DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			EBL CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEA				
Usually 5+ cards at 1 level and good 5+cards at 2 level	Lead		In Partner's Suit	CATEGORY: Green	
Continuations: New suit = NF after 1 level overcall, F1 otherwise	Suit	K for count, 2nd (weak) 4th	3rd & 5th TON from 4 if sup	NCBO: Wales	
Cue = value raise (normally exactly 3 cards of M) or very strong	NT	K unblock, 2nd (weak) 4th	3rd & 5th	PLAYERS: Tony Ratcliff & Julian Pottage	
2NT after 1M = 4-card value raise; jumps & double jumps = suit + fit	Subseq	A deny K	A deny K	EVENT (Open – Camrose Home International 2020)	
Jump cue = fit + shortage in their suit		if leading through declarer;		,	
Overcalls can be weaker in reopening position		ainst suit contract may be to s			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-17 in direct seat, continue as after 1NT opening	Lead	Vs. Suit	Vs. NT		
10-14 reopening after major, 11-14 reopening after minor	Ace	AKx AKxx Ax Axx(x)	AKxx(x) AKJx(x)	GENERAL APPROACH AND STYLE	
continuations as after 1NT opening	King	AK AKxxx(x) KQ(x) Kx	KQ109 KQJ9 AKJ10 + (x)	Benjamin Acol: 4-card majors, 12-14 1NT, 2M weak	
1NT after $(1x)$ -P- $(1y)$ = takeout with preference for higher unbid suit	Queen	QJ(x)(x)(x) Qx	QJ(x) KQx(x) Qx AQJx(x)	2NT = 22-23, 2 = artificial near game or 20-21/26-27 balanced	
	Jack	J10(x) KJ10(x) Jx	J10(x) KJ10(x) AJ10(x) Jx	$2 \diamondsuit = \text{artificial game force or } 24-25/28-29+ \text{ balanced}$	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Q109(x) K109(x) 10x	Q109(x) K109(x) A109(x)		
Single jump = weak, 6+ card suit (usually 7+cards vul at 3 level)	9	109x(x) 9x	109x(x) 9x		
Double jump = pre-empt. Jumps wider range facing a passed hand.	Hi-X	xXx Xx	xXx Xx		
Continue as after weak opening 2NT=lowest suits 5+5+ weak/strong	Lo-X	HxX HxxX HxxXx(x)	HxX HxxX HxxXx(x)	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Reopen: good 6+card suit 12-15	SIGNALS IN O	RDER OF PRIORITY		3NT opening = solid minor 7+card suit little outside	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner	's Lead Declarer's Lea	d Discarding	2♣ and 2♦ both strong and artificial	
Over 1m, $2m = 5+5+MM$ weak or strong	1 High= encourage High = even High= encourage				
Over 1M, $2M = 5 + 5 + oM/a$ minor weak or strong		Suit 2 High = even High = high suit High =			
Over 1M, 3M = asks for stopper; over 1m, $3m = 5+5+ om + \clubsuit$	3 High =	high suit	High = high suit		
Over $1 \heartsuit$, $4 \heartsuit$ = strong $4 \spadesuit$ overcall, forcing if opponents bid on	1 High=	encourage High= please	switch High= encourage	SPECIAL FORCING PASS SEQUENCES	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 High =	even High = even	High = current even	Not if we have bid only 1 suit, else at 4 level if only we vul	
2. = both majors usually 54+ or 44(41)	3 High =	high suit High = high su	nit High = high suit	& always at 5 level	
$2\lozenge/\lozenge/\spadesuit = \text{natural}$	Signals (including	g Trumps): in trumps: 1 high	high suit 2 hi-low for ruff	After we dbl 1NT for pen, first pass is forcing if partner is short	
2NT = 5+ 5+ minors or 5+ 5+ Mm strong (forcing to 4m)	In suit on K lead:	high=even. In NT on K lead	unblock or high=even		
Double = penalty	In NT if partner le	eads own suit & dummy wins	s with J or lower: high=even		
Same in reopening position and by passed hand	DOUBLES				
				IMPORTANT NOTES	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		JBLES (Style; Responses; I		Overcalls can be lead directing	
Double takeout to 4♥, values higher Cue of m = both majors	If minimum, toler	rance for unbid major(s) and	usually short in suit opened		
Cue of M = other M + minor. Jumps to 4m weak, other jumps strong		be balanced or be single suit			
Jump cue of $4 \circ = \text{strong } 4 \land \text{overcall}$	In fourth seat, car	be 3 points weaker than in s	econd seat		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		se by unpassed hand = forcir	ů ů	PSYCHICS: Rare	
Dbl=5+ \heartsuit , 1 \diamondsuit =5+ \spadesuit , 1 \heartsuit / \spadesuit /NT= 2 suits same colour/rank/odd (54)+	SPECIAL, ART	IFICIAL & COMPETITIV	E DBLS/RDBLS		
Weak jumps. After Dbl/1♦, next bid = value raise	Responsive doubl	les to 4♥; game try doubles,	competitive doubles to 4♡.		
