

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level - mostly 5-card suit, generally JTxxx or better, 4-17 hcp
2 level - 9-17 hcp
Responses to 1M: 2NT is 4+ cards 10+, fit showing jumps
Responses to 2-level: cue is any strong
May be lighter in pass-out seat
Responses after overcalls: new suit is generally NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Live: 15-18 hcp, doesn't have to have a stopper
Reopening vs. m: 11-14 hcp, sometimes without a stopper
Reopening vs. M: 11-15(16) hcp, usually with a stopper
Responses as to INT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT: 2 lower suits, 5+5+
3NT: Gambling, usually with a stopper in enemy suit
Normal weak jump overcalls, wide-ranging if partner is passed
Responses natural, reopening same
2NT over 1m or 1M in reopening seat: (19)20-22 bal.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m: natural; (1m)-2h: majors 5+5+; (1M)-2M: oM and m 5+5+
Reopening: Same
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C majors, 2D diamonds, 2M M, 2NT minors
2-suiters NV (4)5+4+; V 5+(4)5+
Same for reopening and passed hand
Double vs. strong: 5+ cards in m and 4 cards in M
Double vs. weak: penalty
0-14 hcp is weak NT, if NT includes 15 hcp it is treated as strong NT
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl T/O, cue undefined (both majors against 3m), jumps natural, NT natural usually with good stoppers
Leaping Michaels and Non-leaping Leaping Michaels, NF
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣</b>
Over 1C:
Over 2C: Dbl – both majors (4+4+), 2NT minors, else nat.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1C: nat
Over 1D: nat
Over 1M: bids up to 2M – trfs. 1N nat, pass can be strong

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even/low from odd	3 <sup>rd</sup> from even/low from odd	
NT	Low enc.	3 <sup>rd</sup> from even/low from odd	
Subseq.	Count/low enc.	Count/low enc.	
Other: Always lead high from doubleton; vs. NT the smallest card usually promises at least HT(+); if the number of cards in our suit is already known, lead does not have to be 3 <sup>rd</sup> /low, but sometimes shows suit preference			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for count	Asks for unblock or count	
King	Asks att., AK(+), KQ(+)	Asks for attitude	
Queen	KQx(+), QJ(+), asks count	Asks for unblock or count	
Jack	J10(+), KJ10(+)	Asks att., J108(+), HJ10(+)	
10	109(+), H109(+)	109(+), H109(+)	
9	9x(+), H98(+)	9x(+), H98(+)	
Hi-X	Xx, (HXxx), (xXxx)	Xx, xXxx, xXx	
Lo-X	HxX, HxXx, HxxxX, xxX, xxXx, xxxX	HxX, HxXx, HxxX, HxxXx, HHxxX, HTxxX, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Low is enc.
<b>Suit</b> 2	Suit preference	Suit preference	Suit preference
3	Attitude	Attitude	
1	Attitude	Reverse smith echo	Suit preference
<b>NT</b> 2	Count	Suit preference	
3	Suit preference	Count	
Signals (including Trumps): Suit preference = low-lower suit, mid.-that suit, high-higher suit; Count = low-high → odd; Reverse smith echo = low enc. Vs. trump suit = suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be lighter with better shape or reopening, solid if partner is passed hand, sometimes can be off shape			
Responses: Cue=GF or inv. with both majors; 1NT = 7-10, stopper			
Single jump in new suit shows 5+ cards 8-11 hcp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Neg. dbl thru 3S, opener double is support if responder bid M up to 2M			
After 1M-2M, dbl by opener in competition is general game try			
All unclear doubles are usually informative			
Vs U2NT or Michaels: double is penalty on at least one of their suits			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: CROATIA</b>
<b>PLAYERS: Matko Ferenca &amp; Emanuel Evačić</b>
EVENT: Slovenska bridž liga
DATE: 23/03/2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, SF 1NT over 1M
2D, 2H, 2S is weak 2, usually 5 cards in NV
2C is weak with both M (4+4+) or weak with 4+H 3+S 4+D or strong (GF), non-forcing
Balanced minimum = upgradeable 11 hcp
1NT opening: 15-18 hcp, frequent upgrades, can be off shape
2/1 = GF
Upgrades and downgrades always possible and expected
Third seat openings may deviate from the system
One card more or less is always tolerable
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Real Gambling-Gambling 3NT – good preempt in a minor
Lebensohl: after reverse, interference over 1NT and (W2)-X
Vs. 2-suited overcall: Cue their suit = limit+ raise
2C is weak with both M (4+4+) or weak with 4+H 3+S 4+D or strong (GF), non-forcing
