


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		EBL Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
8-15 at 1st level, 11-16 at 2nd level		Lead	in Partner's Suit (5+cards shown, no fit shown)	
(1x)-1y-(P)-1N = F1, 2x = any GF or inv+ with support	Suit	2nd/4th (low from doubleton)	3rd/5th	
	NT	2nd/4th (low from doubleton)	3rd/5th	
	Subseq	Standard if dummy has small cards, 2nd/4th otherwise		
	Other:			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
15-17 BAL + stopper;	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
(1M) 1N (P) 2C = D, 2D = oM, 2M = Stayman, 2oM = C	Ace	AKx (att)	AKx (att)	Precision Club
Same over (2M) 2N (P)	King	AKx, KQx (count)	AKx, KQx (count or unblock)	5-card M, 1NT = 14-16 in 1st and 2nd, 15-17 in 3rd and 4th
(1M) 1N (X) P = 4333, XX = 44, 2x = nat	Queen	KQx, QJx (att)	KQx, QJx (att)	Open very aggressively (most 10-pt balanced and good
Reopening: 15-17 vs 1M, 11-14 vs 1m; 2NT = 18-19	Jack	(K)JTx (count)	(H)JTx (count)	8+ unbalanced hands, esp. NV or in 3rd).
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	(H)T9x	(H)T9x	Preempts can be very light in 1st/2nd, wide-ranging in 3rd.
Very aggressive; can be stronger BPH	9	H9x	H9x	1NT Openings: 14-16 in 1st/2nd, 15-17 in 3rd/4th
Disciplined when V vs NV	Hi-x	xXx	xXx	2 OVER 1 Resp.: ART and <GF over 1M, ART over 1D.
	Lo-x	xX, xxxX(x)(x)	xX, xxxX(x)(x)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY			1C-1M = GF 4oM, can have 5+m
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
(1m) 2D = 55MM, weak or strong	Suit:1st	Low = enc	Low = even	Low = even
(1M) 2M = 5oM5m, weak or strong	2nd	Low = even		
(1x) 3x = stopper ask	3rd			
(1C) 2C = C	NT: 1st	Low = enc	Smith (low = enc)	Low = even
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Low = even	Low = even	
vs Strong (13+)	3rd			
X = 5m4M or strong, 2C = MM, 2D = one M, 2M = 5M5m	Signals (including Trumps):			1M-2C = D signoff or some 9-11
vs Weak (-14)	Suit Preference in the trump suit.			1S-2D = H, weak or inv
X = points, 2C = MM, 2D = one M, 2M = 5M5m				1M-2M-1 = fit, 9-11
				1D-2H = 5S4H less than inv, 2S = bal inv or mm, 2N = weak 6+m
				or GF with 4M, want to declare 3N
				2D in 1st/2nd = Weak 2 in a major
				2M in 1st/2nd = 5M5m
				3NT = Gambling
				Many transfers in competition
				1D-1H-1N can contain 4S (use judgement)
				1N 2D/H = transfer but can be only 4 if exactly inv
				2N = 8-8.5 playing tricks in a Major (F4M)
				SPECIAL FORCING PASS SEQUENCES
				1C (x) y (preempt to 4S+): X = min with fit, pass = no fit or very strong
				1C (4M): X = weak, pass = GF, pass + new suit = strong
				1C (1x) 1S=5-7 any (4x): X = t/o, pass = forcing, weak or very strong
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
X = MM, 1N = 55MM, 2N = 55mm, preempts can be strong	Doubles in comp are mostly for takeout.			
(1C) P (1D) X = D, 1N = MM, 2N = mm	Support doubles after 1C/1D/1H openings.			
	Double shows shortness when we've discovered a fit and game is possible.			
	Double invites game in the situation above if there's no space available.			
OVER OPPONENTS' TAKE OUT DOUBLE	1C (4M) X = weak			
Transfers over 1M	1C/1N (3H) X = 4-5 S, 3S = 3-S			
	Lightner doubles			
	Intention doubles at 4th/5th level.			Psychics: very rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
IC	Y	0		16+ any, frequent upgrades into IC	1D = 0-7, rest are GF; 1M = 4+oM, can contain 5+m, 1N = 11+ bal 2C = 5+D, 2D = 8-10 bal, 2H = 6+C, 2S = 1444 or 0(544) 2N = 55mm, 3C+ shows 5C4D, with 3C = S shortage, 3D = 2245, 3H = 3145, 3S = 2146, 3N/4D+ = 3046, 4C = 2047	Opener either bids the cheapest step to ask for shape and honours location, or breaks naturally in order to initiate natural bidding.	Transfer after overcalls.
