DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS		EBL CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE				
Standard could be light when favourable. New suit at one level F1		Lead		In Partner	's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
New suit at 2 level constructive NF, cue F1 normally with 3 support	Suit	3 <sup>rd</sup> 5 <sup>th</sup>		3 <sup>rd</sup> 5 <sup>th</sup>		NCBO: ITALY
After 1M 2NT= limit raise, 3♣= strong raise, 3♦= Mixed raise	NT			3 <sup>rd</sup> 5 <sup>th</sup>		PLAYERS: Sementa A Versace A.
	Subseq	attitude		3 <sup>rd</sup> 5 <sup>th</sup>		EVENT ( <b>Open</b> /Women/Senior/Transnational)
	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
15-17 system on	Lead	Vs. Suit		Vs. NT		
Bal. 11-14	Ace	AKx(+), Ax		AK(+)		GENERAL APPROACH AND STYLE
	King	AK, KQ(+),	Kx	AKJ10, K	QJ9, KQ109	5 Cards Major, Unbal. ♦, Variable NT
	Queen	QJ(+), Qx		QJ(+), KQ	Q(x)	1NT 1st seat Non Vul. 10-13
	Jack	(H)J10(+), J			, Jx	1NT 2 <sup>nd</sup> and 3 <sup>rd</sup> seat Non Vul vs Vul 10-13
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(H)109(+), 1	0x	(H)109(+), 10x		Other positions 14+ 17
1 ♣ 2 ♦ = 5 + ♥ 5 + ♠ , 1 m 2 ♥ / ♠ = weak, 1 ♦ 3 ♣ = 5 + ♣ 5 + ♠ NF	9	H98(+),987x		H98(x)		1NT always 5 cards M possible
1M 3♣= 3+♦ 5+OM	Hi-X	Xx, xxXx, H	IxXx	XXx, xXX	Xx, xXXxx	Transfer responses over 1.
	Lo-X			X H(+)xX,H	I(+)xxX, H(+)xxxX	•
Reopen: Michael's	SIGNALS IN	ORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Declarer's Lead		iscarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 ♣ 2 ♣ = 5+4 Ms, 1 ♦ 2 ♦ = 5+ ♥ 5+ ♠, 1M 2M = 5+ ♣ 5+OM	1 Sma	ıll Enc.	UDC	Su	iit preference	$1 \clubsuit$ p $1 \spadesuit = 4 + \blacktriangledown$ , $1 \blacktriangledown = 4 + \spadesuit$ , $1 \spadesuit =$ no Ms any hand up to 11
1 ♦ 3 ♦=5+ ♣ 5+ ♠ F.G., 1M 3M solid suit asking for stopper	Suit 2 UDC		Suit Preference		nall Enc.	1♣ p 1♠ 12+ with ♦ possible 4M
	3				DC	1m p 1NT = F.G. bal. or semi-bal.
	1 sam	e	same	St	iit preference	1m p 2♣ Nat. F.G. unbal.
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2			U	DC	1♣ p $2$ ♦= $3$ -8 with 6M
DBL= penalty	3					1m 2♥ = 4-8 5+ ★ 4+♥
2♣= 5+4+ Ms	Signals (includ	ling Trumps):		•		1m 2♠ = 8-11 6♣
2 ♦= 1M or strong 5M 5m	Smith, suit preference				2 ◆ = 18-19 bal. no 5M, could be 17 when 1NT= 10-13	
2M = nat. with  4+m						2 V/♠= nat. weak could be 5 cards when non Vul.
2NT=4♠ longer m, 3m nat.+4♥	DOUBLES				3NT= 8♣ or ♦ better then 4♣ ♦ with the Ace of trump	
Bal. vs strong 4M 5m						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		OUBLES (Styl		Reopening)		
DBL= T/O, $3 44=5+45+M$ , $344=M$ s, same balancing	Standard, Cue Forcing up to 2NT or 3M					
3 ♦ 4 <b>*</b> =5 + <b>*</b> 5 + M,3 <b>*</b> 4 ♦ = Ms, same balancing						
Balancing only 3M 4m nat. + 5+OM						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES
DBL=Ms good hand or more unbalanced, 1NT 5M 5m 2NT 55ms	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				standard	
	1 <b>♣</b> 1 <b>♦</b> DBL=:	1 ♣ 1 ♦ DBL=5+♥, 1m 1♥ DBL=4+♠				
	Max DBL, game try DBLS,					
OVER OPPONENTS' TAKEOUT DOUBLE	Inverted DBL after a two-suiter overcall					IMPORTANT NOTES
RDBL = 10+, 1♣ DBL transfer,						
1M DBL 1NT = good 3cards raise						
