DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					EBL CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENI	OPENING LEADS STYLE						
Aggressive overcalls, almost crazy after passed hand					In Part	tner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker	
New suit NF	Suit		4 <sup>th</sup> if length, three	MUD from	3 <sup>rd</sup> if	enght	NCBO: Slovenia	
Reopening is lighter by 2-3 points, balancing NT 11-14	NT			Top of nothin	ng 3 <sup>rd</sup> if lo	enght	PLAYERS: Marjan ZADEL-Gregor RUS	
Cue is generally fit and forcing but can sometimes be artificial	Subseq		Small with interes			with interes	EVENT Open	
forcing	1 1							
-	Other:							
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
2 <sup>nd</sup> 15-18 system on	Lead	,	Vs. Suit		Vs. N	Γ		
4 <sup>th</sup> 11-14, only forcing is cuebid	Ace		Ask for attitude		Ask fo	r attitude	GENERAL APPROACH AND STYLE	
	King	,	Ask for cour	nt	Ask fo	r deblock/count	5 card major opening bids, better minor	
	Queen		Ask for attit			r attitude	2/1 GF	
	Jack		KJTx+ or J		_ ` ′	$Tx+ \text{ or } \mathbf{J}Tx+$	14-16 NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Tx,T9x+,Q7		Tx,T9	x+,QT9x,A(K)T9+	Aggressive style	
Jump overcalls are aggressive, vul we tend to have at least some safety, non vulnerable can be quite wild	9		Top of nothing		9x		Standard carding	
Unusual NT is two lowest unbid suit	Hi-X							
	Lo-X							
Reopen: Jump is intermediate hand	SIGNAI		RDER OF P	RIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner'	s Lead	Declarer's I	.ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cuebid is michaels, normal responses		1 Attitude	2	Count		Attitude	2 diamond opening is w2 in one major	
	4 -	2 Count		S/P		Present count	2 heart is weak with both majors	
		3 S/P					2 spade is weak with spades and unspecified minor suit	
	<u> </u>	1 Attitude	2	Count		Attitude	1M-x-2 bellow major is constructive raise	
VS. NT (vs. Strong/Weak; Reopening;PH)		2 Count		S/P		Present count	3NT non serious slam try	
Vs strong dbl is 5+m/4M, 2 clubs is both M, 2 diamonds is one major, 2H is H+m, 2S is S+m, 2NT minors, the same on the reopening		3 S/P					Inverted minors	
Vs weak NT dbl is penalty, the rest is the same	Signals (	(including	Trumps):				2C overcall on 1C is natural	
vo weak 141 dot to penany, the rest to the same			e, even, in tr	umps S/P			XYZ	
	TH positi	ive attitude	c, even, m u	итрз Б/Т			NyL .	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				DOUBLES	5			
4m is leaping michaels, NT is 16-18 with stopper, cue is forcing								
+in is leading intendeds, 141 is 10 10 with stopper, ede is foreing	TAKEO	HT DOI	IRLES (Styl	le; Responses	Reoneni	ing)	-	
				se conservativ		ing)	<b></b>	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*			•	se conservati	, c		1	
Vs 1C x is 4-4 or 4-5 majors, 1D-2C is natural, 1NT is minors, 2D is	Normal responses  Light reopening doubles							
both majors, 2M is that M plus m	Light rec	opening ac	oubles					
On 2C everything tends to be lead director	1						SPECIAL FORCING PASS SEQUENCES	
on zo overjaming tends to be lead uncetor	SPECIA	AL ARTI	FICIAL &	COMPETIT	IVE DRI	S/RDLS	DI ZOMILI OMOMICI INDI DEQUENCED	
OVER OPPONENTS' TAKEOUT DOUBLE		,				DI TELLO	<b>- </b>	
Rdbl is trying for penalty, new suit on 1 level is f1, new suit on 2 <sup>nd</sup>	Support doubles and redoubles  Negative doubles					1		
level is NF, 2NT is artificial invitation + with fit	regative	c doubles						
	Lightner	r double					IMPORTANT NOTES	
							1 12 12	

