


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Natural style		Lead	in Partner's Suit		Category i.e. Green	Country: Portugal
Natural responses	Suit	1st, 3rd, 5th, internal sequence	1st, 3rd, 5th, internal sequence			
Cue=12+ with fit or any FG	NT	1st, 2nd, 4th	1st, 3rd, 5th			
Jump cue=fit, 4+cards support, splinter	Subseq	Usually attitude				
New suit=NF	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18, system on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
10-14 on reopening if 1m opening, system on	Ace	Asks for attitude	Asks for attitude		2 over 1	
10-16 on reopening if 1M opening, system on	King	Asks for attitude	Asks for unblock or count		2♣: strong > 22-23 if bal, 17+ with long and solid suit	
	Queen	Asks for attitude	Asks for attitude		2♦: FG, any distribution	
	Jack	Asks for attitude	Asks for attitude		2♥/♠: weak, 6/7 cards, limited 11HCP	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	1st or 3rd card		Promising (H109 or HJ10)	
1♣-2st=♦+♥; 1♣-3♣=♦+♠; 1♣-2♦=Majors; 1♦-2st=♣+♥; 1♦-2♦=♣+♠		9	1st or 3rd card		1st or 2nd card	
1♦-3♣=Majors; 1♥-2st=minors; 1♥-2♥=♣+♦; 1♥-3♣=♦+♠;		Hi-x	from even			
1♣-2st=minors; 1♣-2♦=♣+♥; 1♣-3♣=♦+♥		Lo-x	from odd			
Reopening: constructive hands		SIGNALS IN ORDER OF PRIORITY			Inverted minors	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	Invitational and FG checkback
	Suit:1st	Low=encouraging	Hi=odd	Low=encouraging		Bergen raises
	2nd			Hi-low=odd		Ghestem
	3rd					Blackwood. Exclusion blackwood
	NT: 1st	Low=encouraging	Hi=odd	Low=encouraging		Walsh over 1♣
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd				Rubensohl
Over strong NT:Hello>2♣=♦orM+m;2♦=♥; 2♥=MajorsWeak;2NT=♣;3♣=♦		3rd				
3♣= Majors Strong; X= 16+		Signals (including Trumps):				
Over weak NT:Hello; X=14+						
Reopening: Hello; X= 11+						
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		Natural TO with standard distribution for normal hands or any 18+HCP				
X=takeout		Reopening TO=8+HCP				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
1♣ strong: X=♣; 1X=natural; 1st=Majors or minors; 2♣=♦+♠or♦+♥;		Negative and competitive doubles			Pass in competition when opps interfere on FG actions	
2♦=♣+♦or♦+♠					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♣ strong: X=♣; 2X=natural; 2st=Majors or minors; 3♣=♦+♠or♦+♥;					Psychics: very rare	
3♦=♣+♦or♦+♠						
OVER OPPONENTS' TAKE OUT DOUBLE						
1M-X-2♣=3cards support,8-10pts; direct raise=weak						
1x-X-2st=4*cards,11*pts						
new suit=F1						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20 HCP	walsh, inverted minors	1♣-1♥-1NT=may have 4♣	
						2way checkback over 1NT (note1)	
						Checkback over 2NT (note 2)	
1♦		3		11-20 HCP	inverted minors (note3)	1♦-1♥-1NT=may have 4♣	
						2way checkback over 1NT	
						Checkback over 2NT	
						relay after 2 level M fit (note4)	
1♥/♠		5		11-20 HCP	Bergen raises		2♣ Drury
					Short and long trials (note5)		3♣=4cards 7/9 points
							3♦=4cards 10/11 points
							3M= preempt
1NT				15-17 may have 5M	stayman (note6), transfers, 2♣=stayman for minors, smolen, 4♣=Majors, 4♦/♥=transfers w/o slam interest, 4♠=blackwood		Rubensohl after overcall over 1NT (note7)
2♣	ü			Undefined strong hand. If bal = 22-23; one suit hand = 4/5 losers	2♦=waiting bid; other suit=5+cards with minimum 2 honours	After 2NT > system on	
2♦	ü			Game forcing, any distribution	2♥=relay waiting; 2♣= 1 Ace weak; 2NT=8+ no Aces 3♣= 1Ace good hand (2k or better); 3♦=1Ace strong(2k or better); 3♥/♠/NT=2	After 2NT > system on	
2♥/♠		6(5)		5-11 HCP	2NT=Ogust; 3x = nat, 3♣/4x = splinter	After 2NT > 3♦=bad suit bad hand, 3♥=bad suit good hand;	
						3♣=good suit bad hand; 3♥=bad suit good hand;	
2NT				20-21, may have 5M	Stayman; transfers; 3♣=minor asking; 4m=blackwood		
3♣/♦/♥/♠		7(6)		preemptive	New suit=F1;		
<b>High Level Bidding</b>							
3NT	ü			7 solid minor	4/5♣=pass or correct;	Blackwood; Exclusion Blackwood;	
4♣/♦/♥/♠		8(7)		preemptive		Opp overcall after BW: DBL=0or3, pass=1or4, next step=2 w/o the Q, 2nd step=2 with Q	
4NT	ü			Minor 2 suits			
5♣/♦/♥/♠		8+		preemptive			

