DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE
2-level very sound, 1-level light, can be 4-cards	
1/1 response forcing 1R 4+	Suit
2/2 response forcing 1R 5+	NT
Club/Heart switch over 1♠ overcall	Subseq
Other 2/1 are NF but constructive.	Other: Against
Reopning only a bit lighter.	Against NT 10
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS
16-18 overcall, natural responses	Lead
(11)12-14(15) reopening, transfer responses, cue-transfer = stay	Ace
2NT reopning 17-19 transfer responses.	King
	Queen
	Jack
JUMP OVERCALLS (Style; Responses; Unusual NT)	10
Weak jumps, stadard preemptives.	9
	Hi-X
	Lo-X
Reopen: invitational 10-12	SIGNALS IN
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr
Michael's cuebid (unspecified minor)	1 HI=1
Jump cue asking for stopper with a solid suit.	Suit 2 HI=I
	3 S/P
	1 HI=I
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 HI=I
2♣ majors, 2♦ hearts, 2♥ spades, 2♠ clubs, 2NT minors, 3♣ diamond	3 S/P
In 4 <sup>th</sup> position against strong NT transfers off	Signals (includ
Double against strong shows minor-major 2-suiter, not forcing.	High Discoura
Double against weak shows 14+, then 2♣ scrambling	
After 1NT-X next double from our side is take out	
Strong NT when 14+ HCP minimum, weak otherwise.	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D
Lebensohl, Leaping michael's, 2M-3M asking for stopper.	Sound, Classic
After 2NT overcall (15-19) all transfers	Jump to 2x sho
After 3NT overcall, 4♣ asks, 4♦ min bal, 4♥ max bal, 4NT gambling	Jumpt to 3x sho
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Cuebid is inv v
NT = minors, 2♣ = majors	SPECIAL, AF
1♣-pass-1♦-X = majors, 1NT minors.	Power doubles
	DEPO/D0P1
OVER OPPONENTS' TAKEOUT DOUBLE	Snapdragon: 12
2NT shows support inv+, jumps are weak,	Support double
Redouble denies support, shows 2* 4+ side suits and sets up a force.	
Pass and then double shows any 4333 shape 10+	. 1

		LEAI	OS AND SIGNA	ALS		
OPENIN	G LEAI	DS STYLE				
	Lead		In Partner's Suit			
Suit 3/		3/5		3/5		N F
		Attitude 2/4		3/5 Atti	tude if raised	
Subseq		Attitude 3/5		3/5		E
					dummy is short	
	T 10 sh	ows 3 honnors	s, asks for unblo	ck/cour	nt	Į L
LEADS						
Lead		Vs. Suit		Vs. NT		
Ace		AK		AK		5
King		KQ			QJ, KQ10	5
Queen		QJ		QJ/KQ		J L
Jack		J10		J10		Γ
10		109		HJ10/H	[109	N
9		Short/KJ9		109		1 N S I:
Hi-X		Even			nor/interest	
Lo-X		Odd		Honnor	•	V
		RDER OF PR				Į Ļ
	Partner'		Declarer's Lead	1	Discarding	S
	HI=DIS		HI=ODD		HI=DISC	Γ
	HI=EVI	EN	S/P		HI=EVEN	1
	3 S/P				S/P	1 L
	1 HI=DISC		HI=ODD		HI=DISC	1 1
	NT 2 HI=EVEN S/P		S/P			
3 S/P			l		HI=EVEN	1
		Trumps):				1 2
High Disc	couraging	g, Reverse cou	unt only when d	leclarer l	leads a suit.	2
						2
			DOUBLES			2
						4
			; Responses; R	eopenir	ng)	▍┝
Sound, Cl						Į Ļ
			ds (or 5-card lig	(ht-inv		Γ
		s 5+ cards				Į Ļ
			ajor or sets up g			▍፟፟፟፟፟
			COMPETITIV			S
		er artificial ov	ercalls creating	forcing	pass	Į Ļ
DEPO/D(						I V
			howing some su	ipport, v	ralues and 4 <sup>th</sup> suit.	V
Support d	ouble/re	double				l L

EVENT (0	эрсп)
	SYSTEM SUMMARY
	L APPROACH AND STYLE
5-Card Ma	ajor, better minor, 2/1
Tuonafon V	Valsh (transfers over 1♣)
<u>1 ransier v</u> Multi 2♦	vaish (transfers over 14)
	(denies 5-card major)
Inverted m	ninors.
	y) jump responses.
