

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
same like opening 15 – 17 hcp (can be 1 more or less)
System ON, Lebensohl
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak jump overcalls
On weak 2: leaping Michaels/jump in minor = strong minor + major
Reopen: can be weaker
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl =trsf to ♣, normaly minor or any strong hand

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	x card 3./5.	x card 3./5.	
NT	x card 4.	x card 3./5.	
Subseq			
Other:			
<b>LEADS</b>	<b>special cases require different leads,</b>	<b>pls ask</b>	
Lead	Vs. Suit	Vs. NT	
Ace	Axx, AKxx	A asks for honor/count	
King	KQx, KA,	KQx, KQxx, atitude	
Queen	QJ10, QJ9,	QJ10, QJ9, KQ108x, deblock	
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.	4. with interes	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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 enc., even Lav.
3	or count		

EBL CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Slovenija SLO2010 – SLO2011
<b>PLAYERS:</b> Aleksandra JESENICNIK – Tolja ORAC
<b>EVENT:</b> Trial 2023-24
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
2NTweak both minors 5+5 or strong 4441 (5440) with ♠, 19-22
1NT 15-17 hcp
2/1 response forcing to 3 in minor
2♣ very strong 23+ or 8,5+ tricks almost GF (on rebid 2♠, 2NT)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3♣ = weak 6+ ♦
3♦ = weak 6+ ♠
3♥ = weak 6+ ♥
3♠ = gambling NT (closed minor AKQxxxx + max Q)
3NT = weak 7+ ♣
4♣ = strong trsf. to ♥

2♣ = both majors at least 5 + 4+	Signals (including Trumps): odd encourages, even discourages > Lavinthal	4♦ = strong trsf. to ♠
2♦ = 1 major 5+ cards	Standard count	4♥ = weak ♥
2♥ = ♥ + minor		4♠ = weak ♠
2♠ = ♠ + minor	<b>DOUBLES</b>	
2NT = both minors		Opening on 3-rd place can be anything
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	Opening on 4-th place natural
Dbl = takeout or strong > Lebensohl	for other suits (min. 3 in other major, 3+4 majors on minor)	
NT = natural	when new suit or NT = strong	
cue bid asking stopper, jump in minor strong 2 color	for penalties on 2NT, 3NT, 4♠ and higher	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		<b>SPECIAL FORCING PASS SEQUENCES</b>
on strong 1♣ all artificial or conventional	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	
on strong 2♣ lead directing, jump long color to barrage opponents	support dbl	
	negative dbl	<b>IMPORTANT NOTES:</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	responsive dbl	<b>in competition bid new suit is not forcing</b>
rdbl = 9+ penalty oriented or strong any	optional dbl	
2NT after major-dbl = 3+ fit at least invitation	lead directing dbl for penalties	
1NT or 3NT to play	sos rdbl after 1NT-dbl	<b>PSYCHICS: rare, but can happen</b>

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+m, 5M	NF Stay., 4 trsf., 3♣=5+5 minors NF, 3♦= same GF	2♦ negative for majors, superaccepts	opening the same
				3♥=4333, 3♠=3433, 4♣=asking A (0,1,2,3)	Smolen, texas,	
2♣	x		23+ hcp or 8,5+ tricks	Kokish way: 2♥=negative, 2♦ waiting, other natural	Jump in color asks for control	Opening on 3-rd place can be any
				After 2♥: 2♠ and 2NT can be passed by weak hand	2♥ = trsf. to 2♠,	
2♦	x		weak major 6-10 or NT 20-22	2♥ pass correct, 2♠ better ♥, 2NT asking,	after 2NT description = puppet stayman	
				3 in minor sign off, 3♥/4♥ pass correct, 3♠ nat. GF		
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	3/4/5♣/3/4/5♦ sign off, 3NT to play, 3 in major GF	after 3NT showing singleton, if strong;	
			on 4-th pos. natural 20-22		after 3 in minor showing single, 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+	closed minor AKQxxxx	4♣ pass correct, 4/5/6/7 other to play		
3NT	x	7+	weak 7+♣ 6-10	4/5♣ to play, 3NT to play, other F		
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♣					<b>HIGH LEVEL BIDDING</b>	
5♦					5 in a major = asking trump honours for GS	
5♥					splinters	
5♠					cue bids when fit	
					4NT (4 in minor) after fit = 14 30 2 2+Q, 5NT = 2 + void, 6x = 1/3 + void	
					4NT no fit = 0, 1, 2,	