		2w Dbl = 15+, can be 15-17	bal (with no stopper)		
OVER OPPONENTS' TAKEOUT DOUBLE	X of slam asks fo				
Redouble = 9+ seeking penalty – most bids ignore double		pponents bid 3 suits asks par			
Single raise = weak. Jump raise = raise to 2.5			Double = the suit or shortage		
2NT = raise to 3+ level. Jumps & double jumps = suit shown + fit	Dbl of Stayman/I	Fransfer = either strong (dbl c	f 1NT) or the suit doubled		

- IG	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		4	4♡	Natural – rule of 19	1N=6-9; 2N =16+ & 3+*; 3N=12/15 & 3+*	1NT 15-17 2NT 18-19 Jump reverse = short	$1 - (1 \diamondsuit) - X = 4 \heartsuit, 1 - (1 \heartsuit) - X = 4 \spadesuit$		
		(3 rare)		5+ or 3334 or 4414	$2 = 9 + F1 $ $3 = 6-8 $ $3 \diamondsuit / \diamondsuit / \spadesuit = splinter 4 \diamondsuit / \spadesuit = Nat$	After 1 *-2 *: 3 * is nf, 2x=stopper, 2N FG	Fit Jumps 5/4 F1, 1/2/3NT nat		
1 ♦		4	4♡	Natural – rule of 19	1N=6-9; 2N =16+ & 3+◊; 3N=12/15 & 3+◊	2NT non-jump=15+ 1♦-2NT-3♣=Baron	cue = value raise, jump raise = 2.5		
				5+ or 3343, (23)44, (14)44	$2 \diamondsuit = 9 + F1 \ 3 \diamondsuit = 6 - 8 \ 3 \heartsuit / \spadesuit / 4 \clubsuit = splinter \ 4 \heartsuit / \spadesuit = Nat$	1 ◊ -1N-2 * is F1 & 1 ◊ -1N-3 * is 5/5 pre-empt	$1 \diamondsuit - (1 \heartsuit) - X = 4 \spadesuit$ and as after $1 \clubsuit$		
1♡		4	4◊	Natural – rule of 19	$2NT = \text{game with } 4+ \circ \text{ or } 16+ \text{ with } 3 \circ$	3NT over 2m=15-17+4 \heartsuit 1 \heartsuit -3 ♦ -3NT = ?void	P-1 \heartsuit -2NT = 3 \heartsuit & as after 1 ♣		
				Can be 4441 or have 4(5)m/4	$3 \spadesuit$ = raise to $4 \heartsuit$ +, any void 3NT=raise with sing ♠	$1 \heartsuit - 2N - 3 = \text{enq} 3N = 4 = (5,4) 4m = \text{sing } 13 - 14$			
1.		4	4♡	Natural – rule of 19 not 44(32)	$2NT = \text{game } 4+ \spadesuit \text{ or } 16+ \text{ with } 3 \spadesuit 3NT \text{ any void}$	1 ♣ -3NT-4 ♣ = asks for void & as after $1 \heartsuit$	P-1 - 2NT = 3 & as after 1 *		
1NT			3♠	12-14 (occasional good 11)	2♣=Stay.; $2 \diamondsuit / \heartsuit$ = transfer 2♠=range? 2N=minor(s)	1N-2 - 2 : 2 = % / weak, 2 inv 5 / 4	If X: XX=1 suit, $2 / \lozenge / \lozenge = 2$ suits		
				Can have weak 5M	3 bids shortage; 4♣= Gerber	After 1N-2N-3 \Rightarrow : 3 \heartsuit / \Rightarrow = sing, both minors	O/C: 2NT/higher = Lebensohl		
2.	$\sqrt{}$	0		20-21/26-27 bal or 8/9 tricks	2♦=relay, 2♥/♠ 5+2TH +ve, 2NT= 9+bal, no ace	Jump= 9 PT. 2♣-2♦-2NT then as 2NT opener			
				May be game if ♡ long suit	$3 / \lozenge / \lozenge / \lozenge = 6$ cards with 2 of top 3 honours	2♣- 2 ♦- 2 ♥/♠: next bid= neg; jumps as 1 ♥/♠			
2♦	$\sqrt{}$	0		24-25/28-29+ bal or any FG	2 ♡=relay, $2 \spadesuit 5+2$ TH +ve, 2 NT= 7+ bal, no ace	After $2 \diamondsuit - 2 \heartsuit - 2 \spadesuit$: $3 \clubsuit = neg$; $2 \diamondsuit - 2 \heartsuit - 2N$ as $2N$			
