

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural; responses: new suit not forcing Cue-bid = Weak jump shift Reopening = natural 8+ HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP : like on 1NT opening : 2♣ Stayman not FG 4 th 1NT = 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♥, 2P, 3♦ = weak one suite: 3♣ over 1♦, ♥, ♠ or 2♦ over 1♣: 5-4 (L&H range) ex 1♠-3♣= ♣♥ 2NT = the 2 lowest of the 3 remaining suits Reopen = weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE-BID = 2suiter in the 2 highest remaining suits
1♣ - 2♣ = ♥♠; 1♦ - 2♦ = ♥♠; 1♥ - 2♥ = ♦♠; 1♠ - 2♠ = ♦♥ JUMP CUE-BID = one suiter 7 th of AKQ in any of 3 other suits, without opening strength Example: 1♦ - 3♦ = 7 th of AKQxxxx in ♣ or ♥ or ♠
VS. 1NT (vs. Strong/Weak; Reopening; PH)
Second: 2♣ = 4-4♥/♠ (Landy); 2♦ = Multi with 6♥ or ♠; 2♥ = 5♥ + 4/5♣♦; 2♠ = 5♠ + 4/5♣♦; 2NT = 5-5♣♦; Double on 1NT Strong = same strength or 6/7 tricks Double on 1NT Weak = same strength or 6/7 tricks Fourth: 2♣ = Landy ♥/♠; 2NT = 5-5♣♦; others natural Double = vs strong 1NT: non vuln. 9+ HCP, vuln. 11+ HCP Double = vs weak 1NT: 12/15 HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = T/o; cue-bid = 2suiter; Jump in a minor = 2suiter forcing with the minor and other Major; NT bids = natural; vs 2♦ multi: Double shows ♦ or any strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 1♦
Natural; weak jump shift; 1NT = any 2suiter with opening suit
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 9+ ; new suit= not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	In Raised Partner's Suit
Suit	Attitude	Count	Attitude
NT	Attitude	Count	Attitude
Subseq	Attitude	Count	Attitude
Other:			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	AKx (x)		asks K's unblock or count
King	KQ; KQx (x); AK -		asks Q's unblock or count
Queen	QJ; QJx (x)		asks J's unblock or count
Jack	J10; J10x (x)		same
10	10 9; 10 9x (x)		same
9	highest		same
Hi-X=odd count	Lo-X=even count		same
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1 st	Low encouraging	Odd encouraging	Odd encouraging
2 nd	H-L = odd count	same	same
3 rd	Lavinthal	same	same
NT 1 st	Low encouraging	same	same
2 nd	H-L = odd count	same	same
3 rd	Lavinthal	same	same
Signals (including Trumps):			
In trump suit low-high = even number of cards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd : natural : over Major : other Major or strong (standard)			
4 th : 9 HCP or more			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
inverted double: a) 1 NT - Double - Redouble			
b) 1 suit - Double - Redouble			
1x - 1y - Double - Redouble = A or K in Partner's suit			

EBL CONVENTION CARD	
CATEGORY:	Green
NCBO:	Italy
EVENT:	European National Senior Team Championships Herning (DK), June 24th - July 4th 2024
PLAYERS:	Ezio Fornaciari - Antonio Vivaldi
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural;	
5 th Majors;	
1♦ = 4 th + unbalanced (even 3suiter);	
1♣ = 4 th + unbalanced (even 3suiter) <u>or</u> balanced 15-17 HCP;	
1NT = 11-14 HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Open 2♦	weak 6♥/♠ - or balanced 18-19 HCP
Open 2♥	5 cards & 4 in a minor, 0-9 HCP
Open 2♠	5 cards & 4 in a minor, 0-9 HCP
Open 3 NT	any AKQxxxx suit
Resp 2♦	on 1♣/♦ Major one suite 7-10 HCP
Resp 2♦	on 1♥/♠ 3 options, see inside
Resp 2♥	on 1♣/♦ weak 5+♠ & 4+♥
Resp 2♠	on 1♣/♦ limit 5+♠ & 4+♥
Resp 2♠	on 1♥ raise in 4+♥, with 1 single, limit or more
Resp 2♠	on 1 NT strength relay
Resp 2 NT	on 1♥ forcing game with ♠ 6 th + suit
Resp 2 NT	on 1♠ raise in 4+♠, with 1 single, limit or more
Resp 3 NT	on 1♥/♠ raise with void in other Major
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rare	

