

OPEN	TIC K IF AR	MIN NO. OF	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2					
1 ♦		4					
1 ♥		5					
1 ♠		5					
1 NT				14-16	2♣=♠ 2NT=Nat. Inv. 3♣=♦ 4♣=Txfer ♥ 4♦=Txfer ♠ 4♥/4♠To Play	1NT-(DBL) - RDBL = Bid your Suit	1NT-(DBL) - 2X + 5 Card
2 ♦		6		2NT = Relay Any suit good hand 3♦Bad 2♣2♥, 3♠F			
2 ♥		6		2NT = Relay Any suit good hand 3♥Bad 2♣3♠3♣F			
2 ♠		6		2NT = Relay Any suit good hand 3♠Bad 3♣3♦3♥F			
2 ♣		0		STRONG 23+ Or special hand with 4 loser	2♦ Weibing bid		
2 NT				20-22 hcp balanced	3♣: Asking 5 card Major		
3 ♣		7					
3 ♦		7					
3]♥		7					
3 ♠		7					
3 NT							
4 ♥		8					
4 ♠		8					
4 ♣		8					
4 ♦		8					
5 ♣		8					
5 ♦		8					

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card ♠♥♦♣
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
6+ HCP 5+ Cards		Lead	in Partner's Suit		
	Suit	3th/5th	3th		
	NT	4th	3th		
	Subseq	UDCA	UDCA		
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
2nd= 16-18 Response: Same as opening	Lead	Vs.Suit	Vs. NT		
4nd= 11-14 DBL-NT: 15-17. Response : Same as opening	Ace	ARX...	ARX...		
2NT= 17-19	King	RQX...	RQ...		
	Queen	QJ...	QJ...		
	Jack	RJ10...	RJ10...		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	A109...	A109		
1-Suit: Weak	9	98...	98...		
2-Suit: Michaels	Hi-x	even			
	Lo-x	odd			
Reopening:	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
(1♥)-2♥: ♠+ Any Minor	Suit:1st			UDCA	
(1♠)-2♠:♥+ Any Minor	2nd			UDCA	
(1♠/♥) : 2NT : ♠+♣	3rd			UDCA	
(1♠) - 2NT: ♠+♥ (1♠) 2NT: ♣or♥	NT: 1st			UDCA	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd			UDCA	
2♣: One suit 2♠: 5+ 5+ ♥/♠	3rd			UDCA	
2♥: ♥+ 1 minor 2♠: ♠+ 1♠	Signals (including Trumps): UDCA				
(1NT) - 2NT= MINORS	Trump echo= UDCA				
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Might be light				
	SPECIAL FORCING PASS SEQUENCES				
	2CL-(Any bid)- Pass= Good hand				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Naturel	Max DBL				
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
OVER OPPONENTS' TAKE OUT DOUBLE					
Naturel					
	Psychics:				
	Rare				