<b>SPECIAL FORCING PASS SEQUENCES</b>
Vs. interference over RKCB: DOPI-ROPI on the 4 <sup>th</sup> and 5 <sup>th</sup> level and DEPO-REPO on the 6 <sup>th</sup> and 7 <sup>th</sup> level
When in GF or have bid game to make, all passes are F
In forcing pass sequences: pass shows interest in overcalling their contract; dbl. shows interest in doubling their contract
<b>IMPORTANT NOTES</b>
1NT opening bid is always possible with less/more points and singleton or any other shape
1m can sometimes have 5 card M
Transfers can sometimes be only for the lead-directing
<b>PSYCHICS: very frequent</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		(1)2	3S	Minor of perceived maximum utility	Natural responses, inverted minor, jump shifts nat inv 6+cards	reverses 16+ hcp; 2-way checkback	
1♦		(1)2	3S	Minor of perceived maximum utility	Natural responses, inverted minor, jump shifts nat inv 6+cards	reverses 16+ hcp; 2-way checkback	
1♥		5	3S	10-22 hcp with 5+H, can be 4	Natural responses, 2N inv +, 4+ card fit; inv jump shifts; 2/1 GF	1M-2M: cheapest bid is asking for shortness, next cheapest is club shortness etc. 2C Gazzilli: 6+M 11-14 hcp or 14-16 hcp bal. or any 16+ or invitational hand with 6+M 1M-1X-2M = 5+M and 4+C 11-15 hcp	Passed hand: 2C = 3+M 10-11;
1♠		5	3S	10-22 hcp with 5+S, can be 4			
1NT				15-18 hcp balanced, can be offshape, frequent upgrades	2C = Stayman; 2D/2H trfs; 2S inv. bal or m to play or GF with mm; 2NT/3C inv+ with m; 3D 5+5+MM; 3M 4oM GF; SA Texas	Breaking a M trsf: long suit, denies fit; Stayman does not promise anypoints; 1NT-2C-2D-2M = to play	Lebensohl, dbl is T/O, when we are doubled transfer takeouts
2♣	X			weak with both M (4+4+) or weak with 4+H 3+S 4+D or any 22+ hcp or any GF hand (<4 losers), non-forcing	2/3/4M to play, 2d no 4cM, 3m f with m; 2NT asking	2c – 2N :3c min, 3d 55, 3M 5OM4M good hand, 3N strong bal, else normal 2c opening nat	
2♦		(4)5		Preemptive with D, 0-11 hcp, 5+ cards, can be 4	2M NF; 2NT = trfs to 3C; 3C = inv+ with D ; 3D = to play; 3M F 6+	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is penalty oriented; from opener t/o
2♥		(4)5		Preemptive with H, 0-11 hcp, 5+ cards, can be 4	3H/4H is to play, 2NT = clubs or choice of game for hearts; 3c = diamonds; 3d inv+ H	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is usually penalty oriented; from opener t/o
2♠		(4)5		Preemptive with S, 0-11 hcp, 5+ cards, can be 4	3S/4S is to play, 2NT = clubs or choice of game for spades; 3c = diamonds; 3d hearts; 3h = inv + spades	Breaking a trsf shows a fit and we bid shortness	Dbl from responder is penalty oriented; from opener t/o
2NT				19-22 hcp balanced, can be offshape, frequent upgrades	3C = Muppet Stayman; Transfers; 3S both minors; 4C/4D texas; 4H RKCB for C; 4S RKCB for D	2NT-3C-3H: no 4 card M; 2NT-3C-3NT = 5H, accepting transfer shows 0-2 cards in M	
3♣		(5)6		0-11 hcp preemptive with (5)6+ cards	New suit bid is F1 Raises are to play 3NT is to play		
3♦		(5)6					
3♥		(5)6					
3♠		(5)6					
3NT	X	6		Real Gambling-Gambling 3NT; good preempt in a minor	4C/5C/5D/6C/6D/7C is pass/correct; 4D asking for shortness; 4M is to play; 7D is to play	3NT-4D: 4M = shortness in M, 4NT = 7222, 5C = shortness in D; 5D = shortness in C	
4♣		(5)6-7		0-11 hcp preemptive with (5)6-7+cards	4M is to play	<b>HIGH LEVEL BIDDING</b>	
4♦		(5)6-7					
4♥		6		0-11 hcp preemptive with 6+ cards, may be stronger with 6+ cards if partner is passed hand		<b>Splinter raises:</b> double jumps; <b>Control principles:</b> bid 2 <sup>nd</sup> round control first at the 4 <sup>th</sup> level, rebid to show 1 <sup>st</sup> round control, first cue of a suit at 5 <sup>th</sup> level shows 1 <sup>st</sup> round control; <b>Slam methods:</b> RKCB 1403; DOPI-ROPI on the 4 <sup>th</sup> and 5 <sup>th</sup> level, first next bid shows 2 aces without the queen, the second one 2 aces and the queen, the third one 3 aces without the Q etc.; DEPO-REPO on the 6 <sup>th</sup> and 7 <sup>th</sup> level; exclusion blackwood 03/14/2 w/out Q/2 with Q; when cuebidding on the 5 <sup>th</sup> level, 5NT bid shows odd number of AKQ in trumps; Lightner double; Leaping Michaels and Non-leaping Leaping Michaels, even after (1M)-p-(2M/3M), showing approx. 3.5 to 4.5 losers, NF	
4♠		6					
4NT	X			0-11 hcp with both minors 65+			
5♣		6		0-11 hcp preemptive with 6+ cards, may be stronger with 6+ cards if partner is passed hand			
5♦		6					
5♥				2 losers in M, no other losers in hand	6M = K or A in M 7M = both K and A in M		
5♠							