

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
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
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
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
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
2-Suit:
Reopen: Intermediate (aprox 14 – 16 H)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT cue = Michaels
JUMP cue = natural in minors, asks for stopper in majors
same in reopening
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT vs strong NT [14+H]
LANDY (transfer overcalls) vs weak NT
2♣ = majors. 2NT = minors. Other = transfer in all positions
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
double = take-out
cuebid = minors over a major, majors over a minor
jumps = two-suits over weak2 (Leaping Michaels)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
General style preemptive, double shows the suit bid
Over 1♣ Double = Majors, 1NT=Minors, 2NT=reds
OVER OPPONENTS' TAKEOUT DOUBLE
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	1/3/5 xxxxxX xxXx	1/3/5 xxXx	
NT	1/2/4 xXxx xXx xX Hx (H=10+)	1/2/4 xxxX xXx Xx Hx (H=10+)	
Subseq	Count (Reverse)	Count (Reverse)	
Other: Vs NT, K asks CT/UB;A asks ATT vs SUIT, 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	H109x 109x	
9	H9x	H9x 9x	
Hi-X	Xx HxXx	xXxx xXx HXx	
Lo-X	xxXx HxXx	HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE (Reverse)	COUNT (Direct)	ATTITUDE (Reverse)
Suit 2	COUNT (Direct)	LAVINTHAL	COUNT (Direct)
3	LAVINTHAL		LAVINTHAL
1	ATTITUDE (Reverse)	COUNT (Direct) or Smith Echo (Direct)	LAVINTHAL
NT 2	COUNT	LAVINTHAL	ATT (Reverse)
3	LAVINTHAL		COUNT (Direct)
Signals (including Trumps): LOW = ENCOURAGING, ODD Smith Echo (Direct)			
HIGH = DISCOURAGING OR EVEN			
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
NCBO: Spain
PLAYERS: M. Fernández – G.Fractman
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major / Better Minor
Inverted Minors
Special leads and carding (natural carding, ups/dn attitude)
1NT Openings: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = MULTI
2♥ = weak ♥ +minor
2♠ = weak ♠ +minor
4♣ = Namyats
4♦ = Namyats
4♥ = pre-empt
SPECIAL FORCING PASS SEQUENCES
after redoubles
at high level when opps defend
IMPORTANT NOTES
PSYCHICS: Rare

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 ♦s, 2♣ = forcing, 2♦ = 6-9HCP 4♠ and 5♥		Same
1♦		3	4♠	Better minor	2♥/2♠ = weak (2-7HCP) [3] , 2N=bad ♣ preempt or 13-14 balanced, 3♣ = preempt with good ♣ , 3♦ /3♥ /3♠ =preempt		
1♥		5	4♠	Five card major	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		
3♣	Yes	0		Preempt in ♦ or strong three suit	3NT,3NT=5♠+4♥ not forcing		
3♦	Yes	0		Preempt in ♣	3♦ =to play		See Notes
3♥	Yes	5		6-5+ in Majors			See Notes
3♠	Yes	0		ACOL-style Any solid	3N asks for void		See Notes
3NT	Yes			Preempt in ♣			See Notes
4♣		7		Preempt			
4♦		7		Preempt			
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	