


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>EBL Convention Card</div> <div></div>	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
		Lead	in Partner's Suit			
Standard style. 1X may be light NV. Trf adv over neg dbl.		Suit	3rd/low or high from Xx	3/5th or top of 3 when supported		
2N adv of 1M overcall usually 4supp lim		NT	4th or high from Xx(x)	4th		
3M adv usually mixed (4supp 7-9 HCP)		Subseq	attitude; 10/9=0 or 2 higher	attitude		
New suits NF constructive after we overcall unless it's a jump		Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct 14+-18- Bal 11-15 Stayman and trf responses	Lead	Vs.Suit RUSINOW		Vs. NT RUSINOW from 4+	GENERAL APPROACH AND STYLE	
	Ace	Ax(x) or AK		Ax(x) or AKx(+)	2/1 GF Short ♠ w/ xfer responses. Unbal 1♦ unless WK NT 5332; 1M is 5+ unless in 3rd	
	King	AKx(x) or Kx		KQ109(+) UB or CNT	Can respond with 0 points	
	Queen	KQx(x) or Qx		KQx(+) or QJx	Can open light	
	Jack	QJx(x) or Jx		QJx(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	Tx, (A/K)JT(+),			
1-Suit: WJO may be wide range opp passed hand	9	9x, (A/K/Q)T9(+)		(A/K/Q)109x(+)	1NT Openings: 13-16 NV, 14-17 Vul (4th seat always 14-17)	
2-Suit: (1♠ or 1♦) 2♦ = ♥+♦; (1X) 2N = 2 lower unbid suits	Hi-x	S, Sx		Sxx, xSxx	2 OVER 1 Response Natural GF. 2♠ may be 2. 2♥/♥ usually 5	
	Lo-x	xxS(x), xxSxxx, xxxS		HxxS(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
R/O: (1m) P (P) 2m = ♥+♠	SIGNALS IN ORDER OF PRIORITY				2♦ opening is Flannery, 10-15 HCP, 5+♥ 4♠	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	
(1M) 2M other major + minor. 2N adv asks minor and strength,	Suit:1st	ATT low enc		low=even	low enc	
3♠ p/c for minor, 3♦ inv in OM, 3OM=6-9 4supp	2nd	S/P when Att obvious				
(1♠) 2♠=♠ now 2♥ = Cuebid	3rd					
(1♥) 2♥ = ♥+♦; (1m) 3m = om+♠	NT: 1st	ATT low enc		low=even	low enc	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd				
2♠ = ♥+♦; 2♥ = 1 major; 2M=M+minor	3rd					
Dbl = Pen, Meckwell in bal and BPH	Signals (including Trumps): hi-lo in trump may be S/P or asking for a ruff				Two-Suited overcalls listed to the left in "JUMP OVERCALLS" and "CUE BIDS" sections	
R/O or BPH: Dbl=♠ or ♦ or ♥+♦; 2♠=♠+M; 2♥=♥+M; 2♥=♥; 2♠=♠	vs NT low=enc when following at trick 2					
	std remaining cnt after att known					
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		t/o through 4♥. Std style, except converting ♠ to ♦ does not show extra values				
Dbl = t/o (leb adv); (2M)3M=OM+minor F4m; (2M) 4m=m+OM GF	Cuebid is GF					
Jump=strong; NT natural	1♠ (1♦) Dbl = 4+♥4+♠ 6+ HCP; 1m (1♥) Dbl = 6+ HCP exactly 4♠				SPECIAL FORCING PASS SEQUENCES	
	1m (1♠) Dbl strongly suggests 4+♥, may be wk with longer ♥				1X (Dbl) Rdbl sets force thru 2X	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1X (1N) Dbl sets force through 2♠
(1♠ art str): Dbl=♥+♠, 1N=better ♥+♠, 2♦=1 major,	Supp X/XX, DSI, Thrump					
2M=M + minor, 2N=♠+♦	(1X) 1Y (1/2 Z) Dbl = 4th suit with tolerance for Y				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
(2♠ art str): Dbl=♥+♠, 2N=♠+♦	(1X) any nonjump o/c (Dbl) Rdbl = competitive values w/o supp				vs Multi 2♦: Dbl=13-15 bal, or any stronger; 2N 16-18 bal	
	Other Dbl in comp usually values with no clear direction				3M=nat str; 4m=m+major	
