


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card 	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
May be very light (5+) if good suit ou good shape		Lead	in Partner's Suit			
Responses: 2♠=supp if not passed; 2NT= supp 4+c 10+	Suit	3rd/5th	3rd/5th			
New suit: Nat f1	NT	Attitude	3rd/5th			
Jump new suit 8-9 4+fit, 6-7 4+fit if available	Subseq	Attitude	3rd/5th			
supp jump 4+fit 0-5 hcp if 3steps available,	Other:	att through declarer				
6-7 with 2 available, and 6-9 if only one available						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd/4th live= 15-18	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Responses:sys on	Ace	AKx or Ax (at lvl 5+ deny the K)	Ask for attitude		2 OVER 1 RESPONSES GF	
2NT over=transfer inv+	King	KQx or AK (AKx at lvl 5+)	Ask for unblock or count		1♠= 2+ cards, if bal 12-14 or 18-20	
Reopening: 11-16 may be semi-bal	Queen	QJx	KQx or QJx		1♦= 2 + cards, if bal 15-17	
	Jack	JT or KJT	JT/KJT/AJT		1♥/♠= 5+ cards	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9 ot Tx	T9x/QT9/KT9	1ST= 17+ strong any shape, if bal 21+	
Over 1♠: 2♠=♠+major, 2♦=majors, 2♥=♠+♦, 2♣=♥+♦,2nt=minors	9	9x	9xx/H98		2y = weak 5+y 5-10 hcp	
Over 1♦: 2♦=majors, 2♥=♠+♣, 2♠=♥+♣, 2nt=majors strong	Hi-x	Even	no good suit		2ST= 6+y good suit gf	
Over 1♥: 2♥=♠+♣, 2♣=minors, 2nt=♠+♦	Lo-x	Odd	good suit		3nt = good 7+ y 9-11 hcp	
Over 1♣: 2♣=♥+♣, 2nt=♥+♦, 3♠=minors, 3♣=minors strong	SIGNALS IN ORDER OF PRIORITY					
Responses: First step or 2NT ask for the quality of the hand		Partner's Lead	Declarer's Lead	Discarding		
Reopening: Modified Ghestem	Suit:1st	Attitude	Count	odd Encourage, even pref	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		2nd	Suit preference	Suit preference	Count	2♣= weak
Jump cue: in ♦ or ♥ asks for stopper with solid suit	3rd	Count		Suit preference	1nt = ANY GF	
(1♠) - 3♣ = Natural preempt	NT: 1st	Attitude	Count	odd Encourage, even pref	2nt gf	
VS. NT(vs. Strong/Weak; Reopening)		2nd	Suit preference	Suit preference	Count	
Over weak or strong No Trump:	3rd	Count		Suit preference	TRANSFER RESPONSES OVER 1♠ OPENING	
2♠= Majors; 2♦= 1 Major; 2M=M stronger	Signals (including Trumps): Reverse count and attitude					
Dbl= 14+ Points; 2NT= mm; other nat	Smith Eco at No Trump not playing					
4th pos when they are red x=10+ 2c= MM others nat	Natural suit preference					
4th pos when they are NV DONT x=1 suited 2y=y+other 2♣=good ♣	DOUBLES					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES(Style;Responses;Reopening)				
x and suit shows cog never 1 suited	Takeout doubles in almost all situations					
Vs minor: 4♣=m+M, 4♦=majors; vs major: 4♣=♠+M, 4♦=♦+M	Responses are natural; 2NT is usually a choice of 2suits					
NT biddings natural, over 2NT 15-18 3c ask 3d, 3d/h xfer or 4441, 3s=c	After 1M/1NT (X) XX: X=Penalty				SPECIAL FORCING PASS SEQUENCES	
Over Double, 2NT is LEB					When clear situation, pass ask partner to double and DBL invites strongly to bid	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				If pass and reopen, invites partner to play 1 more level
Vs lvl 2 strong oppenings: 2NT/3♠/3♦=2suits, same color/rank/others	Doubles and redoubles usually show cards/points					
NV vs Str 1♠: X= 5+♥, 1♦=5+♠, 1♥/1♣/1NT=2suits: color/rank/others	At high level, double show good hand and wants partner to bid				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♣=1minor, 2♦=1Major; 2♥/2♣/2NT=2suits same color/rank/others	When 1♠/♦ openings are overcalled at level 1 or doubled, double and redouble					
Vul vs Str 1♠: X=strong; 1NT=♠+other,2♦=Majors,2♥/♠=M+m,2NT=minor	shows exact suits					
OVER OPPONENTS' TAKE OUT DOUBLE						
When Opps DBL 1c -> xx= 10+ they x 1d -> xx=6+					Psychics:	
When Opps DBL 1M opening, transfers from 1NT inclusive						
when they x 1nt -> xx =4+						