•	
	BIDS THAT MAY REQUIRE DEFENSE
	after our $1 \clubsuit : 1 \spadesuit = 4 + \heartsuit$ , $1 \heartsuit = 4 + \spadesuit$ , $1 \spadesuit = $ balanced or $\spadesuit$
1♣-pass-2	♦ = mini-multi, weak in a major or invitational minors
1 <b>₩</b> maga 11	NIT — amadas
	NT = spades ♦ = akin F1NT: denies ♦ (except weak/inv heart raise)
_	2 = game forcing, could be 2-cards.
	g Multi, 6-10 long major or 22-23 balanced
	g 6-10 with both majors $(5+ \checkmark, 4+ \spadesuit)$
	g 6-10 in spades and a minor
	s, solid 4M opening.
Transfer I	ebensohl after 1x-2M overcall
Transfer 2	200
SPECIAL	FORCING PASS SEQUENCES
	ANT NOTES THAT DON'T FIT ELSEWHERE
When 2N7	Γ/4NT is scrambling, direct 3♥/5♥ is invitational
DOLLOTT	CS: Might reverse 1♣/1♦ openings with balanced

EBL CONVENTION CARD

r.h	IAL	OF	NEG.DBL THRU	Spain Open: Goded-Goded				
OPENING	ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 🗆		3	7♠	Better minor or 3343, 4432 rare Denies 5-card Major Nat or 12-14 bal or 18-19 bal	1♦=♥, 1♥=♠, 1♠=♦ or bal., 1NT 10-12 nat 2♣ inv+ forcing to 3♣ 2♦ weak major or inv minors, 2M inv nat	Complete transfer = exactly 3 cards F1 1♣-1♥(♠)-2♣-2♥ NF, 2♦ GF any After 1x-1y-1z, 2-way checkback 1m-2m 2m+1 strong, asks for short	$1 \clubsuit - (1 \spadesuit) - 2 \clubsuit = 5 + \blacktriangledown$ (then $2 \spadesuit$ possitive) $1 \clubsuit - (1 \spadesuit) - 2 \blacktriangledown = 5 + \clubsuit$ Pass- $1 \clubsuit - 1 y - 1 z - 2 \spadesuit$ inv nat.	
1♦		3	7♠	Bettter minor, not 3343 Denies 5-card Major, 12-19 Could be 4-5 minors weak clubs	2♣ F1, 2♦ inv+, 2M weak 2-7, 2NT inv minors. 3♦ 6-9 weak 3x weak 2-7	1m-1x-2NT-> 3♣ asks 1♦-2♣-2♦ weak bal or nat, 1♦-2♣-2♦-2♥ asks Then 2♠ 5+♦, 2NT bal, 3♣ bal nat, 3♦ solid.	$1 \spadesuit - (1 \spadesuit) - 2 \clubsuit = 5 + ♥$ (then $2 \spadesuit$ possitive) $1 \spadesuit - (1 \spadesuit) - 2 \blacktriangledown = 5 + \square$ Pass- $1 \spadesuit - 1y - 1z - 2 \spadesuit$ inv nat.	
