DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
At 1-level 5-17HCP, 5+crd
At 2-level 11-17HCP, (5)6+crd

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18), responses system on
(1X) p (p) 1NT = 11-14, responses system on

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, Cuebid=Michaels, 2NT=Unusual
4th seat intermediate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 5-5 Majors
(1M) 2M = 5oM+5m
(1♦/M) 3♦/M = stop ask

VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy, 2M=5crd M + 4+crd m, 2NT=minors
X=5(6)crd m + 4crd M
VS weak NT: X = penalty, rest same

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl after (2X) X (P)
Scrambling

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	4th best	1/3/5
Subseq	1/3/5	1/3/5

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AK+	Ax, AK+
King	AK, KQ+, Kx	AK, KQ+, Kx
Queen	QJ+, Qx	QJ+, Qx
Jack	JT+, KJT+, Jx	JT+, HJT+, Jx
10	T9+, HT9+, Tx	T9+, HT9+, Tx
9	9x	9x, H98+
Hi-X	Xx, xxXx, xxxxXx	Xx, xXx, xXxx, xXxxx
Lo-X	xxX, xxxxX	HxX, HxxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	L-H=enc	L-H=even	L-H=enc
Suit	2	L-H=even	Suit preference	L-H=even
	3	Suit preference		Suit preference
	1	L-H=enc	L-H=even	L-H=enc
NT	2	L-H=even	Suit preference	L-H=even
	3	Suit preference		Suit preference

SP in opponents trump suit

Smith (L=enc) against NT in both hands

SP if count is not necessary

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Almost every X is take out

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1♣ (1♦) X = 4+crd ♥
1m (1♥) X = 4+crd ♠
Support X/XX

EBL CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♣=2+, 5-card M
2/1 GF
2♣=strong or weak ♦, 2♦=Multi, 2M=5-4+Mm

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♠	2+crd, 11+HCP	2♣=(9)10+HCP	1m-1M-1M/1NT→ 2-way checkback	1♣-(X)-2NT=weak raise 1♣ (1♦) X-1♠=transfer Good/Bad
1♦		4	4♠	4+crd, 11+HCP	2♣=GF; 2♦=(9)10+HCP;	1m-1M-1M/1NT→ 2-way checkback	1♦-(X)-2NT=weak raise 1♦-(1♥)-X/1♠= Transfer Good/Bad
1♥		5	4♠	5+crd, 11+HCP	1NT=SF, 2♣=GF can be short; 2♦=GF nat; 2NT=4+♥ GF; 3C=4-card fit 10-11, 3D=4-card fit 4-9; 3NT/4♣/♦=splinter ♠/♣/♦	1H-1S-1NT→ 2-way checkback	1M-(X)-1NT-2M-1=Transfer 2-way drury Good/Bad
1♠		5	4♥	5+crd, 11+HCP	Similar as over 1♥; 2♥=GF nat; 3♥=inv; 6crd, 3NT=splinter ♥, 4♥=tp		1M-(X)-1NT-2M-1=Transfer 2-way drury Good/Bad
INT	x		4♠	(14)15-17, can be 5-card M or 6-card M	2♣=stayman, 2♦/♥=transfer, 2♠=♣, 2NT=♦, 3♣=puppet, 3♦=5M332, 3M=Nat, GF, 4♣=M's, 4♦=♥, 4♥=♠		Transfer Lebensohl
2♣	x			Weak ♦ or 22-24NT or any GF except with ♦	2♦=P/C, 2M=Nat, NF, 2NT=relay		
2♦	X			6crd M, 5-10HC or 24+NT or strong with ♦	2/3M=PC, 2NT=relay, 3m=Nat NF, 4♣=asks for transfer, 4♦=asks for M, 4M=TP		
2♥		5	4♠	55(NV:4+) ♥+m, 5-10HCP	2♠/3m=constructive NF, 2NT=asking		
2♠		5	4♥	55(NV:4+) ♠+m, 5-10HCP	2NT=asks for minor, 3m=Nat NF		
2NT			4♠	(19)20-21(22)	3♣=asks for M's, 3♦/♥=transfer, 3♠=transfer to 3NT (could be 64 or 55m), 3NT=54 ♠/♥,		
3♣/♦/♥/♠		6		6+crd 2-109HCP	3X=forcing		
3NT	x			Solid 7-card m	4♣=P/C, 4♦=SI		
4m		7		4-10HCP	4M=tp		
4M		7		4-14HCP 1st/2nd seat Wide ranged 3rd/4th seat			
4NT		6/5		Minors			**HIGH LEVEL BIDDING**
						Mixed cues, 1430 Blackwood	
						Serious 3NT	
						DOPI-DEPO	