O.B. DESCRIPTION	if artificial*	RESPONSES	SUBSEQUENT ACTIONS	COMPETITIVE AND PASSED HAND BIDDING
1 ♣ * natural unbalanced 11-21 HCP included ♦ singleton 3suiter, OR balanced 15 – 17 HCP min. cards 2 neg dble 4♥		1♦: a) 0+ HCP natural; b) weak 0-7 HCP: with only ♣, or with 4♥&4♠, or 4♥-3♠-5♣ 1♥♠: 0+ HCP natural (1♥ 8+ HCP if with 4♥&4♠) 1NT: 8-11 HCP; 2♣: 1RF (further rebid on ♣=limit 6°+) 2♥: Garozzo, Major one suiter 6 th +, limit, 7-10 HCP 2♥♠: Garozzo (2suiter: 2♥=weak 0-7 HCP; 2♠=limit 8-11 HCP) 2NT: natural 12 HCP, with only ♣, or maybe balanced with 4♦	1♣ - 1 any - 2♣: natural unbalanced 1♣ - 1 any - 1NT: balanced 15-17 HCP 1♣ - 1♦ - 2♥♠: natural reverse, 18-21 HCP 1♣ - 1♥♠ - 2♦: fit 4 th in Majors, 15-17 HCP, any distribution 1♣ - 1 any - 2NT: reverse 18-21 HCP, one suite ♣ 1♣ - 1♦ any - 3♣: reverse 15-17 HCP, one suite ♣ 1♣ - 2♦ - 2♥♠: Pass or correct; 1♣ - 2♦ - 2NT: asking (xfer)	1♣ - (1♦) - X=4/5♥; 1♥=4/5♠; 1♠=like X w.o.M; 1NT=8/11 HCP w. stop; 2♣ - 2suiter M; 2♦=1M 6 th + 7/10; 2♥♠=6 th + limit; 2NT=12 HCP; 3♣=6 th + GF; 3♦=5/5 M GF; 3♥♠=6 th + GF 1♣ - (1♥) - X=4/5♠; 1♠=w/o ♣; 1NT=8/10 w. stop; 2♣=5+♠, 9/11; 2♦=♠6 th + 7/10; 2♥=6 th + invitation 11/12 HCP; 2♠=6 th + GF; 2NT=5♦ & 5♣ GF; 3♣/♦=6 th + GF; 1♣ - (1♠) - X=4/5♥; 1NT=8/10 w. stop; 2♣=nat. 1RF or X w/o♥;
1 ♦ natural unbalanced 11-21 HCP included 3suiter with sgl ♣♥♠ min. cards 4 neg dble 4♥		2♣: a) GF: natural; any balanced fit ♦; or b) Limit with 6 cards 2♦: Garozzo, Major one suite 6 th +, limit, 7-10 HCP 2♥♠: Garozzo (2suiter: 2♥=weak 0-7 HCP; 2♠=limit 8-11 HCP) 3♣: raise 4 th ♦ limit; 3♦: natural weak raise 3♥♠: natural pre-emptive	1♦ - 1♥♠ - 1NT: any unbalanced with 15-17 HCP 1♦ - 1♥♠ - 2♣: as Gazzilli: nat. 11-14 or any unb. 15-17 HCP 1♦ - 1NT - 2NT: 15-17 HCP 3suiter with singleton ♣ 1♦ - 2♦ - 2♥♠: Pass or correct; 1♣ - 2♦ - 2NT: asking (transfer)	2♦=♥6 th + 7/10; 2♥=6 th invitation 11/12 HCP; 2♠=6 th + ♥ GF; 2NT=5♦ & 5♣ GF; 3♣/♦=6 th + GF; 1♣ - (1NT) - X=penalty 10+ HCP; Other bids=like opp.open 1NT max 10 HCP; 2♣=Landy; 2♦=1 suit M; 2♥♠=5 th + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♠=pre-empt.
