



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				EBL Convention Card			
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				Category:	GREEN		
Level 1 lead directing, can be very weak with good suit		Lead	in Partner's Suit		Country:	SLOVENIA	v.:2003 SLO7128 - Drinovec Drnovšek Barbara SLO7045 - Adamič Tomaž		
Level 2 opening strength, good suit	Suit	3/5	top if confirmed and without Honour		Event:	All events			
Reopening with 8+ depending on vulnerability	NT (H)	4th from 4+, 3rd from 3	top if confirmed and without Honour		Players:				
	NT (no H)	2nd from 3+	top if confirmed						
	Other:								
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY - GENERAL APPROACH AND STYLE				
15-18, system on	Lead	Vs.Suit	Vs. NT		2 OVER 1, ALMOST GF, TRANSFER WALSH 5 card M: 1♣ = nat. or 11-13 balanced or 17-19 balanced, can hold 2♣ and 5♦; transfer responses 2♣ = strong or weak in ♦; 2♦ = weak in M (can hold 5 card M) 2M = 6 card M, 10-13 1NT Openings: 14-16 (15-17), can hold any singleton, no 5 card M, 5422 or 6 card m allowed 2 over 1 responses almost GF, 5+ cards, except 2♣ (nebulous after 1M; puppet to 2♦ after 1♦)				
reopening 1NT after 1m = 11-14, dbl and 1NT = 15-17, system on	Ace	A, Ax, AK...	A, Ax, AK... asking to deblock or count						
reopening 1NT after 1M = 12-15, dbl and 1(2)NT = 16-18, system on	King	AK, Kx, KQ... ask count if 4♥dbl+	same						
reopening 2NT after 1m = 18-19, dbl and 2NT = 20-21, system on	Queen	Qx, QJ, QJ..., exceptionally AKQxx...	Qx, QJ, QJ..., AQJ...						
reopening 2NT after 1M = 19-21	Jack	Jx, J10, J10..., AJ10..., KJ10...	same						
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10x, 109, 109... A109... K109... Q109...		2M = 6 card M, 10-13				
1-Suiter: Light, natural weak 6 card	9	98...		same		1NT Openings: 14-16 (15-17), can hold any singleton, no 5 card M, 5422 or 6 card m allowed			
2-Suiters - allways both suits known, please ask	Hi-x	Xx	xXx...		2 over 1 responses almost GF, 5+ cards, except 2♣ (nebulous after 1M; puppet to 2♦ after 1♦)				
	Lo-x	xxX...	xXx...		SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
		SIGNALS IN ORDER OF PRIORITY			Gambling 3NT				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Unserious 3NT				
(1♣) - 2♣ = natural	Suit:1st	attitude + obvious shift	SP / count	O-E / count	Romex after 2NT (see note n#2)				
(1♦) - 2♦ = both M	2nd	count / SP	count	count	Three Way Trial bid (see note n#6)				
(1M) - 2M = oM + ♣	3rd	count	count	count	Modified Bergen raises (see note n#4 and n#5)				
Jump cue asking for stopper	NT: 1st	attitude + obvious shift	Smith	Smith	Ambiguous and Standard splinters (see note n#5)				
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Smith / SP	SP / count	count	Rubensohl, Lebensohl on reverse and W2 dbld (see note n#7)			
Multi Landy versus strong - dbl showing m one suiter or 5+m(4M) or ...	3rd	SP / count	count	count	Jacoby 2NT + SST (see note n#3)				
... strong balanced (4+ more than their min)	We give SP on first opportunity, unless we signalled obvious shift on lead			Gazzilli with Kaplan Interchange					
Multi landy versus weak (min 13 or less), except dbl = penalty	We signal standard on lead, later everything upside down (count not compulsory)			Nebulous 2♣ after 1M opening (see note n#9)					
Continuation after penalty dbl as after 1NT opening	On NT we signal Smith Echo, later SP and count (not compulsory)			Leaping and Nonleaping Michaels					
		DOUBLES			3 Way Drury (see note n#8)				
