

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div>EBL Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
Aggressive style at lvl1, sound overcalls for lvl2		Lead	in Partner's Suit	
Reopening: Very often, even with marginal holdings.	Suit	3/5	3/5	
	NT	Attitude	3/5	
	Subseq	Attitude or 3/5	3/5	
	Other:			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		Category: Green
15-18, Transfers and Stayman	Lead	Vs.Suit	Vs. NT	Country: Hungary
Reopening: 1NT=12-16, 2NT=20-22 Transfers and Stayman after	Ace	AK or Ax	AK or Ax	Event: Mixed
	Kinq	KQ or Kx (againgst lvl5 or higher AK)	KQ or Kx (againgst lvl5 or higher AK)	Players: Hanka Lajos - András Honyek
	Queen	QJ or AQJ or Qx	QJ or AQJ 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	
1-Suit: Preemptive	9	9x	9x	1NT Openings: 15-17
2-Suit: Lower 2 suits with 2NT	Hi-x	even	bad suit	2 OVER 1 Respons Game Force
	Lo-x	odd	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 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 count	Attitude
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count if 1st was Smith
Always multi-Landy	3rd	Lavinthal		Lavinthal
2C = Majors, 2D = 1Major, 2M= M+m, 2NT = minors, 3lvl NAT	Signals (including Trumps):			
	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)				
TO doubles, Leaping Michaels, After dbl Lebenshol	Most doubles are TO until 4H			
				SPECIAL FORCING PASS SEQUENCES
				At and below lvl3 in forcing situations: Pass = penalty or strong distributional,
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
2D=Majors, not jumping NT is major+minor				DBL = balanced type hand
Jumping NT is minors				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				Transfers are a common part of system
OVER OPPONENTS' TAKE OUT DOUBLE				
RDBL = strong				Psychics: Rare
Transfers after 1M DBL				

