


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural and wide ranging at 1 level, sound at 2 level
Change of suit after a 1-level overcall is highly encouraging but NF
Unassuming cue bid shows 3 card invitational +
If M suit overcall, 2NT is 4-card raise invitational +; m = Natural
Fit Jumps (10+HCP); Fit non-jumps
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-19(-) HCP. Responses as for 1NT opener
4 <sup>th</sup> 11-14 HCP (9-11 HCP by passed hand). Responses as for 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, but according to vulnerability
2NT shows lowest two unbid suits (5-5) any strength – note [8]
3C shows highest and lowest unbid suits (5-5) any strength – note [8]
Reopen: 1X – P – P – 2NT = 18-20 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue Bid – Two Highest ranking unbid suits – note [8]
Jump cue bid asks for NT stopper and implies source of tricks
Defence to 2 suited overcalls include cue bids – see note [9]
<b>VS. NT (vs. Strong/Weak; Re-opening; PH) - Note [10]</b>
2C - both majors normally 5+4+ but can be 4-4 in 4th
2D - 1 major normally 6 cards
2H/S – that major (5+) plus minor (4+)
2NT – normally minors 5-5; but can be GF majors 5-5
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl for Take out, then 2NT Lebensohl (slow shows)
Over 2M, jump to 4m shows that m and other M 5-5 GF.
Over 3 level bids, cue bids and 4c/d are 2 suited
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1Club – Dble is majors, 1NT is minors.
Weak jump overcalls
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Raises are weaker than normal
Rdbl 10+ HCP, no fit and penalty oriented
Fit Jumps (10+ HCP)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Subsequent	Same	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude (high = enc)	same	
King	Count	same	
Queen	Attitude	same	
Jack	Denies Q	same	
10	Denies J	same	
9	109x(x): 9x, 9	same	
Hi-X	Sx; xSx; S	same	
Lo-X	HxS; HxxS; S	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (HELD) (Count v K; HELO)	Count (HELO)	Attitude (HELD)
Suit 2	Count (HELO)	Suit Preference	Count (HELO)
3	Suit Preference		Suit Preference
1	All as above	Smith Peter (HELD)	Attitude (HELD)
NT 2		Count (HELO)	Count (HELO)
3			Suit Preference
Signals (including Trumps):			
Standard signals – high/low even count or encouraging. Peter in trumps – looking for ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Negative doubles to 6H			
Responsive and game try doubles to 4D			
Doubles mostly t/o, unless agreed suit; after pre-empt; after Rdbl; after we decline the opportunity to make a t/o Dbl, and then Dbl at higher levels			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles and Redoubles			
Rdbl in sequence (1x) 1y (Dbl) Rdbl shows Ax or Kx in partners suit			
Dbl of Splinter - favourable = desire to sacrifice; not = lead directional for lowest unbid suit			
Dbl of opponents transfer = that suit; Bid opponents suit = t/o			