	PSYCHICS: rare, but possible

7 h	F [AL	OF					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		3	$\infty$		2C is inverted minor, 2X is strong, 3C preemptive	1C-1x-1y-2C is trf to 2D, 2D is GF	Doubles are not penalty in general
					2NT is 11-12 invit, 1D generally denies 4M	1x-1y-2NT is 17-18	
1♦		3	∞		Same as on 1C, 1D-2C is GF		
1♥		5	$\infty$		1NT is F1, 1M-2x (x <m 12-15="" 18+="" 2nt="" balance="" balance<="" first="" gf),="" is="" jacoby,="" js="" or="" td=""><td></td><td></td></m>		
					Bergen raises(adjusted if necessary), 3NT is 16-17		
1♠		5	$\infty$		splinters		
INT			$\infty$	14-16, can be good 13	2C promises 4M, 2D/H trf, 2S is range inqury, can be different types as well, 2NT is multiple options		
					3C puppet, 3D 5-5 M strong, 3M is shortness in other major, more on supplementary notes		
2*	Х	0		Strong, almost GF	2D is waitng, rest is GF natural		
2♦	X	0		Weak in one major	2M,3M is p/c, 2NT inquiry, more on supplementary notes		
2♥	X	4		Weak in both majors	Supplementary notes		
		_		55,45, 44 is rare			
24	X	5		5S + 4+m, weak	+		
2NT				19-21	3C puppet, 3S minor stayman		
3.		6		Natural, preemptive			
3♦		6		1			
3♥		6					
3♠		6		1			
3NT				Gambling NT	4C p/c, 4D ask singleton, 4M to play		
4 <b>.</b>				Natural, preemptive			
4♦				Natural, preemptive			
4♥				Natural, preemptive			
4 <b>^</b>				Natural, preemptive			
4NT							1
5 <b>.</b>						HIGH LEVEL	BIDDING
5♦						RKCB 1430, Gerber, DOPI/ROPI	
5♥							

5♠			

## Supplementary notes

## 1. Inverted minors

Opponents silent:

1m-2m:

- -2H is artifical, balanced minimum, up to 13 HCP, responders 2NT and 3m are pass bids
- -2 in suit or 3 o/m shows control in suit, GF+, NT shows hearts
- -JS is splinter
- -3NT is 17-18 balanced
- 2. 1 major- 1st jumpshift

Cheapest suit bid shows any minimum except balanced minimum with extra trumps(4M shows that)

The next cheapest suit bid shows extra strenght in unbalanced hand, but no extra trump lenght, extra strenght means at least a king more, than normal opening. The cheapest NT shows extra strenght in balanced hand. Rebid in major show extra strenght, extra trump lenght but no shortness, jump in new suit shows extra trump lenght, extra strenght and shortness in suit bid.

After cheapest suit rebid, next suit is relay, answers are: with 6+ trumps and unbalanced hand, rebid major, with 5 trump and balanced bid 3NT, with shortness and 5 trumps bid suit with shortness, with hand unsuitable for NT we bid 4M. After the next cheapest suit bid, the next bid is relay, and opener responds in his short suit. Because the JS bidder is always in control of auction, he can occasionly bid this way with only three trumps.

1 major-2NT showing 12-15 or 18+ balanced

Opener bids naturally, if responder has extra strenght, he has to bid more, when responder can pass.

1NT opening 14-16

2C promises 4M, 1NT-2C-2D/H-2NT is invitational with 5 card spade, 1NT-2C-2x-3m is 6m and 4M, passable

After simple transfer, every bid is transfer

1NT-2S is range inquiry, 2NT shows minimum, 3C maximum. After the response, 3C is s/o, 3D is invit with D, 3H is strong club suit without shortage, 3S is strong diamond suit w/o shirtage

1NT-2Nt is generally invit with clubs. After the response 3D is s/o, 3H is strong club suit with shortage, 3S is strong diamond suit with shortage

1NT-3C is puppet stayman, 3H and 3NT answers are changed

1NT-3D is 5-5 M strong, 1NT-3M is shortage is other major.

2D is weak in one major

2M and 3M is p/c

3m is natural, f1

3NT, 4M is s/o

4C ask for opener to transfer in his major, 4D ask opener to bid his major

2NT is artificial inquiry, 3C shows strong hearts, 3D strong spades, 3M is natural weak, 3NT is AKQ in a suit

2H is weak with both majors,

2S,3M,3NT,4M is s/o

2Nt is artifical, opener respond 3C with maximum, 3D with 55 min, 3M with 5 in M and 4 in other M and min. After 2H-2NT-3C, 3D is relay, opener bids 3 in other M with 54, and 3NT with 55.

3C is artifical, forces 3D. Then 3M shows fit and ask cue, 3NT is inquiry about top honors in both M, 4m ask for top honours in one suit and side aces

3D is invit in one major

4m is strong, natural, demands cue

4NT is 6 card KC ask

2S opening is 5S + 4+m less the opening

2NT is artifical inquiry, opener bids his minor with minimum, 3M with maximum and minor accordingly, 3NT with 5-0-4-4

3C is p/c, 3D is invit in spades, 3H is natural and NF, 3S,4S and 3NT is s/o, 4C is p/c