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OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4s	11-21 2+♣	1♦=4+♥; 1♥=4+♠; 1♠=4+♦ or bal without majors; 1NT=11 bal NF	1♣-1♦-1♥=3+♥; 1♣-1♦-1♠= unbal	IF RHO bids: X or XX = any 15+unbal; 1NT=3c support;
				12-14 bal	2♣= GF (balanced or ♣); 2♦=inv with 6+♥ or ♠; 2NT= weak ♣ or ♥/♠ GF	1♣-1♥-1♠=3+♠	2NT=any 6-4
				18-20 bal	3♣= limit raise (invite the balanced range)	1♣-1X-2NT= a) Strong ♣ or Strong ♣ + support	IF LHO bids: transfers by responder
							1m-(1♥)-1♠ = 8+ with 0-3♠
1♦		2	4s	11-21 2+♦ 15,17 if bal	1NT= 5-7 no M, 2m=nf	1♣-1♥-1♠= 5♦+4♠	1nt and above xfers
					2♥/♠= 8-9/10-11 or cl/d	1♦-1M-2M= 11-14unb or 15 17 bal 4M	2nt nat 8-9
					2nt= 8-9 3+d	1♦-1h-2♣= 1 any 18+ no 4M	
					3c=10-11 6+c, 3d=6-8 6+d 3M nat	1♦-1M-2NT= Strong support unb 17+	
1♥		5	4s	11-21 5+♥	1♠= 4+ cards; 1NT= semi forcing	1♥-1♠-2♠= 5♥+4♠ 11-15 or any 16+	Passed hand: 2♣=drury 8+3+c ;
				not 15 bal	2♠/♥= GF; 2♠=5+♠ & 5+m or 6♠ GF	1♥-1NT-2♠= same as above	2♦=3+cards 5-7 unbal
					2NT= limit with 3 ot 4 cards or 13-15 bal with 3 cards	1♥-1♠-2NT= 6♥+4m 16+	2s 5-7 bal
					3♠= 12-14, 4 cards support GF bal	1♥-1NT-2NT= same as above	
					3♦= 10-15, 4 cards support with singleton	1♥-2♠ = GF with ♣ or bal or fit ♥	
					3♥= Mixed raise		
					3♠/3NT/4♠= void in ♣/♦/♠		
1♠		5	4♥	11-21 5+♠	3♠= limit with 6+♥	1♠-1NT-2♠=5+♠-4+♠ ; 1♠-1NT-2♠-2♦-2♠=6+♠ 11-14	Same
				not 15 bal	Others as above with one step up		
1 NT	x			21+ bal	2♠= 0-3 2♦=4-10 gf, other nat 11+	1NT-2♠-2♦ no 5M	After X: XX=strong 4+;
				strong unb		1nt 2d kokish type	2x=Natural very unb
2♣		5		weak 5+ 5-10 hcp	2♦=asks 2h; 2♥=45+h inv; 2♠=sign off	2c 2d 2h -> inv until 3s, slamish 3nt and after in +1	After X: XX=penalty; 2x=Nat; 2NT/3x=transfers
					2NT= FG ask	2c 2nt -> 3c 5+4, 3d flat, lmh	After 2x: X=Takeout; 2NT/3x=transfers
					3♠= nf; 3♦=5+ cog 3M= 5+ cog		
					4♠ to play preempt, 4d ask rkc, 4M to play		
2♦		5		weak 5+ 5-10 hcp	2♥= ask 2s; 2♠= 5+ inv; 2nt= ask	2d 2h 2s -> inv until 3s, slamish 3nt and above in +1	After X: XX=penalty; 2x=Nat; 2NT/3x=transfers
					3m to play, 3M= 5+ cog	2c 2nt -> 3c 5+4, 3d flat, lmh	After 2x: X=Takeout; 2NT/3x=transfers
2♥		5		weak 5+ 5-10 hcp	2♠= f1; 2NT= Ask 3c= inv h/cog with 2h/5+ clubs slam worst than 3s direct	2c 2nt -> 3c 5+4, 3d flat, lmh	After X: XX=penalty; 2x=Nat; 2NT/3x=transfers
					3d=f1, 3h= preempt, 3s=forces 3nt and is slamish in any suit; 4y void	2h 3c -> 3d 5-4, 3h 64, 3s 5-4 max, 3n 6max, 4y cl sp & 6h	After 2x: X=Takeout; 2NT/3x=transfers
2♠		5		weak 5+ 5-10 hcp	2NT= Ask; 3♠= inv s/cog 2s/5+clubs slam	2c 2nt -> 3c 5+4, 3d flat, lmh	After X: XX=penalty; 2x=Nat; 2NT/3x=transfers
					3d/h f1 nat: 4y void	2h 3c -> 3d 5-4, 3h 64, 3s 5-4 max, 3n 6max, 4y cl sp & 6h	After 2x: X=Takeout; 2NT/3x=transfers
2 NT	x	6		gf with 6+ y good suit	3♠= bal or with short but weak; 3♦= short m good hand;	2NT-3♠--> 3d nat, 3M=M, others clubs 2nt 3d->3M=m, 3nt=h	after x: XX=penalty; 3y=short in y good hand
					3♥/♠= short in M good hand; 3nt f1 very good hand 11+	2nt 3s ->3nt=s 4c=h, 4d nat, 4h=clubs 4s=s	after 3y -> x=points
						2NT-3♥ -> 3s=h, 3nt=h nf, 4m nat, 4h=s	
3♣		6(5)		Wild NV vs V in 3rd seat	4om rkc 0 1 1+q 2 2+q 3d ask short 4M to play	3c 3d -> 3M short, 3nt no M short	
3♦		6(5)		Wild NV vs V in 3rd seat	4om rkc 0 1 1+q 2 2+q 4M to play		
3♥		6(5)		Wild NV vs V in 3rd seat	4c= rkc 0 1 1+q 2 2+q		
3♠		6(5)		Wild NV vs V in 3rd seat	4c= rkc 0 1 1+q 2 2+q		
3 NT	x	7		Good opening in 4y	4c plc : 4d ask; 4M plc ----- 3nt 4d -> 4M nat, 4nt max, 5m m	RCKB 14-30	
4♣		7		Pre-emptive		4♠ RCKB 14-30 in ♥♦♣♠	
4♦		7		Pre-emptive		Exclusion RCKB (03-14)	
4♥		7		Pre-emptive		D1P0 (X=1/4; P=0; 2; 2+Q)	
4♠		7		Pre-emptive		DEPO (X=even; P=odd)	
4NT	x			Minors 6+6+		High level RKCB trump+1: odd/even	