

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card 
OVERCALLS(Style; Responses; I/2level; Reopening)		OPENING LEADS STYLE			
light 1 st level overcalls (especially after partner's pass) and preempts		Lead	in Partner's Suit		Category: GREEN
2 level tends to be constructive (less space consumed, more constructive)	Suit	2/4	if supported, low enc, otherwise 1/3		
reopening: jump = intermediate hand	NT	2/4	if supported, low enc, otherwise 1/3		Country: SLOVENIA
a lot of transfers after our overcalls (#1)	Subseq	attitude			Event: OPEN
	Other:	often passive leads vs NT contracts			Players: Matija ŠENK
					Gregor RUS
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY: 2/1 GF unless suit rebid
generally 15-17, but we are not strict with point count or shape	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
system as after 1N opening	Ace	AKx+ (asks ATT signal)	honour ask attitude of higher		5cM, better minor
after dbl: pass = tolerance, rdbl = penalty, 2♣ = ♣ or any two suiter	King	AKx+ (asks COUNT signal)	or two lower		agressive openings, preempts, overcalls
	Queen	QJx+,Qx	and ask deblock		
	Jack	KJT+JT+Jx	of one lower, HJT+		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9,T9+,Tx	HT9,T9+,Tx	
1-Suit: preemptive	9	9x	987x		INT Openings: variable NT (11-13;14-16;11-14)
2-Suit: leaping michaels	Hi-x	even			2 OVER 1 Responses: GF unless suit rebid
2NT = two lowest	Lo-x	odd (MUD)			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:jump = intermediate, 2NT = natural	SIGNALS IN ORDER OF PRIORITY			2♠, ♠, ♣ is weak two	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	INT = 11-13 (I and II NV)
(1C) - 2C natural, 2D = michaels	Suit:1st	Attitude	Count	Attitude	1m - 2♥ bal invitation
michaels (can be any strenght, but usually not great difference in power)	2nd	S/P	S/P	Present count	frequent use of fit jumps & transfers in competitive auction
	3rd				after 1NT-(dbl): 2♣ = ♣ or any two suiter (opener should pass if there is no dbl) (#2)
	NT: 1st	Attitude	Count	Attitude	
VS. NT.(vs. Strong/Weak; Reopening;PH)		2nd	S/P	S/P	Present count
dbl: vs weak (at most 14HCP) points; vs strong: 5m+4M+	3rd				
2C: majors	Signals (including Trumps):				
2D: one major	Smith eco in both Suit and NT contracts (high from both players = I like the lead).				
2M: 5M+m	IF trump is lead distribution signal if possible				
	DOUBLES				
PH: dbl = 5m+4M vs weak	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		light style with great distribution			
dbl = takeout, cue: bid 3N if you have stopped	non-jump up to bad 9, jump intermediate,cue is 99% GF (after non passed hand)				
leaping michaels (less then 3 losers combined in suits)vs weak 2 and 3 bids, NT:15-18	light reopening style			SPECIAL FORCING PASS SEQUENCES	
against multi: dbl = 12-15 bal or strong, rest natural				after GF or non-fit game invitational bid	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
vs 1C: dbl = ♣, 1D/H/S natural,1N and up: Multry landy	maximal double (about ace more) in competitive auctions				
vs 2C: dbl,2♠,2♥,2♣ natural, 2N any two suiter	don't lead my suit/do lead your suit double			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Support double: after 1x-(p)-1M-(x)-1NT; after 1x-(p)-1M-(1/2z)-2w;				
	if actively searcing 3NT and cuebid is dbl: pass = 0-0.5 half stop, rdbl = 1 stop, 3NT = >1 stop				
OVER OPPONENTS' TAKE OUT DOUBLE		after RKCB interruption d = 1st step, p = 2nd step ...			
after 1M-(x): 1N and up transfers	Game try dbl			Psychics:	
rdbl = penalty oriented, 2N = fit and invit+ (but non penalty hand)				rare, but possible	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3+	always	better minor, if unbal longest suit if bal, HCP depends on position (variable NT)	2m = GF, js in om = 6-9fit, 2♥ = bal inv (#6), 2♠ = fit inv, 2N = 13-15 18+	after 1x-1y-1z (without competition): 2♣ trf to 2♦ (tp or inv), 2♦ any GF, 2N trf to 3♣	new suit level 1 F1, level 2 NF cue = fit & inv+
						after 1m-2m (#3), after 1m-2♠ (#4) after 1m-1M-2M (#5)	
1 ♦		3+	always	better minor, if unbal longest suit if bal, HCP depends on position (variable NT)	2m = GF, js in om = 6-9fit, 2♥ = bal inv, 2♠ = fit inv, 2N = 13-15,18+ 2♣ = GF unless suit rebid (then 2♦ is waiting; 2N = max, but not NT op)	same as above	same as above
1♥/♠		5(4+)	always	5 card major in I and II can be good four card in III and IV	2x = gf unless suit rebid (2M catchall) 3♣ = inv, 4+, 3♦ = 6-9, 4+, 2N = jacy 1N = semiforcing 3S/3N = mini splinter	2N, 3 level, reverse shows extras after GF after jacy: 3x = shortness, 4x: good suit	drury: 2♣=3&9-11, 2♦:3-4&6-9, 2M bust 2N = fit(4), cue = 3 card fit
1 NT				I and II NV: 11(10+)-13 I and II V, III: 14(13+)-16(17-) IV: 11-14	2♣ stayman (promises 4cm), 2♥/♥ trf, 2♠ range/m signoff/bal m two suiter 2N/3♣ inv+ in one above minor 3♦ minor stayman, 3M = M&M inv, GF 4♣, 4♦ = SA texas, 4M to play	1N-2♣-3M = 5M 1N-transfer: 2N=max, 3x = worthless db	1N-trf-(dbl)-p=2/rdbl=3 no s, 2=3&stop Rubensohl (#2) takeout dbls from both players
2 ♣	x		always	strong hand (if bal >=22; else HCP or playing power)	2♦ negative or waiting, 2/3 suit = nice suit	cheaper minor second negative	if overcalled : dbl = bust, pass = semipositive
2 ♦		good 5	penalty	w2 in ♦; we tend to have agressive style in I and III and II favourable	next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSRP: 3: BSGP: 4: GSGP new suit non jump F1, jump = jumpfit		after dbl 2N and up =trf after pass new suit = supp+lead
2 ♥		good 5	penalty	w2 in ♥; we tend to have agressive style in I and III and II favourable	next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSRP: 3: BSGP: 4: GSGP new suit non jump F1, jump = jumpfit		after dbl 2N and up =trf after pass new suit = supp+lead
2 ♠		good 5	penalty	w2 in ♠; we tend to have agressive style in I and III and II favourable	next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSRP: 3: BSGP: 4: GSGP new suit non jump F1, jump = jumpfit		after dbl 2N and up =trf after pass new suit = supp+lead
2 NT				19-21 (+- in both direction possible)	3♣ = stayman, transfers, 3♠ = minor stayman	after 3♣ = 4M fix suit for slam	dbl = takeout from responder
3 ♣		6+		agressive, see w2 description	new suit = fl 3NT = either to play or preempt with partner you can bid on		same as weak two
3 ♦		6+					
3 ♥		6+					
3 ♠		6+					
3 NT	x			1/2 gambling, 3/4 to play	4-6m = p/c, 4M = to play	High Level Bidding	
4 ♣		6+		natural preemptive			
4 ♦							
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

