

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
can be light at the 1-level with a good suit		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker:
sound 2 level overcalls except 2♣ over 1♦	Suit	1/3/5	1/3/5		
1m-Pass-1NT-?= like 1NT overcalls	NT	1/3/5	1/3/5		
1m-Pass-1NT-pas-pas-?= like 1NT overcalls	Subseq	1/3/5	1/3/5		
	Other:	Count: High-Low= even On K count on AQ attitude			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
(15)16-18 direct seat, 10-13(14) balancing seat	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	AK+, Ax	AK+, Ax		5♣5♥4♦2♠ opening
	King	KQ+, Kx, AK+	KQ+, Kx, AK+		2♠= Weak with 5+♦ OR strong
	Queen	QJ+, Qx, KQ+	QJ+, Qx, KQ+		2♠=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx		2♥=weak with 6♣ OR Weak with 5♣ and 5+minor OR strong
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	HT9+,T9+,Tx,J10	HT+,T9+,Tx, J10		2♣= 6+♣ 10-12
1x-2M: White Vs. Red= weak, all other positions 12-15	9	98+, 9x, H98(+)	98+, 9x,H98(+)		1NT Openings: (14)15-17 HCP
2-Suit: 2NT shows lowest(5+,5+)	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx		2 OVER 1 Responses: 12+
1M-3♣= other M+♦(5+,5+)	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-2♦= Both M(5+,5+)	SIGNALS IN ORDER OF PRIORITY			1♣ -(pass)-1♦ may be short if we have ♣ fit	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♠= Weak with 5+♦ OR strong
1♣-2♠= ♣+♦(5+,5+)	Suit:1st	Attitude	count	odd= encouraging, even= lavinth	2♠=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong
1♦-2♦= both M(5+,5+)	2nd	count	suit preference	count	2♥=weak with 6♣ OR Weak with 5♣ and 5+minor OR strong
1M-2M= oM+♣ (5+,5+)	3rd	suit preference		suit preference	Transfers after 1M(x)
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count	odd= encouraging, even= lavin	Transfers after 1m(x)
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	suit preference	count	Transfers after intervention
X= Penalty	3rd	suit preference		suit preference	3NT= weak with one minor
2♣= Both M(3+, 3+)	Signals (including Trumps):				
2♦= one M	count= high-low= even(in trumps low-high=even), smith low encouraging both sides				
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude				
Passed hand: X=Both M(3+, 3+), 2♣= ♣ +other, 2♦= ♦+ other, 2M= N	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	can be lighter with good shape				
Natural, takeout doubles					
leaping michaels					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
X=♥, 1♦=♣, 1M= M+m	card showing double on bids with unkown suits(multi,weak NT,...)			when our stayman gets doubled	
1NT= minors, 2♣= Majors	support (re)doubles(not with 4333 or after 1NT)			after (pre)sacrifices over our game	
2♦/♥/♠= short or long	Lightner doubles against hight contracts			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE					
1x-X= transfers starting from XX; except 1♣-X, then XX shows points					
X after pass= penalty					
	Psychics: Rare				

