

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
At one level, may be 4 cards, new suit FIR.
After 1M overcall, Cue = UCB, 2NT good 4+ raise.
Direct raises pre-empts, jump in new suit fit bid.
If overcall is Dbled, ReDble is Rosencrantz.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; ReOpening)</b>
15-18 in 2 <sup>nd</sup> , 11-14 in reopening position Stayman/transfers over 1 minor, Transfers over 1M.
Transfer to opponents Major = Inv+ with 4OM
17-19 in 4 <sup>th</sup> transfers
In 4 <sup>th</sup> 2NT 5/5 in unbid suits.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6cards, weak. Over 1♥/♠ 2NT = 5/5minors
Reopen: Jump Overcall = nf, 14/16 good 6+ suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♥/2♠, 2♥/2♠ shows 5/5 OM/m, weak or strong.
Jump cue asks for stop
(1♣) 2♣ = 8/11 with both Majors.
(1♣) 2♦ = 5/5 in both Majors, Weak or Strong..
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs weak NT - 2♣ both Majors, 2♦ = Single Major 6+cards, 2♥/♠ is 5M/4+m
By Passed Hand or against strong NT- Dble = 5m/4M, 2♣ = 4m/5M, 2♦ = Both Majors 5/4+
<b>VS. ARTIFICIAL STRONG OPENINGS i.e.1 ♣ or 2 ♣</b>
1♣, Dble = ♥'s, 1♦ = ♠'s. 1♥ = 2 suits of same colour, 1♠ = 2 suits of same rank, 1NT = 2 odd suits. Weak Jump Overcalls.
Over 2♣ = Natural and 2NT = any 5/5+ 2 suiter.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♣ (Dble) ReDble = 4+♦'s, may be weak, 1♦ = 4+♥'s, 1♥ = 4+♠'s, 1♠ = 4+♣'s 8/13, 2♦ Multi, 2♥ = Majors, 2♠ = Inv, 6m.
1♦ (Dble) ReDble = 4+♥, may be weak, 1♥ = 4+♠'s, 1♠ = 4♣'s 6/9, 2♣ = Nat, 10+, 2M = 6M with 9/11, 3♣ = Inv, nf.
1M Dble ReDble = 10+, 1NT+ = Trsfers,
Over 1♥: 2♠/3m = Fit, SPL at 3♠/4L
Over 1♠: 3m/3♥ = Fit, SPL at 4L

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup> MUD	4 <sup>th</sup> /2 <sup>nd</sup> MUD	
NT	As above	As above	
Subseq			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ace (Rev. Attitude)	Ace/King (Rev.Attitude)	
King	Ace/Queen (Rev.Count)	Strong (Unblock/Reverse Count).	
Queen	Queen/Jack (Rev. Attitude)	King/Queen (Rev. Attitude).	
10	Honour or 10x	Honour or 10x	
Lo-X	HxS/HxxS/HxxSx	HxS/HxxS/HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi DISC Lo ENC	Hi Odd,Lo even	Hi Neutral Lo ENC
Suit 2	Hi Odd Lo Even		
3	Suit Preference		
1	Hi DISC Lo ENC	Smith	Smith
NT 2	Hi Odd Lo Even	Hi Neutral Lo ENC	Hi Neutral Lo ENC
3		Hi Odd Lo Even	Hi Odd Lo Even
Signals (including Trumps):			
V. NT on declarer's first lead, leader plays LO ENC in own suit and Hi for DISC in own suit, receiver Hi ENC Lo DISC			
When count and/or attitude known s/p applies Lo for lower suit, Hi for higher suit, middle neutral			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Doubles mostly takeout may be light in balancing positions and may be off shape if 18+ .then Cue bid of opponent's suit FG			
Penalty Pass over opponent's redouble			
1♣ (1♦/1♥) x trans 4+ ♥/♠			
Responsive to 4♥			
Lightner			
Game try doubles			
Non-lead x in dead auctions			

