DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	ALS		EBL CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE	2					
1 level: 5-16 aggressive, may have 4c, new suit NF		Lead		In Partner's Suit	CATEGORY:	:		
Responses: Cuebid 12+ with sup or 14+ any. Jumping new suit 6+c	Suit	3/5		3/5	NCBO:			
10-15 pts					- 			
Jump support: weak	NT			Small; even count if have		LEVENT NEDIM	INAN-CEM YIGIT AGA	
		not Honou		Honour or odd count if have not Honour				
					- L			
2NT: 8-11 4+c balanced 3cuebid 8-11 unbalanced	Subseq	Smith echo		Smith echo	EVENT: WY	ГС 2023		
2 level: 5+c constructive 10+pts, new suit F1				the sequencing when dummy	-			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	Exp: JTx(T), KQ	x+(Q)			SYSTEM SU	INAMA DV	
2 nd (14)15-17(18) 4 th 11-17	Lead	Vs. Suit		Vs. NT	-	SISIEMS	JIVIIVIARI	
Responses: Stayman answers are artificial	Ace	AKx+ Ax,		AKx+	GENERAL AL	PROACH AND S	TVI F	
responses. Stayman answers are artiferal	King	KQ+, AK		AKJ10X,KQX	1/2 GF Aggres		TLE	
	Queen	OJ+		Sequence	5c Major, rarel			
	Jack	J10+, Jx		"	1NT: (14)15-1			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, 10x		"		. ,		
Like 2♥ 2♠ openings: 10-15 6+c	9	H98+, 9x		"				
	Hi-X							
	Lo-X							
Reopen:	SIGNALS	IN ORDER OF	PRIORITY					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's Lea	d Discarding	SPECIAL BII	OS THAT MAY R	EQUIRE DEFENSE	
OBK Cuebid		o=Enc	Echo for lead	Small enc	2M: 10-15 Pts.			
		o/Hi= Even	Lo/Hi= Even	count		nced or 1 weak M		
	3 S		S/P	S/P		Major distributional	hand 6/5 5/5	
		o=Enc	Echo for lead	S/P	1♥-1♠: 0-4c♠ F 1♥- 1NT: 5+♠			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 I	o/Hi= Even	S/P	Lo/Hi= Even	1▼- 1N1. J+₹	Γ1		
24: 3-4c♥ 5+ suit	3 S		Lo/Hi= Even	LO/III— EVEII	OBK Cuebid			
2₹. 5-4€ ¥ 5± suit	3 3	1	Lo/III— Lveii		1 ♣ -2 ♣ : ♠ +♦	1 ♣ -2NT: ♥+♦	1&-3&• ♥+&	
2♦ 3-4c♠ 5+suit	Signals (inc	luding Trumps):	Echo in trump sui	it shows ability to ruff	1♦-2♦: ♠+♣	1♦-2NT: ♥+♣		
2♥: 5+♥ 3-♠ 2♠: 5+♠ 3-♥	Smith echo	rumps).	zeno in tramp su	it shows defined to ruin	1♥-2♥: ♠+♣	1♥-2NT: ♦+♣		
2NT and others suction(example: 2NT: ♣s or ♦+♥)	Simul Cons				1♠-2♠: ♥+♣	1 ♠ -2NT: ♦+ ♣		
DBL: Penalty invite (11-15)			DOUBLES					
, ,								
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Responses; R	Reopening)				
DBL: take out 2NT: 15-18 3NT: 19-22		classic shape, ag						
	First bid 0-4	point, artf						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FO	RCING PASS SE	QUENCES	
First level natural overcall or shortness in this suit(1♣-1♦: ♦s or take	SPECIAL,	ARTIFICIAL 8	COMPETITIVE	E DBLS/RDLS	3x dbl 5x			
out to♦)					⅃			
1NT and above are suction	Partners suit to dbl: DON'T LEAD				2NT 3x			
	Dbl to oppo	nents cuebid: do	n't lead		- 			
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT	NOTES		
2x: 5-9 pts NF					_			
RDBL: 9+								
After dbl 1M, 2NT and 3NT Truscott 3M,4M preemp					PSYCHICS: I	Karely		

	Ā	OF	HRU						
OPENING	TICK IF ARTHFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE &PASSED HAND BIDDING		
1.		3	4	(9)11-20	2♠: GF(may have 4c Maj) - 2♠: weak M or invite with ♠s - 2♥/♠: 4+M and 4+♠ 6-11 Pts - 3♠: weak 3♠: nat,6+c 9-11 - 3♥/♠: 5+M and 4+♠ GF 4♠: trf to 4♥ - 4♠: trf to 4♠	1♣ 2♠: 3x short, 3NT:4-4 Maj. 1♣ 2♥ 2♠: Asking relay 1♣ 2♠ 2NT: Asking relay 1♣ 4♣ 4♦: Slamish 1♣ 4♦ 4♥: Slamish			