		TAKEOUT DOUBLES(Style;Responses;Reopening)			Kokish advances after 2♣ opening (see note n#1)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Light			Heeman after 1NT (see note #10)				
dbl = TO, Cue-bid = asking for stopper, NT = natural	Natural responses below cue-bid			Gladiator after (2M) - 2NT (see note #11)					
Rubensohl versus preempts on level 2 (see note n#7)	Transfer responses between cue-bid (level 2) and cue-bid (level 3)			SPECIAL FORCING PASS SEQUENCES					
Multi landy versus 3♠/NT showing m one suiter	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Forcing Pass general rules apply					
VS. ARTIFICIAL STRONG OPENINGS		Italian style (seldom penalty) in competition			Pass promises a stopper in most cases when our artificial bid gets doubled				
Multi Landy	Lead directing rdbl after opps negative dbl (alerted)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
	Lightner dbl, Lead directing dbl after splinter								
	Support dbl - allways after 1♦ opening, after 1♣ opening only if unbalanced								
	Rdbl shows no stopper and no bid in most cases after they double our artificial bid								
OVER OPPONENTS' TAKE OUT DOUBLE		Thrupm dbl (asking for stopper after 3 level preempt)			2♦ Michaels after both 1m openings				
System on or special after 1♣, natural after 1♦, transfers after 1M									

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	nat or bal 11-13 or bal 17-19, can hold 2♣ and 5♦	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = bal 6-11 or ♣ inv or ♦ GF (can hold 4cM)	1♥/♠ after 1♦/♥ = 11-13, 2 or 3 M	
					1NT = bal 14-16 or ♣ GF (can hold 4cM) or bal 17+; 2♣ = puppet to ♦	1NT = 17-19, 2 or 3 M	
					2♦/♥/♠ = nat, 6+, very weak	2♥/♠ after 1♦/♥ = 11-13, 4 M	
					2NT = bal 12-13; 3♣ = preempt; 3NT = bal 14-16 with M stoppers	2♦ = reverse or 17-19, 4 M	
1♦		4	4♥	11+, 4441 or 5+♦, unbalanced unless 6+♦ or reverse follow up	1♥/♠/NT = natural; 2♣ = puppet to ♦, weak or inv with ♦ or GF with ♣	1♦-1M-1NT/2♣ = puppet to ♣/♦	
					2♥/♠ = nat, 6+, very weak	1♦-1M-2♦ = 5+♦ 3M 11-13	
					2NT = nat, 3♣ = inv		
1♥		5	4♦	11+, 5♥ balanced or 5♥4♠ or 14+ 5+♥ any	1♠ = 6-12, holds MAX 4♠; 2♥ = 6-9; 1NT = 5+♠, 6+;	2♣ = Gazzilli; 2♦ = 6+♥; 2♥ = 4♠	
					2♣ = nebulous (nat or bal GF or 3♥ inv.+)		
					2♠ = Jacoby+; 3♣ = Berg. mod.; 3♦ = ambig. splinter		
1♠		5	4♥	11+, 5♠ balanced or 5♠4♥ or 14+ 5+♠ any	1NT = SF; 2♣ = nebulous (nat or bal GF or 3♠ inv.+)	2♣ = Gazzilli	
					2NT = Jacoby+; 3♣ = Bergen modified; 3♥ = ambiguous splinter		
1 NT				can hold any singleton	2♣ = Puppet to 2♦; 2♦/♥ = transfer (4+M); 2NT = invit with 5 card ♠	after puppet 2♦ OP shows:	
				14-16 on 1 st and 2 nd position, 15-17 else	2♠ = weak ♣ or balanced invitational/slamish or slamish both m	weak ♦ or 4-4 M pass/correct, or ...	
				5422 allowed, no 5 M, can hold 6+ m	3♣ = 55M, invit; 3♦/♥ = 6+♥/♠ invit, 3M = m55, GF	5 card ♥ invit, or ...	
					4m = SA Texas, 4M = TP, 4NT = quantitative	5+ card M GF	
2♣	x			22+ bal or 3LT in M or 4LT in m or weak in ♦	2♦ = waiting; 2M/3m = 6+ with 2T3 and A aside	2♥ Kokish (see note n#1); 2NT = 24+	
					2NT = asking (assuming W2♦ opening)		
2♦	x			weak, 6M, 3-9, can hold 5 card M when NV	2♥ = P/C; 2♠ = P/C, 3+♥; 2NT = asking; 3♣/♦/NT = TP; 3♥/♠ = P/C	after 2NT: 3♣/♦ = 7-9, 3♦/♥ asking TH	on 4th position: 6+♦, 10-13
					4♣ = asking to transfer to M; 4♦ = asking to bid M; 4♥/♠ = TP	3♥/♠ = 6-	
2♥	x			6♥, 10-13	2♠ = fit, asking shortness, 2NT = 5+♠;		on 4th position system on