EBL CONVENTION CARD
<b>CATEGORY : Green:</b>
<b>NCBO: Wales</b>
<b>PLAYERS: Martin Jones &amp; Jake Dunn</b>
<b>EVENT: Open</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL style
4 Card Majors; Open M over m; except 4441
11-14 NT could contain 5M or 6m
Weak Twos in D/H/S
2 over 1 response 8+ F1 by unpassed hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak (2-6HCP) jump shifts at two level not in competition
Fit Jumps (10+HCP) at 3 level and in competition
Inverted minor suit raises including after 1 level suit overcall [1]
Leaping Michaels over Weak Two bids
Non-Leaping Michaels over Weak Three Bids
Two Suited overcalls
<b>SPECIAL FORCING PASS SEQUENCES</b>
After Dbl of opponents 1NT and suit take out, pass is forcing if partner is short. Else at 4 level if red vs. green.
<b>IMPORTANT NOTES</b>
2NT is Lebensohl in take out situations
<b>PSYCHICS: Extremely Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	6H	Natural	Inverted Minor Raises – note [1]; Weak (2-6 HCP) Jump Shifts; 1NT – 8-9 (4 clubs and constructive); 2NT - 16 + HCP with 4 + card support – note [2]; splinters; 4H/4S = weak and to play	1NT rebid 15-17 then 2C checkback; 2NT rebid 18-19. Over 1C – 1M 3NT rebid gambling. Over 1C-1D, 3NT shows D fit Suits natural at 3 level, jumps are splinters, 3NT 15-19 balanced; reverses – note [3]	No change
1♦		4	6H	Natural	As 1C	As 1C except 1D-2C-3NT shows C fit	No change
1♥		4	6H	Natural	2NT = GF 4+ card support – Note [4] Fit Jumps (10+ HCP) at 3 level (or 2 level after interference); 3N = 4333 raise 11-14	3 level natural, 3NT 15-19 balanced, 4 level splinters; trial bids for game and slam	Note [5]
1♠		4	6H	Natural	As 1H	As 1H	Note [5]
INT				11-14	2C - 4 card Stayman or inv balanced – note [6]; 4 suit transfers; 3C - 5 card puppet stayman; 3D - 5+D 4+C; 3H/S shows singleton in that suit; 4C/D = transfer to H/S	In M transfer breaks show max with 4 card support. In m break denies Ax, Kx, Qxx or better; over 1N – Dbl, then rdbl = 5 card suit, bids = lowest of 2 four card suits	Complete transfer = 3 cards in competition
2♣	✓			GF or 23+ Bal	2D relay, suit bids natural 5+ cards	After 2D, 2H is puppet to 2S, then 2NT shows 25-26 balanced Suit bids show that suit and 5+ hearts	P = 4+; (R)Dbl = rubbish
2♦		(5)6		0-9HCP 1 <sup>st</sup> /3 <sup>rd</sup> non vul v vul, 5-9HCP otherwise. In 4 <sup>th</sup> 9-13 HCP (resp. NF)	2 level suits NF, 3 level suits F1, Game bids to play; 2NT enquiry	After 2NT, 3D is min, 3H/S show 4 cards, 3C shows non min but not 2 of top 3 honours. 3NT shows non min with 2 of top 3 honours or better	
2♥		(5)6		As for 2D	As for 2D	After 2NT, 3H is min, 3S shows 4 cards 3C/D are non min better or longer minor. 3NT non-min with 2 of top 3 honours or better	
2♠		(5)6		As for 2D	As for 2D	After 2NT, 3S is min. Rest as per 2H opening	
2NT				20-22 Bal	3C - 5 card puppet stayman; 3D/H transfers 3S - 5S/4H; 3NT to play; 4 level bids are 2-below slam tries	Note [7]	
3♣		(6)7		Pre-emptive	New suit F1		
3♦		(6)7		Pre-emptive	New suit F1		
3♥		(6)7		Pre-emptive	New suit F1		
3♠		(6)7		Pre-emptive	New suit F1		
3NT	✓	7		Gambling	4C pass or correct, 4D asks for singleton	Over 4D, 4NT shows 7-2-2-2 shape, 5C/D = suit (single in other)	
4♣♦♥♠		(7)8		Pre-Emptive			
4NT	✓			Specific Ace-Ask	5C No Aces; 5D/H/S and 6C that Ace; 5NT 2 Aces		
5♣♦♥♠		8		Pre-Emptive			
<b>HIGH LEVEL BIDDING</b>							
RKCB 1430 (5N = all key cards, Josephine for specific Kings); 5NT GSF if suit agreed, otherwise pick a slam; DOPI/ROPI (steps 2 without Q, 2 with Q, 3); Exclusion Blackwood 0/3,1/4, 2 without Q, 2 with Q (then next cheapest bid asks for kings); 4m RKCB after a minor has been agreed; 4N opening asks for specific aces; last train							

### Note [1]

Inverted minor raises: 2C/D – inverted 10+ points (4+ card support), forcing to 3C (4C in ensuing auctions = RKCB):

#### Continuations

Unbalanced - natural 3+ card suit rebids showing stopper.

Balanced: 2N = 17-19, 3N = 15-16.

- 1) 1C, 2C, 2X, 3C = sign off (10/11- pts)
- 2) 1C, 2C, 2X, anything other than 3C is GF – then fast arrival = weaker hand
- 3) 1C, 2C, 3X = splinter
- 4) 1C, 2C, 3C = weak with clubs
- 5) 1C, 2C, 4C = RKCB

Still inverted after 1 level overcall, but not over 1NT or Db1

### Note [2]

2N = 16+ with 4+ card support.