Note #**Description**

- 1 (1x)-1y-(1z): dbl = 4th suit plus tolerance, 1N=♣, 2♣=♦, 2♦=♥, 2(y-1)=raise with H, 2y= raise without H
trf to first opp suit = strong hand (3c) & 2N= 4+ fit (if y = M), trf to second suit (or second suit = mix raise)
(1x)-1y-(2z): x: snapdragon, 2♦=♥, ... Same as above, first empty trf/suit strong 3 card raise, second mix
(1x)-1y-dbl: rdbl=strong, llevel =natural, 1N and above trf, same principles as above
- 2 After NT intervention: if dbl = penalty: rdbl = business, pass = i don't mind 1N, 2DHS natural
1N-(dbl = penalty) - 2C (either ♣ or any two suiter, pass if it goes pass to you)
if 1N is overcalled: if overcall is 2♣ = (natural or two suiter with clubs; system on), otherwise: 2N->3♣
(either clubs or natural with stopper or stayman with stopper), 3♣->♦, 3♦->♥, 3♥->♠, 3♠->NT (no stopper, no 4cM)
after 1N-(2x)-2N-3♣-3x = stayman with stopper
- 3 1m-2m
2D/2H: nonbal, extras: then nonjump: concentration, 2N aks shortness, 3N&4om bal slamtry, 4m rkcb
2other implies non minimum hand&bal
3N min bal
- 4 3m, 3N to play, new S =shortness, 2N: bid your stoppers
- 5 after 1m-1M-2M:
2(M+1) = asking: 3m = min, 3c support, 3om = max, 3 card support, 3oM/2N =max, 4c support, 3M= min, 4 support
next bid asks shortness: low/high/none
- 6 1m-2♥-2♠ trf to 2N, then 3m F, 3o=shortness, 3N to play