						PSYCHICS:

A	ACTION COMPETITIVE & PASSED HAND BIDDING
Unbal ★ 11-22  2★=nat. F.G., 2★= weak M, 2♥=5★4★♥ 4-8  2♥=4♥ bal. or min. unbal,  unbal. 2★=♣ or ♣+♠ 16+  3★♥♠ 6♣ splinter 11-14  2★=F1 nat. or 6+♠  1★  4 7♥ 5+♠ unbal or 4-4-4-1 11-22  1♥ could be 3 <sup>rd</sup> , INT F.G. bal., 2♥=5+♠ 4+♥ 3-8  2♠=limit ♣, 3♣=limit ♠  1★  5 7♠ 11-22 see 1NT range to exclude  Nat., 2♠=F.G.6+ or 5m, 2NT=limit raise 3 or 4♥  One 5-3-3-2  3♣=Mixed raise, 3♠= any splinter, 3NT4♣♠ voids  1♠ 5 7♥ See 1♥  3♣=limit ♥, 3♥=4♠, 2NT= limit 3♠ or Mixed  INT  4♠ 10-13 1 <sup>st</sup> NV. 2 <sup>nd</sup> and 3 <sup>rd</sup> favour  14+17 always 5M possible  2♠= waiting or ♥, 2♥ 5+♠, 2♠=5-5ms, 2NT=6+♣  Kokish  3♣=6+♠, 3♠=6+♥	
2♠=8-11 6♣, 2NT= pre ♣, 3♣=6♣ 11-14 no short 3 ♦ ♦ ♠ 6♣ splinter 11-14  4 7 ♦ 5 ♦ unbal or 4-4-4-1 11-22 1 ♦ could be 3 <sup>rd</sup> , 1NT F.G. bal., 2 ♥=5 + ♠ 4 + ♥ 3-8 2 ♠=limit ♣, 3♣=limit ♦  5 7 ♦ 11-22 see 1NT range to exclude One 5-3-3-2 3♣=Mixed raise, 3 ♦ = any splinter, 3NT4♣ ♦ voids 1 ♦ 5 7 ♦ See 1 ♥ 3♣= limit ♥, 3 ♥= 4♠, 2NT= limit 3♠ or Mixed INT 4 ♦ 10-13 1 <sup>st</sup> NV. 2 <sup>nd</sup> and 3 <sup>rd</sup> favour 14+17 always 5M possible 2 ♦ ■ waiting or ♥, 2 ♥ 5+♠, 2 ♠=5-5ms, 2NT=6+♣ Kokish 3♣=6+♦, 3 ♦=6+♥	unbal up to 15
2♠=limit ♣,3♣=limit ◆  1	possible 3♥.
1▼       5       7 ★       11-22 see 1NT range to exclude One 5-3-3-2       Nat., 2 ★=F.G.6+ or 5m,2NT=limit raise 3 or 4 ▼ One 5-3-3-2       Gazzilli.         1★       5       7 ▼ See 1 ▼ One 5-3-3-2       3 ★= Mixed raise,3 ◆= any splinter,3NT4 ★ ◆ voids One 5 →	16+
One 5-3-3-2  3♣=Mixed raise, 3 ← any splinter, 3NT4 ♣ ♦ voids  5	
1♠       5       7♥       See 1♥       3♣= limit ♥,3♥= 4♠,2NT= limit 3♠ or Mixed       Gazzilli         INT       4♠       10-13 1st NV. 2nd and 3rd favour       Stayma, Transfer, 2NT puppet Stayman         14+17 always 5M possible       2♠ waiting or ♥, 2♥ 5+♠,2♠=5-5ms, 2NT=6+♣       Kokish         3♣=6+♦,3♦=6+♥	Drury
INT       4♠       10-13 1st NV. 2nd and 3rd favour       Stayma, Transfer, 2NT puppet Stayman         14+17 always 5M possible       2♠ waiting or ♥, 2♥ 5+♠,2♠=5-5ms, 2NT=6+♣       Kokish         3♣=6+♦,3♦=6+♥	
14+17 always 5M possible  2♣ * 7♥ F.G. or 22-23 bal. 2♦= waiting or ♥, 2♥ 5+♠,2♠=5-5ms, 2NT=6+♣ Kokish  3♣=6+♦,3♦=6+♥	Drury
2♣       *       7♥       F.G. or 22-23 bal.       2♦= waiting or ♥, 2♥ 5+♠,2♠=5-5ms, 2NT=6+♣       Kokish         3♣=6+♦,3♦=6+♥	
3♣=6+♦,3♦=6+♥	
2	
17-19 bal. when 1NT 10-13	
2♥ 5/6 NO 5♥ 3-9 non-vul. 2NT force 3♣	
6♥ 5-10 vul. 2NT asking	
2♠ 5♠ 3-9 non-vul. 2NT force 3♣	
6♠ 5-10 vul. 2NT asking	
2NT 4 20-21 Bal. 5M possible Transfer Puppet Stayman	
3.4 6 No NV lighter but not extreme Nat.	
3♦ 6 No NV lighter but not extreme	
3♥ 6 No NV lighter but not extreme	
3♠ 6 No NV lighter but not extreme	
3NT * 8 No Pre 8♣/♦ better than 4♣♦	<del></del>
with Ace of trump	
4. No Pre	
4♦ No Pre	
4♥ No Pre	
4 No Pre	
4NT No minors	
	HIGH LEVEL BIDDING
	rump is 4.4 = KC, After KC 1st step asks for Q,
2 <sup>nd</sup> step is serious grand sla	am trv. 3 step non-serious.
The direct raise of a minor a	m 1 <sup>st</sup> and 2 <sup>nd</sup> round cue bid if they DBL pass no problem it a 3level 1 <sup>st</sup> step is non-serious cue is serious.