					3♣ = no fit, asking: 3♦ = max, good suit, 3♥ = min, 3♠ = 6♥4♠	3NT = max, bad suit	
2♠	x			6♠, 10-13	2NT = fit, asking shortness		on 4th position system on
					3♣ = no fit, asking: 3♦ = max, good suit, 3♥ = 6♠4♥, 3♠ = min	3NT = max, bad suit	
2 NT				20-21 bal	3♣ = Romex (see note n#2); 3♦/♥ = transfer; 3♠ = transfer to 3NT		
				can hold singleton A or K, can hold 5 M, 5422 allowed, can hold 6 m	4m = Texas, 4M = TP, 4NT = quantitative		
3 any				Preemptive, natural		High Level Bidding	
3 NT	x			Gambling	4♣ = P/C; 4♦ = asking for shortness; 4M = TP	4NT = RKCB	
4 any				Preemptive, natural		1430; 0314 at Voidwood; DOPI/ROPI	
4NT	x			Ace asking	5♣ = no A; 5♦♥/♠ = ♦♥/♠ A; 5NT = two A; 6♣ = ♣ A	5NT = 2 KC with useful void	
5m				Preemptive, natural		6 below trump = 1 or 3 KC + void in suit; 6 trump = 1 or 3 KC + void above trump	
5M				Strong M one suiter with 2 LT in the suit		4♣ = RKCB after partners preempt	

NOTES

Note #	Item	Description
1	Kokish	2♣ - 2♦ - 2♥ ⇒ puppet to 2♠, then nat or 2NT (showing 22-23, bal); 2NT instead of 2♠ shows Qxxxxx in unknown suit and nothing else 2♣ - 2♦ - 2NT ⇒ 24+, bal; 2♣ - 2♦ - 2♠ ⇒ natural, puppet to 2NT without support
2	Romex	2NT - 3♣ - 3♦ ⇒ no 4 card ♥ or 5 card ♠; Responder's 3♥ now asks about 4 card ♠, Opener's 3♠ shows 4 card ♠ 2NT - 3♣ - 3♥ ⇒ 4 or 5 card ♥ 2NT - 3♣ - 3♠ ⇒ 5 card ♠
3	Jacoby 2NT +SST (4+card support,GF)	1♥ - 2♠ ⇒ 2NT = min, but not 5332; 3♣ = singleton or void 14+; 3♦ = 5422 or 5332 14+; 3♥ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332 1♠ - 2NT ⇒ 3♣ = min, but not 5332; 3♦ = singleton or void 14+; 3♥ = 5422 or 5332 14+; 3♠ = 6322 14+; 3NT = 7222 14+; 4M = min, 5332 1M - 2♠/NT ⇒ 4 any = 5 card suit with at least 1 T3H
4	Modified Bergen	1M - 3♣ ⇒ 7-9 any or 10-12 bal or 10-12 + 5 card side suit 1M - 3♣ - 3♦ ⇒ asking; 3M = min; 3oM = singleton; 3NT = 10-12, bal, 4+ CT; 4M = 10-12, bal, 3- CT; 4m(♥) = side suit 1M - 3♣ - 3M ⇒ TP
5	Splinters	2 range splinters through Modified Bergen (7-9) or Ambiguous splinters (10-12) or Standard (7-9 and void) Ambiguous: 1♥ - 3♦ or 1♠ - 3♥ ⇒ unknown singleton or void 10-12; Standard: 1♥ - 3♠/4m or 1♠ - 4x = void, 7-9
6	Trial bids	1♥ - 2♥ - 2NT/3m ⇒ long suit trial (2NT for ♠) 1♥ - 2♥ - 2♠ ⇒ short suit trial - responder bids a suit with useless strength in case of opener's shortness 1♠ - 2♠ - 2NT ⇒ short suit trial - responder bids a suit with useless strength in case of opener's shortness 1M - 2M - 3M ⇒ trump trial - responder bids 4M if holding any two of: trump H, side A, extra trump length
7	Rubensohl	Standard after natural intervention on 1NT When they intervene with a two suiter - transfer into their suit does not promise 4 card M When they preempt our 1♣♦♥ openings on level 2, our double is for take out
8	3 Way Drury	2♣ shows good 9 or 10 HC and 2 card support, any or 7-9, 4 card support, balanced 2♦ shows good 9 or 10 HC and 3 card support, any
9	Nebulous 2♣	1M - 2♣ shows either GF or invitational hand If GF then with 5+♣ or 3 card M support or 4 card oM or balanced If invitational, then either with 6+♣ or 3 card M support
10	Heeman	1NT - 2♣ puppet to 2♦; shows weak ♦ or 4-4 M pass/correct or 5 card ♥ invit or 5+ card M GF 1NT - 2♦/♥ shows 4♥/♠, invit +, can hold longer m or 5+♥/♠ weak or both M invit+ 1NT - 2♠ shows 6+♣ weak or balanced invit/SI or 1M3oM(54) GF; 1NT - 2NT invitational with long m
11	Gladiator	(2M) - 2NT → 3♣ shows all weak hands and GF balanced with m44, transfer to oM = invitation+, transfer to M = GF Stayman