


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Natural overcalls, can be light on 1-level (especially non-vul) and on the 2-level opposite passed partner.		Lead	in Partner's Suit		Category i.e. Green	
2 of opponent's suit is a cue with support!	Suit	1/3/5	Count if not supported			
New suit on the 1-level is 1 round forcing, on the 2-level is constructive but non-forcing.	NT	ATT	Count if not supported		Country: Croatia	
	Subseq	Standard count			Event: Open	
	Other:				Players: Zorana ČEKOL – Jasminka KLANJŠČEK	
	Versus NT ace is a strong lead, asking for a count					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd 1NT=15-17(18)		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4th a)1NT=11-14 after 1 of a minor	Ace	AK+, Ax	AK+		Natural, strong NT, 5-card Majors, 1♠: 2+ cards	
b)1NT=11-16 after 1 of a major	King	KQ+, AK	AKJ+, KQJ+, KQT+			
	Queen	QJ+	QJT+, QJ9+, AQJ+			
	Jack	JT+, KJT+	JT9+, JT8+, AJT+, KJT+			
	10	T9+, KT9+, QT9+, Tx	T9+, AT9+, KT9+, QT9+			
JUMP OVERCALLS(Style; Responses; Unusual NT)						
weak	9	9x			1NT Openings: 15-17 bal, possibly a bit off-shape (5422, 6322, 5431 stiff K/A)	
[1x]-2NT=two lowest suits.	Hi-x	Xx	Xx, Xxx, Xxxx, Xxxxx		2 OVER 1 Responses: 2/1 GF	
	Lo-x	xxX, xxXx, xxxX	Normally from an honour			
Reopening: constructive.	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding		
[1♠/1♦]-2♣/2♦ = at least 5-5 in the majors.	Suit:1st	Low = enc	Low = odd	suit preference		
[1M]-2M = 5 of the other major and 5 minors	2nd	Low = odd	Suit-pref	Low = odd		
[1x]-3x asks for a stop in that suit (if suit is natural 4+cards).	3rd	Suit-pref				
	NT: 1st	Low = enc	Reverse Smith	suit preference		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Low = odd	Low = odd	Low = odd		
a)strong: dbl= 16+ HCP, usually balanced	3rd	Suit-pref	Suit-pref			
multi Landy 2♠=(44)54 in majors, 2♦=1Major, 2M=M+m	Signals (including Trumps):					
2NT=strong any two suiter, 3X= nat; wide range						
Reopen: dbl shows [11+] 2 places to play, not promising 54 shape						
b)weak: dbl=13+ HCP, usually balanced; 2x like above						
3x=good hand with 6 card suit, 14-16						
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Dbl=(9)10+ HCP					
dbl is for takeout, 2NT and 3NT natural.						
4m=(non)leaping Michaels.						
	Responses: cue is 1-round forcing. Reopening: Same			SPECIAL FORCING PASS SEQUENCES		
	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			When we are in a game forcing situation.		
natural	invitational doubles when no space in competitive auctions					
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
	Psychics: rare					
	Not strict about hcp ranges.					
OVER OPPONENTS' TAKE OUT DOUBLE	3rd hand openings may be light.					
natural						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	2		11-22, clubs or balanced outside NT range	natural, inverted minor			
1♦		4		11-22, 4+♦	natural, inverted minor			
1♥		5		10-20 HCP, 5+♥	2m GF, 2NT 4c fit, inv+, 3♣ 4c fit, 6-9, 3♦3c fit, 10-11		Drury (2♣)	
1♠		5		10-20 HCP, 5+♠	2m/2♥ GF, 2NT 4c fit, inv+, 3♣ 4c fit, 6-9, 3♦3c fit, 10-11	1♠-2NT: 3♣ min, 3♦ balanced, 3♥ singl ♣, 3♠ singl ♦, 3NT singl ♥	Drury (2♣)	
1NT				15-17 HCP	2♣: Stayman, 2♦/♥: Jacoby transfers, 2♣/2NT: minor ♣/♦ weak or strong 3♣, 3♦: inv., 3M: single, Hxx in other M 4♣/♦: trf to ♥/♠			
2♣	x	0		Strong, 23+ bal, or 9 (8,5) tricks	2♦: negative or waiting; 2M/3m: 8+, good suit (2M KJxxx+); 2NT: 8+, stoppers in 3 suits			
2♦		5		Weak 5+ 3-10 HCP	2NT=INV+, asking 2M/3♣ = natural F1	4♣ by responder = ♥ slammish 4♦ by responder = ♠ slammish		
2♥		5		Weak 5+ 3-10 HCP	2NT=INV+, asking new suit F1		4th: 11-13 HCP, 6+♥	
2♠		5		Weak 5+ 3-10 HCP	2NT=INV+, asking new suit F1		4th: 11-13 HCP, 6+♠	
2NT		2		20-22	3♣: Stayman, 3♦/♥: transfers 3♠: minors Stayman 4♣/♦: natural, slam try	2NT-3♦-3♥=fit 2NT-3♥-3♠=fit 2NT-3♠-3M-oM = slammish fit		
3♣		6						
3♦		6						
3♥		6		Pre-emptive	3NT=To play			
3♠		6		Pre-emptive	3NT=To play			
3NT					Running minor			
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		To play				
4♠		7		To play				
4NT				Minors				
High Level Bidding								
							Roman Key Card Blackwood (RKCB) 14/03	
							Exclusion RKCB 14/03	
							5NT is frequently pick a slam	
							Splinter Bids	