EBL CONVENTION CARD
<b>CATEGORY: /Red</b>
<b>NCBO: WALES</b>
<b>PLAYERS: Diane Kurbalija Filip Kurbalija</b>
EVENT Seniors Camrose 2019
<b>SYSTEM SUMMARY</b>
1NT 14-16(17), 15/17 in 4 <sup>th</sup> - 5 card Stayman and Transfers
1♣ 2cards if Bal 11-13 or 17-19 - transfer responses.
5 card Majors, 2/1 GF
2♦ = Multi, 2♥ = 5♥/4+m 6/10, 2♠ = 5♠/4+m, 6/10
3NT = Solid Major.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer Responses to 1♣
2♥ = 5♥/4+minor 6-10
2♠ = 5♠/4+minor 6-10
3NT solid suit ♥ or ♠ no A or K outside
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT) Dble (2♣/2♦/2♥) Pass in forcing, may be weak.
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Def to Multi 2♦, Dble = 12/16 or Strong. 2NT bal 17-19(20).
Def to 2NT, Gambling 3NT: 3/4♣ both M, 3/4♦ single suited M, 3/4M 5/5 Mm.
Def to 1m P INT 2♣ Ms, 2♦ single suited M, 2M 5/4 Mm
<b>PSYCHICS: Almost Never</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Diane Kurbalija Filip Kurbalija WALES			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Nat 10+ or 2+♣'s if Bal 11-13/17-19 hand. May have 5♦ in Bal. hands	Transfer responses 1♦ is 4+♥, 1♥ 4+♠,(Walsh), 1♠ No 4M, 1NT GF ♣, 2♣ GF ♦, 2♦ 9-11 6M, 2♥ 5♥/4♠ 5/9, 2♠ Inv 6m, 2NT nat, 3L = Preemptive. 4♣/♦ Transfer to 4♥/4♠	Accept Transfer = 2/3 cards weak, 1NT rebids 17-19. 1♣ 1♠ 1NT 11-13. 1♣ 1R 2NT GT+ with 4M, 1♣ 1♠ 2NT 17-19 then 3m = GF, Nat, 3M GF both m (SPL. in Major bid).	Transfers in competition.
1♦		4	4♥	Unbalanced hand 10+ (maybe 4441, 4144 1444)	Nat at 1 level, 2♣ FG with ♣'s, 2♦ = GF, 2M = 6 cards 9-11. 2NT = ♦'s 3/5 or 10/11. 3♣ 6+♣ inv nf, 3♦ 6/9, 3♥/♠ GF SPL with 4+♦'s.	Transfer rebids: 1NT = 4+♣'s. 2♣ = ♦'s, 2♦ nf with 3♥ after 1♥ response, or 4♥ after 1♠ response, after 1M 2NT is 4 card support, GT+	Transfers in competition. By Passed Hand, 2♦ = 4♦'s 9-11, 2NT = 5+♦'s 9/10 + SPL (3♣ asks). 2M/3♣ = JF. 3♦ + Preemptive.
1♥ 1♠		5	4♥	10+	1NT nf, 2/1 GF, 2M 3 card support 8-11, Bergen Type Advances (all 8/11 SPL or Bal). 2NT GF with 4+M, 3M pre-empt, 3♠/3NT Limited SPL. Raise. 3NT/4♣+ VOIDS.	Transfer rebids over 1NT. 1♥ 1♠ 1NT 11-13 with 2♣/2♦ = XYZ. 1♥ 1♠ 2♣ = Gazilli..	By PH Drury. After P 1♥, 2♦ INV 5♠3♥; After P 1♠, 2♣ is INV ♥'s. 2NT good 4 card raise. <b>Jumps are SPL.</b>
1NT			4♥	14-16(17), may contain 5 card Major or 6 card minor	5 card Stman, 4 suit Trsfer. 3any =Trsfer SPL. 4♣=Majors, 4R = Transfers, 4♠/4NT = Q.	We break with Max 3 card support and any 4 card support for M.	Lebensohl/Rubinsohl. T/O Doubles.
2♣	√		4♥	GF, if Balanced 25+.	2♦ relay	Kokish. 2♥ = ♥ or 27+, 2NT = 25/26.	Pass = 0/3, Dble = 4+.
2♦	√			6M, 5/9 or Bal 20-22	2♥ = nf, 2♠ GT ♥, 2NT asks, 3♥ p/c, 4♣/4♦ to play Partners suit. 4M = To Play.	2NT 3m Non min in corresponding Major, 3M minimum.	Over Dble, Pass to Play 2♦. ReDble = own suit.
2♥		5♥'s.		5♥/4+m 6/10	2NT = Relay. 3♣ = Inv. nf.	2♥ 2NT, 3m 3M = GF, Natural	
2♠		5♠'s.		5♠/4+m 6/10	2NT = Relay. 3♣ = Inv. nf.	2♠ 2NT, 3m 3M = GF, Natural	
2NT				Natural, 23/24	3♣ = 5card Pup.Stymn, Tfers. 3♠ = minors. 4L (2up mst) = Then for Major, Next suit No SI or Great SI, 4M = medium SI.	2NT 3♣, 3♥ 3♠ = Slam Try ♥'s. 2NT 3♣, 3♠ 4♥ = Slam Try ♠'s.	
3♣/3♦		6		Nat Preemptive.	New suit Forcing (nf in competition)	4♣/4♦ = PKCB	Over x xx shows own suit.
3♥/3♠		7		Nat Preemptive.	New suit Forcing (nf in competition)	4♣ = PKCB	Over x xx shows own suit.
3NT	√	6		Solid M, No A or K outside	4♣ asks M, 4♦ asks singleton, 4♥/♠ to play	4NT = RKCB, suits are cues	
4♣/4♦/ 4♥/4♠		7		Nat Preemptive		Over 4m= Om = PKCB, 4NT = To Play. Over 4M = 4NT = PKCB.	
4NT				Ace Ask	5♣ = 0/4, 5♦ = 1, 5♥ 2, 5♠ 3.		
5♣		7				<b>HIGH LEVEL BIDDING</b>	
5♦		7				4 NT RKCB responses 5♣ = 1/4 KCs, 5♦ = 0/3 KCs, 5♥ = 2 KC w/o Q trumps, 5♠ = 2KC+ Q trumps. 5NT is 0/2 KC + void, 6♣ = 1/3 KC+ void. 5NT then asks for Kings. Response shows King or the two other Kings. Over intervention of suit Dble = 0KC's, P = 1KC's, next suit 2KC's. Over Dble, ReDble = 0KC's P = 1KC's, Next Suit = 2KC's.	
5♥		7				Cue bids are 1 <sup>st</sup> or 2 <sup>nd</sup> round control up the line	
5♠		7				In GF minor suit auctions, 4m = Key card ask.	