Interference: 1C – ANY – 2N = Natural (10-12 balanced)

#### Continuations

- 1) Suits natural, reverses don't show extras
  - a. Then 3N = signoff
  - b. Bids = cue bids
- 2) Jumps = splinters
- 3) 3N = 15-19
  - a. then 4C range enquiry: 4D=15-16; 4H=17-18; 4S=19
    - i. Over 4D/4H – 4N = signoff and 4S = RKCB
    - ii. Over 4S – 4N = RKCB

### Note [3]

In reverse situations the lowest of 2N and Fourth Suit = rubbish hands. E.g:

- 1D – 1S – 2H – 2S = forcing, 5+ cards  
 2N = Rubbish hand. Can pass your next bid or will rebid suit to play there unless forced  
 3C = Fourth suit  
 3D = forcing, Natural preference  
 3H = forcing, 4 cards  
 3S = forcing, 6+ cards – desire to play in 4S  
 3N = to play  
 4C = splinter agreeing hearts

### Note [4]

2N = Jacoby GF 4+ card support (12+points)

#### Continuations

3M = slam try with no other suit

3 any other suit = natural and slam interest

- |              |                                  |
|--------------|----------------------------------|
| Followed by: | New suit = cue bid               |
|              | 3N = start of cue sequence       |
|              | 3 original Major = slam interest |
|              | 4M = No interest                 |

3N = 15 – 19 balanced

- |              |                        |
|--------------|------------------------|
| Followed by: | 4C = what's the range? |
|              | 4D = 15 – 17           |
|              | 4H = 18 – 19           |

4 other suit = splinter

4M = weakest action

### Note [5]

M raises over interference:

- 1) cue bid = UCB (3+ cards, 10+ point)
- 2) 2N = good 4 card raise
  - a. Then 3H = minimum
  - b. 3N = natural balanced 15-19
  - c. 4H = to play unbalanced
  - d. 3 of anything else = shape + GF
  - e. 4 of unbid suit = splinter
- 3) Fit jumps
- 4) Over Db1 – Rdbl = 9+ points (<3 cards in partners suit)

### Note [6]

Stayman sequences:

- 1N – 2C – 2M – 4N = quantitative  
 1N – 2C – 2S – 3H = Slam try agreeing S – says nothing about H  
 1N – 2C – 2H – 3S = Slam try agreeing H – says nothing about S  
 1N – 2C – 2H – 2S = Natural and forcing, over which:  
 3S = 4S and minimum  
 2N = not 4S and minimum  
 4S = 4S and maximum (the 4N = b/w, 5N = pick a slam)  
 3N = not 4S and maximum  
 1N – 2C – 2M – 3C = weak with clubs and other M  
 1N – 2C – 2M – 3D = weak with diamonds and other M  
 1N – 2C – 2D – 2H = 5/4 or 4/5 in Ms and weak hand  
 1N – 2C – 2D – 2S = invitational 4H & 5S distributional (cannot bid 2N as rebid or 3m GF)  
 1N – 2C – 2D – 3C = weak with clubs and a M  
 1N – 2C – 2D – 3D = invitational with 5/5 M  
 1N – 2C – 2D – 4D = GF with 5/5 M  
 1N – 2C – 2D – 3M = Smolen (GF - 4/5+ in M's and bid the shorter M)

### Note [7]

After 2N:

4C/4D = transfer to H/S (no interest), then:

2N – 4C/D – 4H/S – 4N = blackwood (break to 4D/H with slam interest)

4H/4S = slam try in C/D

- 4H, then 4S is slam interest, 4N is a sign off, 5C is a sign off  
 4S, then 5C is slam interest, 4N is a sign off, 5D is a sign off

### Note [8]

2 suited overcalls:

Questem (inverted Ghestem) – any strength: 2N = 2 lowest suits; Cue bid = 2 highest suits

3C = lowest and highest suits

#### Continuations

Bidding Questem and then bidding again shows the strong hand type; Invitations are made via jump support bids at the three level (if available), cue bids denote slam interest, a bid in the fourth suit is to play, as are direct game bids. Following responder's cuebid, the Questem bidder makes a relay bid in the next strain, and the bidding continues with the responder indicating the trump suit.

**Note [9]**

When 2 suits are known, assume the other two suits are ours. Cue bid of lower of 'our' 2 suits shows length in our lower ranking suit (invitational +). Bidding our suits is weaker.

If only one suit known, then cue bid = invitational + with partners suit. Double = 10+

Jump cue bids = splinters

Raising partner shows hand that has support but that is not invitational

**Note [10]**

Multi-Landy:

2C = Majors...then:

2D = no preference

2H/S = to play

2N = natural

3C/D = game try in H/S

3H/S = pre-emptive

3N = to play

4C/D = splinter

2D = Single suited Major...then:

2H = to play in M

2S = to play if S, interest in game in H so shows no real spade support, but hearts.

2N = enquiry...then:

3C/D = interest in H/S

3H/S = to play

3C/3D = to play

3H = Pre-emptive in either M...then:

3S = Pass or correct = pre-emptive

3N = to play

4m = Splinter agreeing either M

2H/S = Generally 5M/4+m...then:

2N = natural

3C = pass or correct

3D = Game try in M

3M = pre-emptive raise

3N = to play

4m = splinter