


| DEFENSIVE AND COMETITIVE BIDDING | | LEADS AND SIGNALS | | EBL Convention Card  | |
|--|--|---|--------------------------------------|--|--|
| OVERCALLS(Style; Responses; 1/2level; 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 | Country: SLOVENIA | |
| reopening: jump = intermediate hand | NT | 2/4 | if supported, low enc, otherwise 1/3 | Event: OPEN | |
| a lot of transfers after our overcalls (#1) | Subseq | attitude | | Players: Matija ŠENK | |
| | Other: | often passive leads vs NT contracts | | Gregor RUS | |
| 1NT 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 | 1NT Openings: variable NT (11-13;14-16;11-14) | |
| 1-Suit: preemptive | 9 | 9x | 987x | 2 OVER 1 Response GF unless suit rebid | |
| 2-Suit: leaping michaels | Hi-x | even | | SPECIAL BIDS THAT MAY REQUIRE DEFENCE | |
| 2NT = two lowest | Lo-x | odd (MUD) | | 2DHS is weak two (we try to be funny with w2 in some positions) | |
| Reopening:jump = intermediate, 2NT = natural | SIGNALS IN ORDER OF PRIORITY | | | | |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) | | Partner's Lead | Declarer's Lead | Discarding | 1NT = 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 | 1M-(dbl)-2M-1 = bad 3 card raise or invit + 3 card raise |
| 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, N | light reopening style | | | | |
| against multi: dbl = 12-15 bal or strong, rest natural | SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | | |
| VS. ARTIFICIAL STRONG OPENINGS | | maximal double (about ace more) in competitive auctions | | | |
| vs 1C: dbl = }, 1D/H/S natural,1N and up: Multy landy | don't lead my suit/do lead your suit double | | | | |
| vs 2C: dbl,2{,2},2[natural, 2N any two suiter | 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 = 1stop, 3NT = >1stop | | | | |
| OVER OPPONENTS' TAKE OUT DOUBLE | | after RKCB interruption d = 1st step, p = 2nd step ... | | | |
| after 1M-(x): 1N and up transfers | Game try dbl | | | | |
| rdbl = penalty oriented, 2N = fit and invit+ (but non penalty hand) | | | | | |
| | Psychics: | | | | |
| | rare, but possible | | | | |
| | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE | | | | |

| 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} after 1m-2m (#3), after 1m-2[(#4) after 1m-1M-2M (#5) | new suit level 1 F1, level 2 NF cue = fit & inv+ | |
| 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 N1 on) | 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 = jacobey 1N = semiforcing 3S/3N = mini splinter | 2N, 3 level, reverse shows extras after GF after jacobey: 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 signon/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/rdbi=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) | 2D no preference for M, 2M/3M to play, 2N inquiry 3D invit with at least one major | | | |
| 2 { | | good 5 | penalty | w2 in {; we tend to have aggressive style in I and III and II favourable | next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSBP: 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 aggressive style in I and III and II favourable | next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSBP: 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 aggressive style in I and III and II favourable | next step= inquiry: responses: 1: Bad Suit, Bad Points: 2: GSBP: 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 = f1 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, 1level =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