


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1NT = stop in opponent's color, 16+ HCP 1 D / H / S = 5+ CARDS, 8+ HCP 2x = 5-5 hand as described below, otherwise: 6+ CARDS, 5-11 HCP 2 D after 1 C, 2 S after 1 S = 5+ cards in both D and H 2 D after 1 D, 2 H after 1 H = 5+ cards in both C and S 2NT after 1 C or 1 D = 5+ cards in both H and S 2NT after 1 H or 1 S = 5+ cards in both C and D 3 C after 1 C / D / H / S = other 5-5 hand 3 D / H / S = 7-8 CARDS, 7-11 HCP		Lead Suit 4th NT Attitude Subseq Best of subseq Other: might lead with a singleton/doubleton in specific situations			in Partner's Suit 4th Count/attitude Best of subseq	
					Category i.e. Green / Blue / Red / HUM / Brown Sticker: Red	
					Country: Italy	
					Event:	
					Players: Fabrizi Benedetta Giulia, Preda Leonardo	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd/4th live= 16+ HCP		Lead Vs.Suit Vs. NT			GENERAL APPROACH AND STYLE	
Responses: Stayman, transfers		Ace A, AKx ask for attitude King KQx, AK ask for attitude Queen QJx QJx Jack JT/KJT/AJT JT/KJT/AJT			1 C = 2+ CARDS 1 D = 4+ CARDS 1 H / S = 5+ CARDS 1NT = balanced 15-18 HCP 2 C = 23+ HCP, responses: 2 D = 6- HCP 2NT = 7+ HCP, no A 2 H / S / 3 C / D = only A 3 H / S / NT = 2 A, same color/rank/others 4x = every A except x 2 D = 6+ H, 9- HCP or 6+ S, 16+ HCP 2 H = 6+ S, 9- HCP or 6+ H, 16+ HCP 2 S = 7+ CARDS in a good minor, stopper in another color, 10+ HCP 2 NT = 2-5 CARDS in each color, 20-22 HCP After 1NT opening bid: Stayman Transfers 2NT shows 8-9 HCP After 2NT opening bid: Puppet Stayman Major transfers 3NT shows 5-10 HCP	
					2 OVER 1 Responses:	
JUMP OVERCALLS(Style; Responses; Unusual NT)					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
explained above		10 HT9, Tx HT9, T9x 9 9x T9xx, H9xx, H98 Hi-x Even Even Lo-x Odd Odd			2 D = 6+ H, 9- CHP or 6+ S, 16+ HCP 2 H = 6+ S, 9- CHP or 6+ H, 16+ HCP	
		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)					2 S = 7+ CARDS in a good minor, stopper in another color, 10+ HCP	
		Partner's Lead Declarer's Lead Discarding				
		Suit:1st Attitude Attitude Low encourage 2nd Count Count Count 3rd Suit preference Suit preference Suit preference				
		NT: 1st Attitude Attitude Low encourage				
VS. NT(vs. Strong/Weak; Reopening;PH)						
vs weak or strong 1NT:		2nd Count Count Count 3rd Suit preference Suit preference Suit preference				
2 C = 9 total CARDS in Majors (4+ H, 4+ S), 8+ HCP						
2 D / H / S = 5+ CARDS, 11+ HCP						
2NT = 5+ cards in both C and D						
		DOUBLES				
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) 2 D after 1 C, 2 S after 1 S = 5+ cards in both D and H 2 D after 1 D, 2 H after 1 H = 5+ cards in both C and S		Takeout doubles in almost all situations				
NT biddings natural, over 2NT 15-17: System on					SPECIAL FORCING PASS SEQUENCES	
Over Double, 2NT is LEB						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Vs lvl 2 strong openings: 2NT / 3 C / D=2 suits, same color/rank/others		Double vs 1NT opening shows 16+ HCP or 6 CARDS in a minor (follows 2 C by partner)				
OVER OPPONENTS' TAKE OUT DOUBLE						
Natural						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2		11-22 HCP, 2+ CARDS	1 D = 4+D 1 H = 4+H 1 S = 4+ S 1NT = balanced 2 C = 5+ C, 5+ HCP 2 D / H / S = 5+ CARDS, 11+ HCP 3 C = limit raise	1C-1D-1H=4+H; 1C-1D-1S= 4+S 1C-1H-1S=4+S 1C-1X-2NT= Strong C	
1 D		4		11-22 HCP, 4+ CARDS	1 H = 4+H 1 S = 4+ S 1NT = balanced 2 C = 5+ C, 5+ HCP 2 D / H / S = 5+ CARDS, 11+ HCP 3 C = limit raise	1D-1H-1S= 5+D, 4+S 1D-1M-2NT= Strong D	
1 H		5		11-22 HCP, 5+ CARDS	1 S = 4+ cards 1NT= no 4+ S 2 C = weak support or 12+ HCP 2 D= game forcing 2 H = 3+ cards support, 8-10 HCP 2 S= 5+ S, 11+ HCP 2NT = 4+ H, 13+ HCP (Jacoby)	1H-1S-2C = 5H+4C 1H-1NT-2C = 5H+4C	
1 S		5		11-22 HCP, 5+ CARDS	1NT= probably no 3+ S 2 C = weak support or 12+ HCP 2 D = game forcing 2 H = 5+ CARDS, 11+ HCP 2 S= 3+ cards support, 8-10 HCP 2NT = 4+ H, 13+ HCP (Jacoby)	1S-1NT-2C = 5S+4C	
1 NT				15-18 HCP, 4-4-3-2 / 4-3-3-3 / 5-3-3-2	2 C = Stayman 2 D = 5+ H 2 H = 5+ S 2 S = 6+ C 3 C = 6+ D (2D 3C Transfers) 2NT = 8-9 HCP 3 NT 4-level major Transfers (Texas)		
2 C	V			23+ HCP	2 D = 6- HCP 2NT = 7+ HCP, no A 2 H / S / 3 C / D = only A 3 H / S / NT = 2 A, same color/rank/others 4x = missing A		
2 D	V			weak hand with 6+ H or 16+ HCP with 6+ S	2 H		
2 H	V			weak hand with 6+ S or 16+ HCP with 6+ H	2 S		
2 S	V			10+ HCP, 7+ CARDS in a good minor, stopper on the side	2 nt		
2 NT				20-22 HCP, 2 to 5 CARDS in each color	3 C = Puppet Stayman 3 D = 5+ H 3 H = 5+ S 3 NT		
3 C		7		5-11 HCP, 7+ CARDS	natural		
3 D		7		5-11 HCP, 7+ CARDS	natural		
3 H		7		5-11 HCP, 7+ CARDS	natural		
3 S		7		5-11 HCP, 7+ CARDS	natural		
3 NT				9-11 highly likely (preferably guaranteed) tricks	4x = cheapest A		
4 C		8		5-11 HCP, 8+ CARDS			
4 D		8		5-11 HCP, 8+ CARDS			
4 H		8		5-11 HCP, 8+ CARDS			
4 S		8		5-11 HCP, 8+ CARDS			
4NT							

High Level Bidding

RKCB 14-30

Query kings (standard)