DEFENSIVE AND COMETITIVE BIDDING	LEADS A	ND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE						EBL Convention Card		
Aggressive style at Ivl1, sound overcalls for Ivl2	Lead in Partner's Suit								
Reopening: Very often, even with marginal holdings.	Suit 3/5			3/5			een		
Reopening. Very Orten, even with marginal holdings.	NT Attitude		3/5			Category: Green Country: Hungary			
		Subseq Attitude or 3/5		3/5		Event:			
		recede or 5/5				Players:	Hanka Lajos - András Honyek		
	Other:					riayers.	nanka Lajus - Anuras nunyek		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUN	SYSTEM SUMMARY: 2/1, 5card major, 1C is often two cards, transfers over 1C		
15-18, Transfers and Stayman	Lead	Vs.Suit		Vs. NT		GENERAL AP	GENERAL APPROACH AND STYLE		
Reopening: 1NT=12-16, 2NT=20-22 Transfers and Stayman after	Ace	AK or Ax		AK or Ax					
	King KQ or Kx (againgst IvI5 or higher AK)		KQ or Kx (againgst lvl5 or higher AK)						
	Queen	QJ or AQJ or Qx		QJ or AQJ	l or Qx				
	Jack	JT or Jx or HJT		JT or Jx or HJT					
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9 or HT9 or Tx		T9 or HT9					
1-Suit: Preemptive	9	9x		9x		1NT Openings	: 15-17		
2-Suit: Lower 2 suits with 2NT	Hi-x			bad suit			2 OVER 1 Respons Game Force		
	Lo-x			good suit			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: Weak opening strength and solid 6 card suit	SIGNALS IN ORDER OF PRIORITY					After 1C transfers, ie 1D=Hearts, 1H=Spades, 1S=no major			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead Declarer's L		Lead	Discarding				
Michaels and Leaping/non leaping Michaels	Suit:1st	Attitude	Count		Attitude				
Jump cue solid 7+ minor suit, no stopper	2nd	Count			Count				
	3rd	Lavinthal			Lavinthal				
	NT: 1st	Attitude	Smith or co	unt	Attitude				
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count	Count if 1st was Smith		Count				
Always multi-Landy	3rd	Lavinthal Lavinthal		Lavinthal					
2C = Majors, 2D = 1Major, 2M= M+m, 2NT = minors, 3lvl NAT	Signals (including Trumps):								
	DOUBLES								
	TAKEOU	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)									
TO doubles, Leaping Michaels, After dbl Lebenshol	Most dou	bles are TO until 4H							
						SPECIAL FO	RCING PASS SEQUENCES		
						At and below l	At and below IvI3 in forcing situations: Pass = penalty or strong distributional,		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					DBL = balance	DBL = balanced type hand		
2D=Majors, not jumping NT is major+minor									
Jumping NT is minors						IMPORTANT	NOTES THAT DON'T FIT ELSEWHERE		
					Transfers are a	a common part of system			
OVER OPPONENTS' TAKE OUT DOUBLE									
RDBL = strong						Psychics: Rare			
Transfers after 1M DBL									

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2	4H	10-22HCP, Can be 4D2C if balanced	1D=H, 1H=Sp, 1Sp=D or balanced, inverted minors, 2NT bal GF	After all 1X-1Y-1Z:	Rubenshol if 1x - 2Y(jump)
					Jump bids are NAT weak	2C=forcing to 2D (invitation mostly)	
						2D=GF	
						2NT=weak or GF with C	
1D		4	4H	10-22HCP, Only 4 if (4441), otherwise 5+	NAT style	Same as above	
					Inverted minors, 2NT bal GF		
1H/Sp		5	4D/4H	10-22HCP, if weak can be 6minor 5M	2/1 GF, 1NT semi forcing, 1H-1Sp is 5cards with GF hands		Drury
					Bergen and Jacoby raises with 4+card support		
					Splinters		
1 NT			4H	15-17 BAL/semiBAL, possible 5card M	Stayman, 4way transfers, Double transfers		Rubenshol at lvl2
2 C	Х		Х	22+ HCP or 16+ with 9+ playing tricks	2D waiting, 2M/3m 5/6+ cards with 2 Honours		
					2C-2D-2H = GF balanced or any distribution with 5+H		
2D			Х	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 H			Х	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 Sp			Х	Weak 2, Non vul = 5+cards 3-8 HCP	2NT asking, new major forcing, new minor non forcing		
				Vul= 6+ cards 5-10 HCP			
2 NT			4H	20-21 BAL/semi BAL	Stayman/Xfers/minor Stayman		
3 X			Х	6+ cards, Non vul 5-6 playing tricks, vul: 6-7 playing tricks		High Level	Bidding
3 NT	Х	7		Gambling, solid 7+ cards minor suit with max 1K outside	4/5 minor P/C	RKC with majors and ORKC with minors	
4X	4X 6+ cards, Non vul 6			6+ cards, Non vul 6-7 playing tricks, vul: 7-8 playing tricks		Cuebids, No cuebids at Ivl5	, Exclusion RKC common
						Last train, Seriouse 3Sp/3NT	
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