

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
TAKE OUT DOUBLE 12+ HCP; other suits playable, or 17+ HCP and then the suit	
Responses: 1L: 0/9 HCP, 2L: 5 Cards 8/10 HCP, Cue Bid 10+HCP	
Overcalls 1L: 5 cards 8/16 HCP	
Overcalls 2L: 6 cards weak jump	
Overcalls 3L: 7 cards preemptive	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd : 15/17 with stopper, responses as INT opening, 4 th 3 or 4HCP lower	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1 level weak	
Double jump strong	
CRODO (note 6) to show two suits	
Reopen: in 4 th position 3 or 4HCP lower	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
VS. NT (vs. Strong/Weak; Reopening:PH)	
Landy (note 7)	
VS. 2♦ MULTIOPENING	
Double shows 4♦ cards	
2♦/♠ 5 cards; 2NT 5/5 minor	
3♦/♦ 5 or 6 cards	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Overcall level 3 to play, double strong	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦	
DBL with majors, and NT with minors	
OVER OPPONENT'S TAKEOUT DOUBLE	
RDBL 9 or more HCP without fit, support with fit, jump raise preemptive	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead Count: Ascendent when odd, descendent when even	In Partner's Suit Count: Ascendent when odd, descendent when even	
NT	Longest suit, Low promises honor	Count: Ascendent when odd, descendent when even	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A; AKx(+);	AK(+)	
King	AK; KQ(+); KQT9x;		
Queen	Q; Qx; QJ(+)	QJT(+); AQJx	
Jack	Jx; JT(+)	AJTxx, KJTx	
T	T9; Tx	T98xx	
9	98(+); 9x		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd encouraging	same	Odd new suit calls
Suit 2			
3			
1			
NT 2	Odd encouraging	same	Odd new suit calls
3			
Lead			
Ace			
King			
Queen			
T			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

E B L CONVENTION CARD

OPENING	ARTIFICIAL	TICK IF	MIN. NO. OF CARDS	NEG.DBL. THRU				
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			2		11-20 HCP	1D/H/S at least 4 D/H/S 5 HCP; 1NT till 10 HCP without 4 majors; 1 NT till 10 HCP without 4 majors; 2♣ 12 or more HCP FM; 2♥/♦ weak jump; 2NT 11 HCP non-forcing; 3♣/♦ inviting		
					11-20 HCP	1♥/♦ 5 HCP or more at least 4 cards; 1 NT 1NT till 10 HCP without 4 majors; 2♣ 12 or more HCP FM; 2♥/♦ weak jump; 2NT 11 HCP non-forcing; 3♣/♦ inviting		
1♥			5		11-20 HCP	1♣ at least 4 cards and 5/20 HCP; 1 NT forcing 1 turn then 2♥ 0/7 HCP 2/3 cards, 3♥ 10/11po 3 cards, 2♣ FM, 2♥ 8/10 HCP and 3 cards, 2♦ weak with 6 cards, 3♥ 0/7 HCP and 4 cards 3♣ 7/9 HCP and 4 cards 3♦ 10/11 HCP and 4 cards 2NT 12 or more HCP and 4 cards		
					11-20 HCP	1 NT forcing 1 turn then 2♣ 0/7 HCP 2/3 cards, 3♣ 10/11po 3 cards, 2♣ FM, 2♦ FM art least 5 cards, 2♣ 8/10 HCP and 3 cards, 3♥ 0/7 HCP and 7 cards, 3♣ 0/7 HCP and 4 cards, 3♣ 7/9 HCP and 4 cards 3♦ 10/11 HCP and 4 cards 2NT 12 or more HCP and 4 cards		
INT		Balanced with or without 5 majors			15-17 HCP	2♣ puppet 2♦♥♣NT transfert ♥♣♦ 3 NT naturale 4 NT inviting for slam		
2♣	x	Strong balanced or not			Only 3 losers or more then 23 HCP	2♦ no aces less than 8 HCP, 2♥ heart ace, 2♣ spade ace, 2NT no aces more than 8 HCP 3♣ club ace, 3♦ diamond ace, 3♥ 2 ces same color, 3♣ 2 aces same rank, 3NT 2 aces different color and rank, 4♣♦♥♣ 3 aces missing the one declared		
2♦♥♣	x	6			6-10 HCP	2NT (more than 16 HCP) asks then: 3= 6-8 HCP 1-2 Hs, 3= 6-8 HCP 2-3 Hs, 3= 8-10 HCP 1-2 Hs, 3= 8-10 HCP 2-3 Hs, 3NT solid color		
2NT		Balance d			21-22 HCP	3♣ puppet 3♦♥♣ transfert ♥♣♦ 3 NT naturale 4 NT inviting for slam		
3♣♦♥♣		7			Preemptive			
3NT		7 in a minor			Gambling			
4♣♦♥♣		8			Preemptive			
							HIGH LEVEL BIDDING	
							4NT Blackwood on 5 key cards : 5♣ 1-4, 5♦ 0-3, 5♥ 2, 5♣ 2+ Q atout	

EBL Standard Card Supplementary Sheet

Note 1: STAYMAN

Responses over 1NT opening with 5 major:

- 2C (8 HCP or more) asks for majors
- 2D not 4 cards major
- 2H/S 4 or 5 cards in the declared suit
- 2NT not 4 cards major but 17 HCP
- 3C/D 4 cards in both major suits and 3 cards in the declared suit

Note 2: BERGEN RAISE AND 2NT TRUSCOTT

Support on partner opening in a major:

- 3C shows 4 cards and 8-9 HCP
- 3D " " " 10-11 HCP
- 2NT " " " 12 HCP or more

Note 3: 2C STRONG (CRODO)

Responder gives aces:

- 2D no aces less till 7 HCP
- 2H heart ace
- 2S spade ace
- 2NT no aces 8 HCP or more
- 3C club ace
- 3D diamonds ace
- 3H 2 aces same color
- 3S 2 aces same rank
- 3NT 2 aces differnt color and rank
- 4C/D/H/S 3 aces the one declared is missing

Note 4: OGUST

Over 2 weak opening responder with at least 16 HCP bid 2NT asking more information, then the opener:

- 3C 6-7/8 HCP bad suit
- 3D 6-7/8 HCP good suit (2 Honors)
- 3H 8-10 HCP bad suit
- 3S 8-10 HCP good suit
- 3NT solid suit

Note 5: LEBENSOHL as defence over 1NT interferred or 2 weak opening

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF 2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

Note 6: STRONG (CRODO) OVERCALL

shows two suits distribution

Over 1C opening	2C	2 suits same color (red)
	2NT	2 suits same rank (majors)
	3C	2 suits different (diamonds and spades)
Over 1D opening	2D	2 suits same color (black)
	2NT	2 suits same rank (majors)
	3C	2suits different (clubs and hearts)
Over 1H opening	2H	2 suits same color (black)
	2NT	2 suits same rank (minors)
	3C	2suits different (spades and diamonds)
Over 1S opening	2S	2 suits same color (red)
	2NT	2 suits same rank (minors)
	3C	2suits different (hearts and clubs)

Note 7: LANDY (vs One No Trump)

Penalty Double shows 5card in a minor and 4 in a major; partner bid 2C pass or correct; 2D ask for the major, if no fit plays the minor at 3 level

2C shows at least 5/4 cards in each major suit; if partner has 4 card in one major bid it, if not 2D asks for the 5th

2D shows 6 cards in a major; the partner bid 2H pass or correct

2H shows 5 hearts and 4 cards in a minor

2S " spades " " " " "

partnes pass or 2NT asks for minor

