

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Natural, preemptive jumps and raises	
1/1 or 2/1 responses not forcing	
jump response in new suit invitational, no fit	
1NT response = 8-12	
cue-bid almost always with support, except 1D-2T- -2D reopening 2/3 pts less than direct action	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15+-18 in 2nd pos	
natural responses (no transfer) cuebid=stayman	
jump response inv in major, forcing in minor	
9-13 in 4th pos, same responses	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: weak	
2-Suit:	
Reopen: Intermediate (aprox 14 – 16 H)	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
DIRECT cue = Michaels (1T-2D) 1T-2T = natural	
JUMP cue = natural in minors, asks for stopper in majors	
same in reopening	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
DONT vs strong NT [14+H]	
LANDY (transfer overcalls) vs weak NT	
2♣ = majors. 2NT = minors. Other = transfer	
in all positions	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
double = take-out	
cuebid = minors over a major, majors over a minor	
jumps = two-suits over weak2 (Leaping Michaels)	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
General style preemptive, double shows the suit bid	
Over 1♣ Double = Majors, 1NT=Minors, 2NT=reds	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
preemptive raises - 1/1 forcing - 2/1 non-forcing - XX	
shows two other 4 card suits or forcing hand - 2NT=Truscott	
over majors, preempt over minors	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 xxxX xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)	
NT	2/4 xXxx xXx xX Hx (H=10+)	2/4 xxxX xXx xX Hx (H=10+)	
Subseq	Count (Reverse)	Count (Reverse)	
Other: Vs NT, K asks CT/UB;A asks ATT vs SUIT at 5 level or more A asks for ATT, K asks CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK AKx AKxx Axxx	AKx AKxx AKxxx	
King	KQ KQx KQxx	AKJxx KQ10xx KQJxx	
Queen	QJ QJx QJxx	QJ9x QJ10x AQJx pos KQx KQxx	
Jack	J10 J10x J10xx KJ10x	J109x J108x Jx	
10	109 10x 109x 109xx	AJ10xx A109x KJ109 10x	
9	H9x	109x H9x	
Hi-X	xXx HXx	xXxx xXx HXx	
Lo-X	xX xxxX HxxX	HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT (Reverse)	COUNT (Reverse)	COUNT (Reverse)
Suit 2	ATT (Reverse)	LAVINTHAL	ATT (Reverse)
3	LAVINTHAL		LAVINTHAL
1	COUNT (Reverse)	COUNT (Reverse)	COUNT (Reverse)
NT 2	LAVINTHAL	ATT (Reverse)	ATT (Reverse)
3		LAVINTHAL	LAVINTHAL
Signals (including Trumps): LOW = EVEN OR ENCOURAGING			
HIGH = ODD OR DISCOURAGING			
LAVINTHAL IN TRUMPS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
short in X suit			
takeout, support, responsive dbls			
neg double even after 1NT opening			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD	
<b>CATEGORY: Brown Sticker</b>	
<b>NCBO: Spain</b>	
<b>PLAYERS: Carrasco – Fractman</b>	
EVENT: Open	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Major / Better Minor	
2/1 Game Forcing	
Inverted Minors	
Special leads and carding (udca)	
1NT Openings: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = MULTI	
2♥ = weak ♠ +minor or strong ♥	
2♠ = weak ♥ +minor or strong ♠	
3♣ = preempt in ♦ or strong 4441 20+HCP major singl	
3♦ = preempt in ♥	
3♥ = preempt in ♠	
3♠ = preempt in ♣	
3N = ACOL-style, any solid minor	
4♣ = strongish 4♥ opening (8 1/2 tricks)	
4♦ = strongish 4♠ opening (8 1/2 tricks)	
4♥ = preempt	
4♠ = preempt	
4N = minors, 6-6 preemptive	
SPECIAL FORCING PASS SEQUENCES	
after redoubles	
at high level when opps defend	
IMPORTANT NOTES	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Better minor	1♦ = Walsh [ 1] [ 2] , 1M may have longer Ds, 2♣ = forcing, 2♦ = 6-9HCP 4♠ and 5♥		Same
					2♥ /2♠ = weak (2-7HCP) [ 3] , 2N=bad ♣ preempt or 13-14 balanced, 3♣ = preempt with good ♣ , 3♦ /3♥ /3♠ =preempt		
1♦		3	4♠	Better minor	2♦ =forcing, 2♥/2♠=weak, 2NT=preempt with bad ♦ or 13-14 balanced, 3♦ = preempt with good ♦		Same
1♥		5	4♠	Five card major	1NT = forcing [4], 2/1 GF, 3♥ = preempt, 2♥ =8-10[6], 2NT = Jacoby (inv+), 2♠ = art. Raise		1NT = semi-forcing, 2♣ =Drury
1♠		5	4♥	Five card major	1NT = forcing, 2/1 GF, 3♠ =preempt, 2♠ =8-10,2NT=Jacoby (inv+)		1NT = semi-forcing, 2♣ =Drury
INT			3S	15-17 balanced. Some times with 5 card in H rare, more estrange with 5 ♠	STAY, does not promise 4-card M [9] , JACOBY TRF[10]		
2♣	Yes	0	3♠	Any game forcing hand	2♦ =negative (could be waiting), other natural		
2♦	Yes	0		Multi [11]	2NT = relay, 2♥,♠ =P/C, 3♥/♠ =preempt (P/C), 4♣ = give suit in transfer		
2♥	Yes	0		Weak ♠ +m or strong ♥ [12]	2N asks, 2♠/3♣ =P/C		
2♠	Yes	0		Weak ♥ +m or strong ♠	2N asks, 3♣ /3♥ =P/C		
2NT				20-22 balanced	PUP STAY [13] ,JACOBY TRF,3♠ =PUP 3NT,3NT=5♠+4♥ not forcing		
3♣	Yes	0		Preempt in ♦ or strong three suit	3♦ =to play		
3♦	Yes	0		Preempt in ♥			
3♥	Yes	0		Preempt in ♠			
3♠	Yes	0		Preempt in ♣			
3NT	Yes			ACOL-style Any solid minor			
4♣	Yes	0		Good 4♥ opening	4♦/♠ = Auto-blackwood		
4♦	Yes	0		Good 4♠ opening	4♥/NT = Auto-blackwood		
4♥		7		Preempt			
4♠		7		Preempt			
4NT	Yes			Minors			
5♣		8		Preempt		HIGH LEVEL BIDDING	
5♦		8		Preempt		4130 RKCB	
5♥						Josephine, Splinter	
5♠						1M - 4♣ = invitational with the other M	
						1M - 4♦ = invitational distributional game raise	