<b>NOTE 1</b>	1m - 1M 1NT - 2♣ = asks for 2♦. May be sign off in ♦ or any invitational hand
<b>TWO WAY CHECKBACK</b>	1m - 1M 1NT - 2♦ = FG, asks attitude for majors. Other minor=3-4 in majors  1m - 1M 1NT - 2NT = asks for 3♣. Sign off in ♣ or FG with a shortness

<b>NOTE 2 CHECKBACK OVER 2NT</b>	1m - 1M 2NT - 3♣ 3♣=3-4 in majors
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<b>NOTE 3 INVERTED MINORS</b>	1m - 2m = not FG, invitational or more  1m - o/m jump = 8-10  1m - 3m = preemptive, limited to 7HCP
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<b>NOTE 4 RELAY AFTER 2 LEVEL MAJOR FIT</b>	1m - 1♥ 2♥ - 2♣ = asks for distribution and strength 2NT=min. Bal; 3NT=max. Bal; others=max. Control; 3♥=minimum unbal.  1m - 1♠ 2♠ - 2NT = asks for distribution and strength 3♠=min bal or max and ♠ control; 3NT=max bal; others=max control; 3♣=minimum unbal.
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<b>NOTE 5 SHORT AND LONG TRIALS</b>	1♥ - 2♥ 2♣=any shortness - 2NT=asks  1♠ - 2♠ 2NT=any shortness - 3♣=asks  Other new suit over support = long trial (1♥-2♥-2NT (long trial in ♠))
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<b>NOTE 6 STAYMAN AND TRANSFERS AFTER 1NT OPENING</b>	<b>Stayman</b> After 1NT-2♣-2♦ - 3♣: asks for minors and 3M - 3♦: shows a major shortness - 3M: smolen After 1NT-2♣-2M - 3♣: asks for minors - 3♦: shows major fit and asks controls  <b>Transfer for majors</b> 1NT - 2♦ 2♥ - 2♣=5-5 major, slam try  1NT - 2♥ 2♠ - 3♥=5-5 major, invitational  1NT - 4♣=5-5 major, no slam interest 1NT - 4♦/♥=transfer to ♥/♠, no slam interest 1NT - 4♠=blackwood  <b>Transfer for minors</b> 1NT - 2♣=asks for 4 card minor 1NT - 2NT=asks for 3♣, maybe sign off in ♣ or FG with one minor suit and any shortness 1NT - 3♣=sign off in ♦ or slam try in ♦ 1NT - 3♦=slam try in ♥ 1NT - 3♥=slam try in ♠ 1NT - 3♠=slam try in ♣
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<b>NOTE 7 RUBENSOHL AFTER OVERCALL OVER 1NT</b>	1NT - (2X) - until 2♣ natural non-forcing 1NT - (2X) - 2NT=transfer to ♣ 1NT - (2X) - 3♣=transfer to ♦ 1NT - (2X) - 3♦=transfer to ♥ 1NT - (2X) - 3♥=transfer to ♠ 1NT - (2X) - 3♠=help 1NT - (2X) - 3Y=transfer to X=stayman
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