					3♣/♦/♥/♠ 6 cards with 2 of top 3 honours	$2 \diamondsuit - 2 \heartsuit - 3 \clubsuit$: $3 \diamondsuit = \text{neg/waiting with 4M}$; $3M = 5$			
2♡		6 (5)		Weak two	2 / 3m = NAT, INV, NF; 2NT=ENQ; 3 = pre-empt	After 2♥-2NT: 3♣/♦=lower, suit poor/good;	After X: new suit rescue sign-off		
				Usually 5-9 (8-12 in 4th)	3 ♠ /4m=NAT,FG; 4 ♠ /5 ♣ /5 ♦ EKCB	3 ♡/♠=upper, suit poor/good; then suit =cue	XX= strong if x T/O, SOS if pen		
2♠		6 (5)		Weak two	2N=ENQ; 3♡/m NAT, INV, NF; 4♡ NAT	After $2 - 2NT$: as $2 - 2NT$; then suit = cue	As for 2♥; 2♠ Dble 4♥ is NAT		
				Usually 5-9 (8-12 in 4th)	4m=NAT,FG; 5♣/5♦/5♥ EKCB; 3♠=pre-empt				
2NT				22-23 balanced	3 ♣=Stay for 5M; $3 \diamondsuit / \heartsuit$ =trans; 3 ♠ =both m;	$2N-3 + : 3N=3 + & <4 \%; 3 \Leftrightarrow =4M \text{ or } <3 +, \text{ then}$	If 3 X: XX=no stop, bid 5-card		
				Can have 5M or 6m	4 any: nat, slam try; 5N=F1 Grand try	$3 \heartsuit = <4 \heartsuit, 3 \spadesuit = 4 \heartsuit \& <4 \spadesuit, 3N = 4 \heartsuit \& 4/5 \spadesuit$ weak	if opener P/3 ◊/3 ♥/XX, puppet		
3 .		6/7		Pre-empt	3any nat, F1; 4♦ fit+♦; 4M NAT, 5♦/5M EKCB				
3♦		6/7		Pre-empt	3M nat F1; 4*/4M NAT; 5*/5M EKCB				
3♡		6/7		Pre-empt	3♠ nat F1, 4♣/♦ = cue, 4♠ NAT; 5♣/♦/♠ EKCB				
3♠		6/7		Pre-empt	$4 \odot$ nat, $4 / \diamondsuit = \text{cue}$, $5 / \diamondsuit / \heartsuit EKCB$				
3NT	\checkmark			Solid minor, little outside	$4 \diamondsuit = \text{enq for sing (then 5m=sing in other m)}$				
4 .		7		Pre-empt	$4 \diamondsuit = \text{enq for sing}, 4 \heartsuit / \spadesuit = \text{Nat}, 4 \text{NT} = \text{RKCB}$	HIGH LEVEL BIDDING			
4◊		7		Pre-empt	4♥/♠ Nat, 4NT= RKCB, 5♣ = need ♣ control	4NT: RKCB: $5 = 1$ or $4 = 0$ or $3 = 0$ or $3 = 0$ or $0 = 0$ or			
4♡		7		Pre-empt	$4NT = RKCB, 4 / 5 / 5 \Rightarrow = need control here$	* If responder asks and opener has shown 15+ points, $5 = 0$ or 3; $5 = 1$ or 4			
4♠		7		Pre-empt	$4NT = RKCB, 5 4/5 \lozenge /5 \heartsuit = need control here$	5NT=1 key + useful void (uv); $6 = 2$ keys + (uv); $6 = 3$ keys + (uv)			
4NT	√			Specific ace ask	$5 = 0.5$ NT = 2; $5 \lozenge / \lozenge / \triangle / 6 = cue$ only ace	After 5♣/ 5♦ reply: relay asks for trump Q then 5 trumps denies (5NT if cheaper)			
5 .		8		Pre-empt		5NT from 4NT bidder is for specific kings then resp shows either king or other 2			
5♦		8		Pre-empt		If opponents bid after RKCB: Dble/ReX= 0 key, Pass = 1 key ie DOPI and RDOPI			
5♡		7		Asking for A K trumps		Exclusion KCB jump in void above 4 trumps: Step 1=0 keys; then 1; then 2, no Q.			
5♠		7		Asking for A K trumps		Repeat of void is for kings in the other side-suits (bid king; trump suit: no king)			
						Double RKCB if we have known 8+fit in two suits, both kings count as key cards			
						5NT, no 4NT: GSF (trumps = worst) 6 4 =1 of top 3, where room 6 \$\times A/Kxxxx			
						5NT = pick a slam (5NT also pick a slam where final trump suit is in doubt)			