1♥		5	7♠	5-card major, denies 5♣ Could have 6 minor. Could be 15-17 bal	1♠= akin F1NT: denies ♠ (except weak/inv ♥ raise) 1NT = 4+♠ F1, 2 $\square$ = GF nat/bal, 2♠ GF 5+, 2♥ 8-10 2♠ = heart raise, inv with singleton or GF with void 2NT inv+ raise, 3m nat 4-8, 4♠ tx to 4♠, 4♠ cons 4♥ 3♠ strong raise with sing, 3NT weak with sing.	1M-1NT-2x could be 3; then 3m invit 1M-1x-2NT GF art, then 3♣ asks, others nat 1M-2x->2NT 15+ bal, 3m reverse	ANY OF $1 \frac{4}{\sqrt{\sqrt{2}}}$ OPENINGS: 1x-(1NT)-2y system on 1x-(2M)-2NT = weak or clubs 1x-(2M)-3y = inv + transfer	
1♠		5	7♠	5-card major Could have 6-card side suit Could be 15-17 bal	1NT F1, 2□= GF nat or bal, 2♦/♥ GF 5+, 2♠ 8-10 2NT inv+ raise, 3m nat 4-8, 4♠ tx to 4♥, 4♠ cons 4♠ 3♥ strong raise with short, 3NT weak with sing.	1M-2□-2♦ 3-way, weak bal, weak □ or nat 1M-2□-2♦-2♥ relay (4♦, bal, 4□, 5♦) 1M-2□-2♦-2♥-2♠(4♦)-xx-3♦ = extras 1M-2□-2♦-2♠ 5□+3M; 1M-2□-2♦-2NT Jacob 1M-2□-2M shows 6+, 1M-2x-3M nat 16+ 1M-2x-3NT solid major, forcing	1x-(ee)-yy-(2z)-2NT= lebensohl $1x-(ee)-yy-(2z)-3s= extras$ $1 - (1 - 2m/1 - 2m/1 - 2m = NF$ $Pass-1M-2 = drury-fit$	
INT		2	7♠	15-17 balanced, 5c major rare 5422 and 6322 possible	2 stayman, 2♦ forces 2♥, 2♥ trasnfer, 2♠ clubs 2NT natural, 3 diamonds, 3x nat slam try 4 majors, 4♦/♥ transfer	1NT-2□-2♦-2♥ forces 2♠ to show 4441/5431 1NT-2♦-2♥-2♠ forces 2NT to show 5M431 1NT-2♠/3□-3m-3x = short, 3NT sing other m	1NT-(2x)-2NT weak or clubs 1NT-(2x)-3y = texas inv+ 1NT-(2x)-3x cue = stay, no stop	
$2\square$	V	-	-	24+ bal or GF long suit	2♦ 0-7 (0-9 bal), 2NT 10+ bal, rest 8+ nat	Jump sets trumps	Double live=pen, balanced in bal	
2♦	V	-	2♠	Multi, 6-10 weak 2 major or Strong 23-24 balanced	2♥/♠/3♥/♠ = pass or correct, 2NT Relay 4□ show me your suit in trasnfer, 4M nat.	2♦-2NT-3□/♦ = ♥/♠ min or max+short 2♦-2NT-3♥/♠ = ♠/♥ max balanced	XX = bid at least 3♠ if you have ♠ Pass = to play 2♠	
2♥	V	5	-	Majors weak, at least 5-5 if vul Can be 5♥-4♠ not vul	2NT ask, 3□/♦ inv ♥/♠ or strong nat	2♥-2NT then: 3□ most mins, 3♦ any 6520 3♥/♠ 5521s, 3N 6511s, 4□ 5530s, 4♦/♥ 65min		
2♠	V	5	-	Weak 5+ ♠ 5+minor (4 rarely)	2NT asks, 3♦ inv ♠ or strong nat	2NT-3□/♦ min, 3♥/♠ max, 3NT 6♠ good suit	2♠-(3□)-3♥ inv in spades	
2NT			7♠	20-21 bal, 5-card major normal 5422 and 6322 possible	3 □ puppet, 3♦/♥ GF transfer, 3♠ minor/s, 3NT nat 4 □ majors, 4♦/♥ transfer	2NT-3♦/♥-3NT = no support	·	
3□		7(6)	-	Standard preempt 6-10	3♦ stopper ask, rest nat f1	NOTES: Jacoby.		
3♦		7(6)	-	Standard preempt 6-10	Nat, f1	Jabocy responses to 1M-pass-2NT, 1M-X-2NT		
3♥		7(6)	-	Standard preempt 6-10	4m control	$3\Box$ = minimum or club short, 3x short, 3NT 15	•	
3♠		7(6)	-	Standard preempt 6-10	4m control	HIGH LEVEL BIDDING		
3NT	,		-	Standard gambling	4□ p/c, 4♦ asks short, 4NT asks length	1430 RKCW, then 5NT asks for extra tricks, responses 0,1,2,3  Splinter + rebid short = void invitational, exclusion requires jump resp 0,1,2,3		
4 🗆	√ ./	-	-	Texas to 4M	1 <sup>st</sup> step = 2+ keycards, invitational.			
4	√	-	-	8 or 8.5 playing tricks		D0P1/DEPO		
4♥ 4♠			-	Preemptive Preemptive				
			Ī					