Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	3	4♥	11-22hcp (8hcp) Free to choose minor-opening with 4D and 3C.	1♦,♥ transf. 1♠is: 6-10 NT or ♦ .1NT:11-12hp 2♣: inv. Raise (10+, 4+♣) 3♦ :2-2-5♦–4♣ GF 2 ♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(weak or strong), or ♣ (weak) 2NT=55/46/64 in minor strong or weak	1♣-2♣, 2NT=11-12 bal 1♣-1x-1y(NT)-2♣ stop in ♦ or gameinv. 1♣-1x-1y(NT)-2♦ gameforce.	
1♦		3	4♥	11-22hcp (8hcp)	2♣ inv.raise (12+ 4+♦ or 6c♣ and 9-11) 2 ♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(or weak, ♣ (weak or strong) 3♣ :6card +12hp 2NT=55/46/64 in minor strong or weak	1♦-2♣– 2NT =11-12 NT	
1♥		5 (4 in 3d)	4♦	11-22 hcp(8hcp)	2♣ = Drury or natural, 2NT GF Stenberg (4c+sup) 2♠ 3♣♦ splinter , 3♥ : 6-9 hp 3♠ and 4♣♦ void normaly 10-12hcp	1♥-2NT, 3♣ ♦ =nat (3+), 1♥-2NT, 3♣–new suit is singleton/void 1♥-1NT, 2♣ =artifial 1♥-1NT, 2♦=6c ♥and a good opening	2♣ = Drury 3c support. 2♦ =Drury 4c support.
1♠		5	4♥	11-22 hcp(8hcp)	2♣ = Drury 2NT GF Stenberg (4c sup) 3♣♦♥ splinter. 3♠ 6-9 hp 4♣♦♥ void normaly 10-12hcp	1♠-2NT, 3♣ ♦ =nat (3+), 1♠-2NT, 3♣–new suit is singleton/void 1♠-1NT: 2♣ =♦, 2♦=♥, 2♥=♠	2♣ = Drury 3c support. 2♦ =Drury 4c support.
1 NT		---	4♦	(14)15-17. Can have singleton,6/54!	2♣ Stayman, 2♦,♥ transf., 2♠ minor-stayman,2nt: ♣ ♦ 3 ♣♦:transfer (weak/strong or 55major inv/GF). 3♥ ♠ sing and 4c in other Maj.	1NT-2♣, 2♦-2♠ =rele, 1NT-2♣, 2♥-2♠ = rele, 1NT-2♦, 2♥-3♣,♦=Nat forcing one round	
2♣	X	0		Strong.	2♦ rele, 2♥/♠=4c and weak(max4hcp), 2nt=♣ ,3♣=♦,3♦=♥, 3♥=♠, 3♠=good unkown 6card EKQxxx, 3Nt 11-12 3343/3334	3♣from answer in next round is sec neg. 2♣–2♦–2♥ is either 25-26 or natural and forcing. 2♣–2♦–2nt=20-21	
2♦	X			Weak 2♥,2♠ or +22bal (incl. 6c minor)	2NT, 3♣,♦ forcing bids	2♦-2NT, 3♣=max weak two or strong clubs, 3♦ asks 3♦ ,min and♥ or strong with diamonds. 3♥min and ♠ ,3♠=EKQxxx in♥, 3Nt =22-24	
2♥		5 (6)		Weak	2NT:rele,3♣:pas or 3♦,3♦:♠inv.+, 3♥=stop, 3♠: GF	2♥-2NT and answers:, 3♣ ♦weak and 3+ 3♥: good and 4+♣ 3♠: good and4+♦, 3nt=good no sidesuit.	
2♠		-"-		Weak	2NT:rele,3♣:pas or 3♦,3♦:♥inv.+, 3♥=to pl.,3♠:stop		
2nt	X	5♣ 5♦		Weak or 20+ Min55 in minor	3♥ asking.		
3x		6-7		Preempt	New suit 3-level is forcing. 4-level cue-bid.		
3NT				1-2nd solid 7c minor. 3-4th: gambling	4♣ takeout 4♦ ask for cue-bid	Slam conventions:RKCB 4NT 0-3 1-4,Cue-bid 1./2. controls. 5NT, Culbertson 4nt if minor is trumph (answers depend on trmphsuit). Exkl.BW. /Dopi/Ropi.	
4♣,♦				Preempt. Nat.			
4♥,♠				Natural			
4NT				Asking	5♣ no ace, 5NT 2 aces, 6♣=♣-ace		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Light overcalls.Cue is either GF any, or good raise with sup.

Many sequences with transferbids in competition-sit.

If minoropening is 1/2card overcall is natural.

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

15-18, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump to 2♥,♠ after an opening shows a good 6card suit and a hand we would bid twice if red. If green then weak).

Jump 2♦=after club is 55 in major

Other jumps are weak.

Reopen: Preempt

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

VS. NT (vs. Strong/Weak; Reopening;PH)

Dbl :equal strength ., 2♣:Both Majors, min4-4

2♦ weak major

2major natural and a better hand

2NT Both minors 5-5 or any strong 55 GF.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Takeout doubles, 2NT : 15-18

Jump to 4 minor: Leaping Michael (5maj and 5 in bid suit).

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Dbl (2♣: dbl shows ♣) , 1♣: dbl shows strength

1nt=Minors (min 4-4 i ♦ ♣) 2NT=minors (norm55)

OVER OPPONENTS' TAKEOUT DOUBLE

Natural and transfer bids, 2nt inv with support.RDBL=10+(8+ if passed hand)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/ 5th	3rd/5th
NT	3rd/ 5th inv.	3rd/5th
Subseq	Hi/lo=ewen originally	Hi/lo=even originally
Other: inv leads also during play		

LEADS : normally highest from sequence.

Lead	Vs. Suit	Vs. NT
Ace	AK x	A from AK
King	Normally denies A or AKonly	KQ
Queen	Normally denies K	QJ
Jack	Norm denies Q	J10
10	Dobbelton or sequence	Weak or H109(xxx)
9	3rd/5th	Not invit
Hi-X	3rd/5th	3rd/5th
Lo-X	3rd/5th	3rd/5th

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Distr. 2nd/4th	Distr 2nd/4th	Low is enc./Lavintal
	2	Enc/disc	lavintal	Distr 2nd/4th
	3	Distr	Distr	distr
NT	1	Distr.	low likes op. lead	Low is enc./lavintal.
	2	Enc/disc.	Distr./lavintal	Distr. 2nd/4th
	3	Distr	Distr	distr

Signals (including Trumps): oddball vs NT (low card likes the lead)

It depends on dummy. Normally enc/disc or distribution signal

Discards low-hi is even number of cards originally.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Light based on shape. Supportdoubles, RDBL, neg.doubles (up to 3spades), strength doubles on higher levels.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles (3-card support) on up to 2-level in partners suit.

EBL CONVENTION CARD

System Summary:

GENERAL APPROACH AND STYLE

Natural style. 1♣ 3+cards (bal.hands),

Opening. are norm. 11hcp+, but can be (8)9hcp in 1.2th.

Opening in 3.th can be out of description

1 NT is (14)15-17. 5332/5422,6c minor.

1NT can have a singelton (4441,5431,6331).

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi 2♦=weak two in major or strong "balanced".

2nt= min 55♣ ♦ 7-11 or +20hp.

After 1-minor openings: transferbids at 2-level.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: not daily, but can open light.