OVER OPPONENTS' TAKE OUT DOUBLE						
trf resp, 1M (dbl) 2M = wk raise; 3M = 6-9HCP 4supp					Psychics: very rare to never, no agreements	
1m (X) jsom = INV+, 2N = Wk Raise, 3m = Mixed						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	4♥	1+♣, most bal hands or any hand with clubs	1♦ = 4+♥, 1♥ = 4+♣, 1♠ = no 4 card M, many hands	Accepting 1R = 1-3M, 1N=17-19	Same
					1N = GF bal or clubs, 2♣ = GF 5+♦, 2♦ = 6+♥, 2♥ = 6+♣ wk or GF	1N/2C=Accepting is fit	Xfers in comp
					2♣=6+♣ 6-9, 2N = Nat, 3♣ = 5♣+5♦ 3-9, 3x = Wk Nat	1♣-1♦/♥-1M: 2♣ pup to 2♦; 2♦ art GF	
						4SFG	
1♦		4	4♥	Unbal unless 5332 wk NT	2♥ art GF	2♣ asks shape, higher suit=short	2♥ art inv
				4♦+5♠ possible when club suit is poor quality	2♣ art inv	2N F1; 3♦ weakest action	Otherwise std
					3♣ Nat inv	1♦-1M-1N: 2♣ pup to 2♦; 2♦ art GF	over t/o dbl 2N=wk raise, 3♦=mixed
					others std (3M weak)	4SFG	3♣=lim raise
1♥/♠		5	4♥	5+, 10+ HCP	1N F1 (1♥-1N can have 5♣), 2♣ GF may be 2+♠, 2♦/♥ 5+		BPH 2♣=3supp lim or constr
				1♥ cannot have 4♣ unless 16+	1♥-2♣ 6+ <inv; 1♠-3♥, 1M-3♠ 6+ inv		BPH 2♦=4supp lim
				3rd seat can be anything	3♦ lim 4+supp bal, 3+supp with shortness	cheapest suit asks shape	trf over t/o dbl
					1M-3M 6-9 HCP 4supp	cheapest suit asks shape	
1 NT			4♥	13-16 NV, 14-17 Vul, may have 5M or 6m, may have sing A,K,orQ	2♣4M; 2♦/♥trf; 2♠=INV/♣/STR ♦+♦	After 2♣/♦/♥, 3OM=unbal slam try	Neg Dbl, trf leb
				Can have small singleton	2N=asks 5M; 3♣=trf ♦; 3♦=♥+♠; 3♥=31(54); 3♠=13(54)		If they Pen X - XX = Bid 2♣
				In 4th Seat 14-17			Direct bids are 2 suited
2♣	X		4♥	22+ bal, 8 1/2 tricks with 1 major, 9 with minor	2♦ semi-pos (A, K or 2 Q) (Kokish, xfers next)	3♥ & 3♠ 5+♦ 4cM	first dbl t/o, P=Bad or trap
				2 suits only with very good hand	2♥ art neg		Opener Cue is Michaels
2♦	X	0	X is Pen	10-15 5+♥4♣	2N Asks, 3♣ To play, 3♦ M INV, 3M Mixed	After 2N 3♣ Min, 3♦ accept w/ equal short	4N ♥ KC, 5♠ KC ♣
					4♣ ♥ Fit short ♣, 4♦ ♠ fit short ♥	3♥/♠ 4-5-(31) LH, 3N 4=6xx, 4m = 4m	If they X, P=D, If they 2H X=Let's comp
2♥		5		5+ WK	3♣ Best Unbal, 3♦ Med 3M Wk 3oM Nat		2N minors X=defensive
					3N Bal Max		X = Pen, New suit = Nat
2♠		5		5+WK	same		
					3♣ Stayman-ish; 3♦/♥ Xfers, 3♠ Minors, 4♣♥4♦♠4♥♠	After 3♣, 3♥ denies 4♣, smolen	Xfers if they bid
2 NT				19-21 HCP bal, may have 5M or 6m, depends on Vul	4♣ ♦	After 4M 4N is bad	
3♣		6		Natural Weak	4♦ asks keycards 0,1,1+Q, 2, 2+Q		
3♦		7		Natural Weak, may be 6 NV with good suit	4♣ asks keycards 0,1,1+Q, 2, 2+Q		
3♥		7		same	same		
3♠		7		same	same	High Level Bidding	
3 NT		7		Solid Minor, no A or K outside		5N often pick-a-slam	
4♣		7		Natural Weak		Usually suit above agreed suit is keycard ask, 1430, jump=void	
4♦		7		Natural Weak		Non-serious 3N (3♠ when hearts agreed)	
4♥		7		Natural Weak		Control bids above 3N show first or second round controls	
4♠		7		Natural Weak		KC Interference: If they X KB pass is no control, bids are normal with control	
4NT	X			Asks for specific Aces	5♣=none, 5♦=♠A, etc	XX is you answer KC	
5♣				Natural Weak		If they bid over our KC if we have all the steps 1st step is x, 2nd pass	
5♦				Natural Weak		If we don't have all the steps X = Even, Pass = Odd	
5♥						If we bid exclusion responses are 0314	
5♠						We can bid preempt KC 01122	
5NT				n/a			