1♦		3	4♦	(9)11-20	2♦: GF 4+♦(may have4c M) - 2♥/♠: 4+M and 4+♦ 6-11 pts - 3♠: 4+♦ 8-11 - 3♦: weak 3♥/♠: 5+ M and 4+♦ GF - 4♠: trfto 4♥ 4♦: trfto 4♠	1 ♦ 2 ♦: 3x short, 3NT:4-4 Maj. 1 ♦ 2 ♥ 2 ♠: Asking relay 1 ♦ 2 ♠ 2NT: Asking relay 1 ♦ 4 ♣ 4 ♦: Slamish 1 ♦ 4 ♦ 4 ♥: Slamish			
1♥		5	4•	(9)11-20	1♠: 0-4c♠ F1 - 1NT: 5+♠ F1 - 2♠:4 +♥ GF 2NT: 6+♠ 9-11 3♠/♦: nat, 6+c inv 3♥: 4+♥ invite - 3♠: ♠ splinter – 3NT:Spades 4♠:♦ splinter - 4♦:♠ splinter	1 ▼ 1 € 2 ♥: 4 c ★ min, 1 ▼ 1 € 2 €: 4 c ★ reverse hand 1 ▼ 1 NT 2 ♥: 3 c ★ reverse hand, 1 ▼ 2 € 2 NT - 3 ♣ - 3 ★ singleton ♠ ♣ ♠ . 1 ▼ 2 € 3 € - 4 ♣ 4 €: void 1 ▼ 3 ♥ 3 €: asking shortness 1 ▼ 3 ▼ 3 NT - 4 ♣ - 4 ♦: short ♠ . ♠ ♠ 1 ▼ 3 ♠ 3 NT: Cue alg 1 ▼ 2 ▼ 3 ♠ - 4 ♣ - 4 ♦: side suit with slam inv.	2♣:Drury(3 RD -4 TH Seat) – 2NT:Balanced inv 3x:Short		
1 🛦		5		(9)11-20	1NT F - 2NT 4+♠ GF 3♠/♦/♥: nat , 6+card 9-11 3♠: 4+♠ inv- 3NT:Hearts - 4♠:♦ splinter 4♠:♥ splinter	1♠ 1NT 2♠:3+♥, 1♠ 1NT 2♠: 3- red suits. 1♠ 2NT 3x:singleton,3NT:min hand with odd kc 4x:void 4♠:min hand with even kc.	2♠:Drury(3 RD -4 TH Seat) – 2NT:Balanced inv 3x:Short		
INT				(14)15-17(18)	2♠: stayman(may have not Maj if very strong) 2♠:5+♠-&5+any suit inv - 3♠/♦: nat,maxinv 3♥/♠: short4♠:♥s - 4♦:♠s - 4nt: asking aces(0-1-2-3)	After Stayman response, first relay bid is asking for shape			
2.				Balanced 22+ or F unbalanced	2♦: 0 or 2+ AK - 2♥/2♠/2NT/3♣/3♦: 1 A or K 4+ c 3♥/3♠/3NT: 2 ace	After positive answer 5x are used as RKCB			
2♦	*			Weak M or 18-19 balanced	2♥/♠: P/c - 2NT: 14+ - 3♠: 3+♠, 5+♥ 7+pts 3♦: 3+♥, 4+♠ 7+pts - 3♥/♠: P/c - 3NT: 4-4 Majors 4♠: 5-5 Majors slam invite - 4♦: 5-5 Majors weak 4♥/♠: to play	2♦2NT2♦ 2NT 3♣:18-19 balanced3NT:weak major with 2 high cards			
2♥	*			6+♥ 10-15 pts	2♠: asking relay - 2NT: 5+♠ F1 - 3♠/♦: 5+ F1 3♥: to play - 3♠: ♠ + ♥supp GF - 3NT: to play 4♣/♦: this suit +♥ supp GF	2♥ 2♠ 2NT-3♣-3♦: Short ♣♣♠, 2♥ 2♠ 3♣-4♣-4♦: Side Suit 2♥ 2♠ 3♥-3NT: Balanced min-max 2♥ 2♠ 4♥: 7 cards			
2.	*			6+ ♠ 10-15 pts	2NT: asking relay3♣/♦/♥: 5+ suit F1 3♠: to play - 4♣/♦/♥: ♠support + this suit GF	2♠ 2NT 3♣-3♦-♥: Short, 2♠ 2NT 4♣-4♦-4♥ Side Suit 2♠ 2NT 3♠-3NT: Balanced min-max 2♠ 2NT 4♠: 7 cards			
2NT				20-21	3♠,4♠,4♥: Short, slamish 4♠: minors 4NT: asking aces(0-1-2-3)	After Stayman response, first relay bid is asking for shape			
3.4		6		Preemtive	3♦: invite to 3NT with top ♣ honour or asking 3c M 3♥: invite to 3NT with ♣ honour or asking 3c♠ 3♠: invite to 3NT or asking 3c♥ 4♠: reverse cue-alg - 4♦: asking keycard				
3♦		6		Preemtive	3♥: invite to 3NT with top ♦ Honour or asking 3c♠ 3♠: invite to 3NT or asking 3c♥ 4♠: reverse cue-alg - 4♠: asking keycard				
3♥		6		Preemtive	3♠: nat - 4♠: reverse cue-alg - 4♠: key card				
3♠		6		Preemtive	4♣: reverse cue-alg4♦: keycard				
3NT	*	7		Solid suit	4. ask suit nf-4. ask suit gf-4. to play 4. to play	3NT 4♦ 5♠: 1 A/K major hand, 5♦: 1 A/K 8cards, 5♥ 5♠: No A/K ♥♠ hand. 5NT: 8cards minor hand			
4.	*			♣+ M two suited hand	4♦: slam invite for M - 4♥/4♠: P/c 4NT: slam invite for minor		After overcall, double is asking partner's suit(except 4 • overcall)		
4♦	*			◆+ M two suited hand	4♥/♠: P/c -4NT: slam invite for minor5♠: slam invite for M		After overcall, double is asking partner's suit		
4♥		7		To play	New suits controlwood				
4.		7		To play	New suits controlwood				
4NT			-	Minor suits		www.rom.	DING		
5 ♣	-		-	Preemtive		HIGH LEVEL BID	DING		
5 ♦				Preemtive Usually 2 suited strong hand		RKCB 1403 Voidwood answers. 0-1-2-3 DOPI ROPI			
5♥	l		I	Usually 2 suited strong hand Usually 2 suited strong hand					