DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	EBL CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE				
Simple 8+ 5 cards, then UCB. At 2 level 11+ 6 cards, then UCB	1	Lead		In Partner's Suit	CATEGORY: Green	
	Suit	3/5		3/5	NCBO: AEB	
Jump overcalls are nat pre.	NT	2 nd and 4 th , top	of xx	3/5	PLAYERS: Gardenghi - Milesi	
	Subseq	Attitude			EVENT	
	Other:					
	↓ 					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			-	SYSTEM SUMMARY	
2 nd 15-18, Reopening 12-14. Responses as per 1nt	Lead	Vs. Suit		Vs. NT		
opening	Ace	AK, Ax		AK, Ax	GENERAL APPROACH AND STYLE	
	King			KQJ, KQT, AKJT, AKQ, Kx	(14)15-17 1NT, 5 Card Majors, 3 Weak 2s, 2/1 GF,	
	Queen	KQ, QJ(T), Q		KQ, QJ(T), AQJ, Qx	Standard Count, reverse attitude	
HIMP OVER CALL C (C) I D H INTO	Jack	JT, KJT, AJT,		JT, KJT, AJT, Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9, T9x, Tx		HT9, T9x, Tx		
Weak, strength depends on vul. Unusual 5-5 2 lowest suits 10+	Hi-X	9x Xx, xxXx		9x		
	Lo-X	xxX, xxxxX		Xx, xXxx xXx, HxxX(x)		
Reopen: intermediate. 2nt 19-21 bal, then as over 2nt op.		N ORDER OF PI	DIODITY	XXX, HXXX(X)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	-	artner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct: Over 1m, 2 = 5-5+ MM 10 +	-	ow = enc	Low = odd	Low = enc	1M-2&: 2+& GF	
Over 1M, $24 - 3-3+ \text{ MM } 10+$	Suit 2	ow – enc	Low = odd	Low = odd	11VI-2♣, 2+♣ GF	
Jump asks for stop	3		Low – odd	Low – odd		
bump usks for stop	1 1 1	ow = enc	Low = odd	Low = enc		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		Low = odd	Low = odd		
vs $14+$: X = $5+$ m 4M PH, $2c = 5/4+$ in MM, $2d = $ one $6+$ M,	3					
2M = 5M 4+m, 2N minors	1 F		<u> </u>	'		
vs could have 13: X: pen (14+), 2x: same	1					
, , , , , , , , , , , , , , , , , , ,	1					
			DOUBLES			
	7					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style	e; Responses; R	eopening)		
X=T/O, cues Majors/minors, leaping Michaels, 2nt = Nat 16-18						
	(2x)-DBL-(t	oass)-2NT=Art pos	itive			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣]				SPECIAL FORCING PASS SEQUENCES	
X = MM, $1NT = mm$	SPECIAL,	ARTIFICIAL & (COMPETITIV	E DBLS/RDLS	Forcing pass in GF situations	
	↓					
OVER OPPONENTS' TAKEOUT DOUBLE	↓				IMPORTANT NOTES	
Xx = 10+	↓					
Over 1m, WJS	↓					
	J └───				PSYCHICS: Rare	

	TI C K IF A R TI FI CI A	MI N. NO. OF CA RD S	NE G.D BL TH RU						
OPE NING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		2	4S	Only has 2 cards if 4=4=3=2	1NT 6-10 BAL, 2c inverted inv+, IJS	XYZ			
1•		4	4S		1NT 5-11, 2c nat GF, 2d inverted minors, IJS	XYZ			
1♥		5	4S		1NT 5-11, 2c 2+c GF, 2d 5+d GF, 2M 5-9, IJS 2N 3-4M 10-14	1M-2NT: 3c=slam try; 3d=counter invite 3M=weak; 3oM=nat; 3N offer to play;	2-way reverse drury overcall: 2N 4+M inv+		
1♠		5	4H		3M mixed raise; double jump: splinter	4x splinter, 4M to play	cue 3M inv+		
INT		-	711	(14)15-17 Bal, can have 5M,	Stayman+smolen; xfers; 2♠ inv or 6+♠; 2N 6+♦ 3M 0-1M (5-4+) minors	in opinior, the to play	Cuc Sivi inv		
				6m or 5422	3M 0-1M (5-4+) minors		 		
2♣	Х	0		22 + bal or GF Unbal	2d waiting, 2M 5+ Nat, 3m 6+ Nat	2c-2d-2N 22-24 bal; 3N 25+ bal	 		
24	Λ	U		22 · bar of Gr Chbar	2d waiting, 2ivi 3+ 1vat, 5iii 0+ 1vat	20-24-21\ 22-24\ 0a1, 51\ 25 \ 0a1			
2♦		6 (5)		Strength very vul and position	2M nf., 2nt Ogust, 3c F1 Nat, 3M gf Nat	2x-2NT: 3C min+bad suit			
		` ′		dependent, can be 4-10		3D: min+good suit			
2♥		6 (5)		Same	2S nf., 2nt Ogust, 3m F1, 3H preempt	3H: max+bad suit			
						3D: max+good suit			
2♠		6 (5)		Same	2nt Ogust, 3X Nat F1				
2NT		-		20-21 Bal, can have 5M, 6m, 5422	3c puppet, 3d/h xfers, 3s minor ask, 4x 2 under xfers ISL		+		
3♣		7 (6)		Nat pre	New suit F1		+		
3♦		7(6)		True pro	New Suit I		 		
3♥		7(6)					1		
3♠		7 (6)							
3NT	X	-		gambling	4/5c p/c				
4.		0 (5)							
4.		8 (7)		Nat pre		-			
4 ♦ 4 ♥		8 (7) 8 (7)					 		
4 ∀ 4 ♠		8 (7)					 		
4NT		<i>(,)</i>							
5♣						HIGH LEVEL BIDDING			
5♦						1430 RKCB, italian cue-bids, 5nt specific King			
5♥						DEPO/REPO			
5♠									