


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		Country: Croatia	
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		Event: Open	
	Subseq	Standard count			Players: Goran ĆEKOL - Vedran ZORIĆ	
	Other:					
	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) (system on)	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
4th a)1NT=11-14 after 1 of a minor	Ace	AK+, Ax	AK+		2/1, Agressive non-vulnerable	
b)1NT=11-16 after 1 of a major	King	KQ+, AK	AKJ+, KQJ+, KQT+		1♠ = Natural ♠s, or any 11-14 / 18-19 bal (even 5 majors possible)	
	Queen	QJ+	QJT+, QJ9+, AQJ+		1♦ = 10+, 5+♦ or 4441 unbal, can be bal in 3rd/4th seat	
	Jack	JT+, KJT+	JT9+, JT8+, AJT+, KJT+		1M = 10+, 5+M	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9+, KT9+, QT9+, Tx	T9+, AT9+, KT9+, QT9+		2♣ = any gf or weak♦; 2♦ = weak with both majors, usually 54+, possibly 44 (non-vul)	
nonvul = Direct jumps are weak, vul = intermediate	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	2♣: weak 5+♦ 3-10 HCP or any GF	
[1♠/1♦]-2♠/2♦ = at least 5-5 in the majors.	Suit:1st	Low = enc	Low = odd	Low = enc	2♦: both majors, below opening strength	
[1M]-2M = 5 of the other major and 5 minors	2nd	Low = odd	Suit-pref	Low = odd	transfers after 1♠ opening	
[1x]-3x asks for a stop in that suit (if suit is natural 4+cards).	3rd	Suit-pref		Suit-pref	transfers after 1♠-(1♦) and 1X-(dbl)	
	NT: 1st	Low = enc	Reverse Smith	Low = enc		
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	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	Reverse Smith					
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.	Equal length conversion doesn't show extras					
4m=(non)leaping Michaels.				SPECIAL FORCING PASS SEQUENCES		
	Responses: cue is 1-round forcing. Reopening: Same			When we are in a game forcing situation.		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Vs 1♠ 16+HCP: dbl is 4+,4+ in the majors, 1♦=5+card major	transfers after 1♠-(1♦) and 1X-(dbl)					
1M is 3-4 cards in that major and 5+ minors.	1m - (1♥) - dbl = exactly 4♣			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
1NT=5-5 any(not majors)	Support doubles with decent hand (not obligatory).			Psychics: rare		
	invitational doubles when no space in competitive auctions			Not strict about hcp ranges.		
OVER OPPONENTS' TAKE OUT DOUBLE				3rd hand openings may be light.		
Transfers. 1NT is natural						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♣	a) Natural unbalanced b) 11-14 / 18-19 bal (5 majors possible)	1♣=4+♥; 1♥=4+♣; 1♠=INV+, bal, no 4M, no 6m; 1NT=5-11 nat; 2♣=majors weak, 6-9; 2♦=6cm weak; 2♥=INV+, 6+♣; 2♠=inv+, 6+♥; 3x=preemptive; 3NT=TP, 13-14; 4m=preemptive, 4M=TP	1♣-1♦/1♥-1♥/1♠=2-3♥/♣, 11-14 bal; 1♣-1♦/1♥-1NT=18-19 bal, no fit; 1♣-1♦/1♥-2NT=4+♥/4+♣, 15+HCP	
1♦		4	4♣	10-20 HCP, 4+♦, usually 5+♦ unbal., can be 4♦(441)	natural	1♦-1♣-1NT=4♥ 11-15	
1♥		5	4♣	10-20 HCP, 5+♥	1NT=up to 12; 2/1=GF; 2NT=4+♥,10+HCP; 2♣/3♣/3♦=natural inv 3♥=mixed raise; 3♣/4♣/4♦=4+♥, 10-14HCP, 0-1 ♣/♠/♦	1♥-2♣-2♦=4+♦,up to 15/11-14 bal (2♣ ask); 1♥-2♣-2♥=6+♥; 1♥-2♣-2NT (17-19)	Drury (2♣), Fit showing jumps
1♠		5	4♥	10-20 HCP, 5+♠	1NT=up to 12; 2X=GF; 2NT=4+♠, 10+HCP; 3♣/3♦/3♥=natural inv; 3♠=mixed raise; 4♣/4♦/4♥=4+♠, 10-14 HCP, 0-1 ♣/♦/♥	1♠-2♣-2♦=4+♦,up to 15/11-14 bal (2♥ ask); 1♠-2♣-2♠=6+♠; 1♠-2♣-2NT (17-19)	Drury (2♣), Fit showing jumps
1NT			4♣	15-17 HCP	2♣=trf to 2♦, to play OR at least one4cd M, inv+; 2♠=range ask, inv+ (can be with 6+ minors); 2NT=trf to 3♣, to play or gf 3suited; 3♠=6+♦, SO or GF; 3♣=55 majors, inv+; 3♥/3♠=1♥/♠, 3oM, 54minors	1NT-2♣-2♦-2♥=GF, 4♣, puppet to 2♣; 1NT-2♣-2♦-2♠=GF, 4♥, puppet to 2NT; 1NT-2♣-2♦-3m=0-1m, (54)majors; 1NT-2♣-2♦-3NT=44(32)	
2♣	x	0		weak 5+♦ 3-10 HCP or any GF	2♦=waiting; 4♣=optional RKCB	Kokish	
2♦	x			both majors, weak	2NT=INV+, asking 3m = natural F1	4♣ by responder = ♥ slamish 4♦ by responder = ♠ slamish	
2♥		5		Weak 5+ 3-10 HCP	2♣=5+♠, constructive, NF; 2NT=puppet to 3♠ = COG or clubs; transfers; 4♣=optional RKCB		4th: 11-13 HCP, 6+♥
2♠		5		Weak 5+ 3-10 HCP	2NT=puppet to 3♣ = COG or clubs; transfers; 4♣=optional RKCB		4th: 11-13 HCP, 6+♠
2NT		2	4♣	20-22	3♣=stayman, 3♦/3♥= 5+♥/5+♠; 3♠=minor suit stayman; 3NT=TP; 4♣=6+♠; 4♦=6+♦; 4♥=5+♠,5+♦ short ♥(4NT 6 aces RKCB); 4♠=5+♠,5+♦ short ♠(4NT 6 aces RKCB); 4NT=quant, bid 4card minor if accept	2NT-3♦-3♥=fit 2NT-3♥-3♠=fit 2NT-3♣-3M-oM = slamish fit	
3♣		6					
3♦		6					
3♥		6		Pre-emptive	3NT=To play; 4♣=optional RKCB		
3♠		6		Pre-emptive	3NT=To play; 4♣=optional RKCB		
3NT					Running minor		
4♣		7		Pre-emptive		Roman Key Card Blackwood (RKCB) 14/03; 4NT for majors, Redwood for minors	
4♦		7		Pre-emptive		Exclusion RKCB 14/03	
4♥		7		To play		5NT is frequently pick a slam	
4♠		7		To play		Optional Blackwood	
4NT				Minors		Splinter Bids	