ID	Y	0	4H	10-13 (10-14 in 3rd/4th) balanced 8-15 with both mm, or (4441), or 5+D, or bad 5+C Can contain a very weak 5M with 6D, cannot be described later.	1H = 4H, 1S = 4S, 1N = NF, 2m = NAT GF 2H = 554H <inv, 2S = bal inv or mm, 4M = to play 2N = weak m or GF with 4M, want to declare 3N 3m = inv 6m, 3M = pre, 3N = to play, 4C = 6H5S, 4D = 6S5H	XYZ over 1M Stoppers over 2m Natural over 2H+	Transfers after overcalls. System on over X.
IH/S		5	4H	10-13 (10-14 in 3rd/4th) balanced (8-9)10-15 unbalanced	1H-1S, 1S-1N = any GF, initiates relay sequence 2C = xfer to 2D, either to play or to show some 9-11 hand w/o a fit 1H-2D, 1S-2H = 9-11 with a 3(4)-card fit, 1S-2D = xfer to 2H, limited 2N = 4M inv, 3D = mixed raise (6-9, 4M), 1H-3S, 1S-3N = any sgl 1H-3N = S void, 1M-4m = m void, 1S-4H = to play	Similar structure to IC-1oM	Transfers after X and overcalls. BPH: 2C = Drury, rest = nat NF
IN			4S	13-15 NV, 14-16V, 15-17 in 3rd/4th Frequent upgrades into 1N.	2C = Stayman, 2D/H = 5+H/S or 4H/S bal inv, 2S = range ask or C 2N = Puppet, 3C = D, 3M = 1m3oM(54), 4C/D = H/S, 4M = to play	Art. but not necessarily GF; see notes.	Transfer Lebensohl
2C		5	4S	(8-9)10-15 5C4M or 6+C, good C Can contain 5M	2D = relay, not necessarily GF; 2M = 5+M 7-11 2N = puppet to 3C either to play or to show GF with 6M or 55MM 3C = constructive raise, 3x = NAT INV, 3NT = to play		Transfers after dbl and overcalls.
2D	Y			5+M, 0-9, more constructive when V, random when NV Natural in 3rd seat	2/3M = P/C, 2N = inv relay (or ST) 3C = puppet to 3D, to play or to show GF with a m or both mm 3D = puppet to 3H, to play or to show GF with a M 4C = transfer to your suit, 4D = bid your suit naturally, 4M = to play	Over 2N: 3C = 5-card suit, min, 3D = 6H 3H = 6S, 3S = 5H max, 3N = 5S max 3C-3D = bid 3oM, 3H = P/C	Penalty doubles
2H/S		5		5M5m, 0-9 in 1st/2nd; natural and wide-ranging in 3rd; 10-12 6+ in 4th	2N = Relay, 3C = P/C, 3D = inv M, 3M = pre, 4m = GF nat, 4N = RKCB M 5C = P/C		Penalty doubles
2N	Y			8-8.5 playing tricks in a major	4C = transfer to your suit, 4D = bid your suit, 4M = to play		Penalty doubles
3C		5		preempt	3D = puppet to 3H, 3M = GF; 4D = RKCB, 4M = to play	3S = NF, 3N = pass with max, 4m = ST	Penalty doubles
3D		5		preempt	3H = puppet to 3S, 3S = GF; 4C = RKCB, 4M = to play	High Level Bidding	
3M		5		preempt	4C = RKCB	RKCB1430, ERKCB 0/1-Q/1+Q/2-Q/2+Q, same responses after a preempt	
3N	Y			AKQxxxx+ in a minor, nothing outside in 1st/2nd; wider in 3rd; to play in 4th	4/5/6C = P/C, 4M = to play	Interference below 5H: P = 1/4, X = 3/0, etc.; 5H and above: P = even, X = odd Over competitive preempts, often 4C = H or mm; 4D = S or mm; 4H = C; 4S = D.	
4C		6		preempt		In relay sequences, the cheapest bid is always a relay, except if it is 3NT/6NT+	
4D		6		preempt		or in a known 6-card suit. When 4C is not a relay, it's a specific queen ask (partner bids	
4H		6		preempt		4D and then passes if he doesn't have the queen, bids as over RKCB otherwise).	
4S		6		preempt		When 4D is not a relay, it asks for a 4H bid, after which we place the contract.	
4NT				65mm, preempt		Declining to bid 4D shows a strong hand, with 4S = 4 controls, 4N = 5 controls, etc.	
5C		7		preempt		When 4D was available, a direct game bid invites slam. In this case, we accept when suit	
5D		7		preempt		quality is good (queens and jacks are a plus).	

Note #

Description