1 ♥ 11-21 HCP, natural, 5 th + min. cards 5 neg dble 4♦		2♣: a) GF: natural; any balanced fit ♥; or b) Limit with 6 cards 2♦: a) nat. GF: b) Limit 6 cards ♦; c) weak raise ♥ 2♥: Limit raise 8-10 HCP; 3♣: Limit raise 10-12 HCP 2♠: Limit + (up to slam) 4 th + raise ♥ with one sgl; 2NT: GF with ♠6 th +; 3♦: Limit + (up to sl) 4 th + raise ♥ w/o sgl 3♥: pre-emptive 4 th + raise; 3♠: natural weak, 6 th + 3NT4♣♦: void Splinter (3NT = ♠ void); 4♣: natural to play	1♥ - 1♠/1NT/2♣/2♦ - 2NT: 5♥ balanced reverse 1♥ - 2♣ - 2♦ - 3♣: 6+ cards limit 1♥ - 2♦ - 2♥ - 3♦: 6+ cards limit 1♥ - 1♠/1NT - 2♣: Gazzilli: nat. 11-14 or any 15-17 HCP 1♥ - 1♠/1NT - 2♣ - 2♦: relay 9+ HCP	1♦ - (1♥) - X=4/5♠; 1♠=like X w.o. ♣; 1NT=8/10 HCP with stop; 2♣=natural 1RF (no forcing only rebid 3♣); 2♦=♠6 th + 7/10; 2♥=♠6 th + invitation 11/12 HCP; 2♠=6 th + GF; 2NT=2suiter with 4+♦ & 5+♣ GF; 3♣=fit ♦ 4 th + invitation; 3♦=fit ♦ 4 th + weak; 1♦ - (1♠) - X=4/5♥; 1NT=8/10 with stop; 2♣=natural 1RF or X w/o♥ 2♦=6 th + ♥ 7/10; 2♥=6 + ♥ invitation 11/12; 2♠=6 + ♥ GF; 2NT= 2suiter with 4+♦ & 5+♣ GF; 3♣=fit ♦ 4 th + invitation; 3♦=fit ♦ 4 th + weak; 1♦ - (1NT) - X=penalty 10+ Other bids=like opp.open 1NT max 10 HCP; 2♣=Landy; 2♦=1 suit M; 2♥♠=5 th + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♠=pre-empt.
1 ♠ 11-21 HCP, natural, 5 th + min. cards 5 neg dble 4♥		2♣: a) GF: natural; any balanced fit ♠; or b) Limit with 6 cards 2♦: a) GF: natural; b) Limit 6 cards ♦; c) weak raise ♠ 2♥: 1RF (at least 2NT), 5 th +; 2♠: Limit + 4 th + raise ♠ with one sgl 2NT: Limit + (up to slam) 4 th + raise ♠ with one sgl 3♣: Limit raise 8-10; 3♦: Limit + (up to sl) 4 th + raise ♠ w/o sgl 3♥: natural Limit, 6 th +; 3♠: pre-emptive 4 th + raise 3NT4♣♦: void Splinter (3NT = ♥ void); 4♥: natural to play	1♠ - 1NT/2♣/2♦ - 2NT: 5♠ balanced reverse 1♠ - 2♣ - 2♦ - 3♣: 6+ cards limit 1♠ - 2♦ - 2♥ - 3♦: 6+ cards limit 1♠ - 1NT - 2♣: Gazzilli: nat. 11-14 or any 15-17 HCP 1♠ - 1NT - 2♣ - 2♦: relay 9+ HCP	1♦ - (1♥) - X=4/5♠; 1♠=like X w.o. ♣; 1NT=8/10 HCP with stop; 2♣=natural 1RF (no forcing only rebid 3♣); 2♦=♠6 th + 7/10; 2♥=♠6 th + invitation 11/12 HCP; 2♠=6 th + GF; 2NT=2suiter with 4+♦ & 5+♣ GF; 3♣=fit ♦ 4 th + invitation; 3♦=fit ♦ 4 th + weak; 1♦ - (1NT) - X=penalty 10+ Other bids=like opp.open 1NT max 10 HCP; 2♣=Landy; 2♦=1 suit M; 2♥♠=5 th + 2suiter with m.; 2NT=m. 2suiter; 3♣♥♠=pre-empt.
