


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			EBL Standard Card						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE										
Sound at 2-level, up about 18 HCP; New suit=NF; Jump new suit=INV	Suit	Lead	in Partner's Suit								
Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values or T/O, not		3rd=even; low=odd	same								
PEN	NT	4th, 2nd from weakness	same		Category:		Natural - GREEN				
CUE: F with new suit or STR raise; Jump CUE=Mixed raise	Subseq	same vs suits; ATT vs NT				Country:					
3rd hand bids new suit; New suit Jump below game=FIT; DBL=4th suit +	Other:	Lead directing DBL: no suit to 3NT/4NT asks shorter M			Event:		European Standard Card				
tolerance; CUE in RESP suit=STR raise; 4th suit bid=NF	DBL for unusual lead vs suit cancel previous message					Players:					
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY							
15-18 HCP; System as over 1NT opening	Lead	vs. Suit	vs. NT		GENERAL APPROACH AND STYLE						
LEBENSCHL-SLOW; DBL=PEN	Ace	AKx(+); Ax(+)	AKJ10(+); asks UB or CT		5-card M majors in 1st, 2nd						
REOPEN: 1NT= 10-14 HCP; 2NT= 15-18 HCP	King	AK, KQx(+)	KQ(x+); KQJ(x); asks ATT		Semi-forcing 1NT over 1H/1S						
4th LIVE: NAT, 15+ 18 BAL	Queen	QJ; QJx(+)	QJx(+); KQ109(+); asks J		Weak 2D/2H/2S						
	Jack	J10(x+); KJ10x(+)	J10x(+); KJ10x(+)		Balanced minimum opening=12 HCP						
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)	109; 109x(+); H109x(+)								
1-Suit: PRE	9	9x									
2-Suit: 2NT=2 lowest suits, WK or very STR [also 1NT by PH]	H-x	Sx; HxSx; HxSxxx	xSx;		1NT Openings: 15-17 HCP						
Reopening: 2NT=BAL(18-19); Jump CVC=6+ good hand; then,	Lo-x	HxS; HxxxS; xxxS; xxS	xSxx; HxxS(x)		2 OVER 1 Responses 2/1=FG unless [1]						
Reopen: 2NT, new suit=F1	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	GAMBLING 3NT with little outside strength						
MICHAELS CUE (PRE or STR) in DIRECT and over 1NT resp:	Suit 1st	ATT: Hi=ENCRG	Count: Hi/lo=E	ATT	WEAK JUMP RESPONSES after overcall of m opening						
(1m)-2m H+S; (1M)-2M OM+m; 2NT asks m;	2nd	Count: Hi/lo=E	S/P	Count	COMP CUE=LIMIT+ RAISE; JUMP RAISE=PRE; JUMP CUE=SPL						
	3rd	S/P (dummy short)		S/P	LEBENSCHL-SLOW: [13] [17]						
JUMP CUE: NAT 1m in direct; else STOP ASK	NT: 1st	as above	as above	as above	COMPETITIVE BIDDING METHODS [17]						
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=E		VS 2-suited O/C: chespeet cue=raise; next cue=unbid suit; unbid suit=NF						
CAPPELLETTI: in direct and reopening position,	3rd		S/P		1M RESP may bypass 1D						
2C: any 1-suiter; then advancer's 2D=P/C; new suit bids=NF	Signals (including Trumps): Trumps Hi-lo=O or S/P; Discouraging ATT at T1 has obvious shift implications;			FIT-SHOWING JUMPS (FIT) by passed hand							
2D: S+H; then 2NT=F1; 3m=NF				VS M MICHAELS: CUE of M=limit+ raise; new suit=F							
2H: H+m; then 2S/3m=NF; 2NT asks m				VS m MICHAELS: unbid suit=NF; M suit=STOP							
2S: S+m; then 3H/3m=NF; 2NT asks m	DOUBLES			VS FLANNERY 2D: DBL=HCP; 2H=T/O; vs FLANNERY 2H: as for WK 2H							
Double = Penalty (may be as light as Opener's minimum)	TAKEOUT DOUBLES (Style; Responses; Reopening)			VS NAMYATS: DBL of opening (relay)=T/O of suit; delayed DBL=PEN							
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape; CUE-BID=F until a suit is bid twice. RESP DBL and EXT-RESP DBL; Continuations [16]			VS TRF and unspecified openings: DBL=HCP but no force created							
LEB-SLOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vs Multi: DBL=HCP Note#14	1NT=7-10, stopper			VS 2-suited PRE: DBL, delayed DBL and CUE of "other suit"=T/O							
DBL=T/O thru 4S; 4NT: MHC+D; MS=ANY 2-suiter; 4m=NAT	Support DBL/RDBL (below 2 of RESP suit); 1C-(P)-1D-(1S): DBL=4H			Defensive Sandwich position: [15]							
3-level CUE=stopper ask; 4-level CUE=H+S /m; OM =m /M; 2x-2NT:[14]	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES							
VS. ARTIFICIAL STRONG OPENINGS	NEG DBL thru 3S (including opener's suit) and at 3-level										
Double=Majors; NT= minors	after 1NT opening 1m-(1H)-DBL: exactly 4S; 1m-(1S)-DBL										
Applies vs STR 1C/2C openings and WK, ART 1D/2D responses	suggests 4+H, 8+ HCP; Repeat same suit NEG DBL=T/O;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE							
	unlimited w/o 5-card suit; suggests length in unbid M										
OVER OPPONENTS' TAKE OUT DOUBLE	RESP and EXT-RESP at 2-level /overcall /preempt										
New suit=F at 1-level only; JUMP raise=PRE;	MAXIMAL OVERCALL DBL of raised suit; SUPP DBL and RDBL										
1x-(DBL)-2NT=limit raise or better; JUMP SHIFT=NF; Double jump	when raise to two is available, ex. 1C-(P)-1D-(1S); DBL			Psychics:							
in new suit=SPL	=Hs. 4th seat DBL of third suit=4th suit + tolerance										