit	
2 NT				20-21 bal	3♣ = Romex (see note n#2); 3♦/♥ = transfer; 3♠ = transfer to 3NT		
				can hold singleton A or K, can hold 5 M or 6m, 5422 allowed	4m = Texas, 4M = TP, 4NT = quantitative		
3 any				Preemptive, natural		<b>High Level Bidding</b>	
3 NT	✓			Gambling	4♣ = P/C; 4♦ = asking for shortness; 4M = TP	4NT = RKCB	
4 any				Preemptive, natural		1430; 0314 at Voidwood; DOPI/ROPI	
4NT	✓			Ace asking	5♣ = no A; 5♦/♥/♠ = ♦/♥/♠ A; 5NT = two A; 6♣ = ♣ A	5NT = 2 KC with useful void	
5m				Preemptive, natural		6 below trump = 1 or 3 KC + void in suit; 6 trump = 1 or 3 KC + void above trump	
5M				Strong M one suiter with 2 LT in the suit		4♣ = RKCB after partners preempt	

		NOTES
Note #	Item	Description
1	Kokish	2♣ - 2♦ - 2♥ ⇒ puppet to 2♠, then nat or 2NT (showing 22-23, bal) 2♣ - 2♦ - 2NT ⇒ 24+, bal 2♣ - 2♦ - 2♠ ⇒ natural, puppet to 2NT (accepted if no support and non minimal)
2	Romex	2NT - 3♣ - 3♦ ⇒ no 4 card ♥ or 5 card ♠; Responder's 3♥ now asks about 4 card ♠, Opener's 3♠ shows 4 card ♠ 2NT - 3♣ - 3♥ ⇒ 4 or 5 card ♥ 2NT - 3♣ - 3♠ ⇒ 5 card ♠
3	Jacoby 2NT +SST (4+card support,GF)	1♥ - 2♠ ⇒ 2NT = min, but not 5332; 3♣ = singleton or void 14+; 3♦ = 5422 or 5332 14+; 3♥ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332 1♠ - 2NT ⇒ 3♣ = min, but not 5332; 3♦ = singleton or void 14+; 3♥ = 5422 or 5332 14+; 3♠ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332 1M - 2♠/NT ⇒ 4 any = 5 card suit with at least 1 T3H
4	Modified Bergen	1M - 3♣ ⇒ 7-9 any or 10-12 bal or 10-12 + 5 card side suit 1M - 3♣ - 3♦ ⇒ asking; 3M = min; 3oM = singleton; 3NT = 10-12, bal, 4+ CT; 4M = 10-12, bal, 3- CT; 4m(♥) = side suit 1M - 3♣ - 3M ⇒ TP
5	Splinters	2 range splinters through Modified Bergen (7-9) or Ambiguous splinters (10-12) or Standard (7-9 and void) Ambiguous: 1♥ - 3♦ or 1♠ - 3♥ ⇒ unknown singleton or void 10-12; Standard: 1♥ - 3♠/4m or 1♠ - 4x = void, 7-9
6	Trial bids	1♥ - 2♥ - 2NT/3m ⇒ long suit trial (2NT for ♠) 1♥ - 2♥ - 2♠ ⇒ short suit trial - responder bids a suit with useless strength in case of opener's shortness 1♠ - 2♠ - 2NT ⇒ short suit trial - responder bids a suit with useless strength in case of opener's shortness 1M - 2M - 3M ⇒ trump trial - responder bids 4M if holding any two of: trump H, side A, extra trump length
7	Rubensohl	Standard after natural intervention on 1NT When they intervene with a two suiter - transfer into their suit does not promise 4 card M When they preempt our 1♣♦♥ openings on level 2, our double is for take out
8	3 Way Drury	2♣ shows good 9 or 10 HC and 2 card support, any or 7-9, 4 card support, balanced 2♦ shows good 9 or 10 HC and 3 card support, any
9	Nebulous 2♣	1M - 2♣ shows either GF or invitational hand If GF then with 5+♣ or 3 card M support or 4 card oM or balanced If invitational, then either with 6+♣ or 3 card M support
10	Heeman	1NT - 2♣ puppet to 2♦; shows weak ♦ or 4-4 M pass/correct or 5 card ♥ invit or 5+ card M GF or 55m weak or 5+m GF 1NT - 2♦/♥ shows 4♥/♠, invit +, can hold longer m or 5+♥/♠ weak or both M invit+ 1NT - 2♠ shows 6+♣ weak or balanced invit/SI or 1M3oM(54) GF; 1NT - 2NT invitational with long m
11	Gladiator	(2M) - 2NT → 3♣ shows all weak hands and GF balanced with m44, transfer to oM = invitation+, transfer to M = GF Stayman