1 NT * 11-14 HCP balanced, no 5 th Majors neg dble 4♦		2♣: asking 1RF; 2♥: Texas; 2♠: strength relay 2NT: minor one suite weak or Slam Trial 3♣: weak 5♣&5♦; 3♦: GF 5♣&5♦; 3♥♠: GF Splinter 5+4 minors 4♣: Texas♥; 4♦: Texas♠; 4♥♠: to play; 4NT: Blackwood (4)	1NT - 2♣ - 2♦: no Majors; 1NT - 2♣ - 2♥ - 3♣: 4 th possible also ♠ 4 th ; 1NT - 2♣ - 2♠: 4 th after 2♦♥ - 2♠ from respondent: re-asking relay on 2♠: 2NT minimum; 3♣ maximum new suit after Texas: forcing 1 round	Pass - (Pass) - 1 any - (Pass) - 2♣=natural weak Pass - (Pas Pass s) - 1♥♠ - (Pass) - 2♦=same as usual
2 ♣ * any strong hand, 22+ HCP or 3 or less losers. min. cards 0 neg dble 4♥		2♦: generic relay, excludes all the following situations: 2♥♠: natural 5 th +, 6/7 + HCP; 2NT: 5-5 minors, 6/7 + HCP; 3♣♥♠: 6 th with two Major honors in suit; 3NT: any AKQxxx; 4NT: any AKQxxxx	2♣ - 2♦ - 2♥: natural (may be canapé) or 24+ HCP balanced in last case, possible any 5 th or 3suiter m. sngl 2♣ - 2♦ - 2♠: natural (may be canapé) 2♣ - 2♦ - 2NT: balanced 22-23 HCP, possible any 5 th or 3suiter minor singleton	
2 ♦ * 0-10 HCP, 6 cards ♥ or ♠ or balanced 18-19 HCP min. cards 0		Pass: 0-3 HCP with 4 + ♦; 2♥ not forcing; 2♣ asking relay 2NT: transfer for 3♣; 3♣♥♠: natural forcing; 3NT: to play 4♣: ask to bid transfer; 4♦: ask to bid the suit; 4♥♠: to play	2♦ - 2♣: 2NT balanced 18-19 HCP; 2♦ - 2♣ - 3♣♦: minimum (up to 7 HCP), transfer for ♥/♠ 3♥/♠: 6 th with maximum (8-10 HCP)	
2 ♥♠ 0-9 HCP, 5+ cards M. & 4+m. min. cards 5		2NT: relay asking for minor; 3♥♠: not forcing raise new suit: forcing	after asking 2NT: forcing raises on minor and limit on Major new suit: forcing	
2 NT * 20-21 HCP, balanc. may include 5 th Major and 3suiter minor single		3♣: Puppet; 3♥♠: transfer 3NT: 5+♠ & 4+♥; 4NT: Blackwood; 5NT: limit 4♣♥♠: natural 6 th + for slam		
3 ♣♥♠ natural pre-emptive, 0-9 HCP min. cards 6		Natural		
3 NT * any 7 cards, suite AKQ		4-5-6♣; 4♦: known suit, asks cue-bid		
4 ♣♥♠ natural pre-emptive, 0-9 HCP min. cards 7		Natural		
4 NT * solid 5 ♣ or ♦ opening		5-6♣: Pass or correct; 5♦: known suit, asks cue-bid		

HIGH LEVEL BIDDING

cue-bid 1st and 2nd round; Splinter; RKCB; Josephine.
after RKCB response 5♣: 5♦ (if not corresponding trump s.):
after RKCB response 5♦: 5♥ (if not corresponding trump s.):

4NT = RKCB (5); 5♣ = 0-3; 5♦ = 1-4; 5♥ = 2 w/o Q trump;
asking Q trump + K: 5♥ = no Q; 5♠ = with Q + 0/3 K;
asking Q trump + K: 5♠ = no Q; 5NT = with Q + 0/3 K;

5♠ = 2 with Q trump
5NT = with Q + 1K; 6♣ = with Q + 2K
6♣ = with Q + 1 K; 6♦ = with Q + 2K