

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8 – 15 hcp on 1-st level (constructive vulnerable)
11 – 15 hcp on 2-nd level (constructive vulnerable)
weak jump overcalls
cue bids – 2 suited hands or forcing
dbl = takeout or 16+ any
2NT on majors = both minors, on minors = 2 lower
INT OVERCALL (2nd/4th Live; Responses; Reopening)
same like opening 15 – 17 hcp (can be 1 more or less)
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jump overcalls
On weak 2: leaping Michaels/jump in minor = strong minor + major
Reopen: can be weaker
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ - 2♣ majors 5+4+ (6-10 or 16+) JUMP asking stopper
1♦ - 2♦ majors 5+4+ (6-10 or 16+)
1♥ - 2♥ 5 card ♠ + one minor (6-10 or 16+)
1♠ - 2♠ 5 card ♥ + one minor (6-10 or 16+)
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = trsf to ♣, normally minor or any strong card
2♣ = both majors at least 5 + 4+
2♦ = 1 major 5+ cards
2♥ = ♥ + minor
2♠ = ♠ + minor
2NT = both minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = takeout or strong > Lebensohl
NT = natural
cue bid asking stopper, jump in minor strong 2 color
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
on strong 1♣ all artificial or conventional
on strong 2♣ lead directing, jump long color to barrage opponents
OVER OPPONENTS' TAKEOUT DOUBLE
rdbl = 10+ penalty oriented or strong any
2NT after major-dbl = 3+ fit at least invitation
1NT or 3NT to play

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	x card 3./5.	x card 3./5.	
NT	x card 4.	x card 3./5.	
Subseq			
Other:			
LEADS	special cases require different leads,	pls ask	
Lead	Vs. Suit	Vs. NT	
Ace	Axx, AKxx	A asks for honor/count	
King	KQx, KA,	KQx, KQxx,	
Queen	QJ10, QJ9,	QJ10, QJ9, KQ108x,	
Jack	Jx, J10xx, KJ10x,	Jx, J10xx, KJ10x, AJ10x,	
10	10x, 1098, Q1098, K1098,	10x, 1098, Q1098, K1098,	
9	9x, KJ9, 98xx,	9x, KJ9, 98xx,	
Hi-X	from dblton, no interes	from dblton, no interes	
Lo-X	3./5. with interes	4. with interes	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	odd enc., even Lav.	count when needed	odd enc., even Lav.
Suit 2			
3			
1			
NT 2	odd enc., even Lav.	odd card Lavinthal	odd enc., even Lav.
3	or count		
Signals (including Trumps): odd encourages, even discourages > Lavinthal			
Standard count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
for other suits (min. 3 in other major, 3+4 majors on minor)			
when new suit or NT = strong			
for penalties on 2NT, 3NT, 4♠ and higher			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support dbl			
negative dbl			
responsive dbl			
optional dbl			
lead directing dbl for penalties			
sos rdbl after 1NT-dbl			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Slovenija SLO2010 – SLO2011
PLAYERS: Aleksandra JESENICNIK – Tolja ORAC
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 almost GF, modified, 5542
2♦ multi = weak in 1 major 5+ or strong NT 20-22
2♥, 2♠ = weak 5M + 4+ one minor
2NT weak both minors 5+5 or strong 4441 (5440) any 19-22
1NT 15-17 hcp
2/1 response forcing to 3 in minor
2♣ very strong 23+ or 8,5+ tricks GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3♣ = weak 6+ ♦
3♦ = weak 6+ ♠
3♥ = weak 6+ ♥
3♠ = weak 7+ ♣
3NT = gambling NT (closed minor AKQxxxx + max Q)
4♣ = strong trsf. to ♥
4♦ = strong trsf. to ♠
4♥ = weak ♥
4♠ = weak ♠
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES:
in competition bid new suit is not forcing
PSYCHICS: rare, but can happen

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2+	4♥	preparational 11-21, rule 18 on I. and II.	natural, new suit forcing if not jump, NT limited, inverted minors, jump is weak, double jump splint.	natural, 1NT limited 11-14, reverse = 16+ F1 jump in color 16+, 2NT strong 18-19,	1♣ – 1♦ only forcing 1♣ – 1♥♠ = 5+ cards NF
1♦		4+	4♥	4+ cards, 11-21, rule 18 on I. and II.	natural, new suit forcing if not jump, NT limited, inverted minors, jump is weak, double jump splint.	3NT = long suit or really good 19 hcp same as by ♣	1♣ – 2♦♥♠ = 5+ invitation 1♣ – 1NT limited up to 10
1♥		5+	4♦	5+ cards, 11-21, rule 18 on I. and II.	natural, 2/1 = forcing, 2NT=13-15 balanced, drury, 3NT=16-18 +fit, 1NT=F1, 2 in major 8-9, 3= 10-11	long and short trial bids games bidding limited	1♣ – 2NT = 11-12 hcp
1♠		5+	4♥	5+ cards, 11-21,	same as by 1♥	new suit NF, if not reverse or jump	
INT				15 – 17 hcp, can be 6+, 5542	NF Stay., 4 trsf., 3♣=5+5 minors NF, 3♦= same GF 3♥=4333, 3♠=3433, 4♣=asking A (0,1,2,3)	2♦ negative for majors, superaccepts Smolen, texas,	opening the same opening can be shaded
2♣	x			23+ hcp or 8,5+ tricks	Kokish way: 2♥=negative, 2♦ waiting, other natural	Jump in color asks for control 2♥ = trsf. to 2♠	for 1 – 2hcp
2♦	x			weak major 6-10 or NT 20-22	2♥ pass correct, 2♠ better ♥, 2NT asking, 3 in minor sign off, 3♥/4♥ pass correct, 3♠ nat. GF	after 2NT description	
2♥	x	5+4+		weak 5+4+ 6-10	2NT asking, 3/4/5♣=pass correct, 3NT to play	after 2NT description	
2♠	x	5+4+		weak 5+4+ 6-10	2NT asking, 3/4/5♣=pass correct, 3NT to play	after 2NT description	
2NT	x			weak 5+5 minor/3-color 19-22 on 4-th pos. natural 20-22	3/4/5♣/3/4/5♦ sign off, 3NT to play, 3in major GF	after 3NT showing singleton, if strong	
3♣	x	6+		weak 6+♦ 6-10	3/4/5♦ to play, 3NT to play, other F		
3♦	x	6+		weak 6+♠ 6-10	3/4♠ to play, 3NT to play, other F		
3♥		6+		weak 6+♥ 6-10	3/4♥ to play, 3NT to play, other F		
3♠	x	7+		weak 7+♣ 6-10	4/5♣ to play, 3NT to play, other F		
3NT	x	7+		closed minor AKQxxxx	4♣ pass correct, 4/5/6/7 other to play		
4♣	x	6+		strong ♥ 8+ tricks	4♦ retransfer		
4♦	x	6+		strong ♠ 8+ tricks	4♥ retransfer		
4♥		7+		weak ♥ 7+ cards	4NT RKCB (14 30 2 2+Q)		
4♠		7+		weak ♠ 7+ cards	4NT RKCB (14 30 2 2+Q)		
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						5 in a major = asking trump honours for GS	
5♥						splinters	
5♠						cue bids when fit	