

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5 cards: 7 to 17 HCP. 2 level constructive
Responses: New suit=Constructive but NF, 1M > 2NT =Stenberg
UCB usually promises 10+ HCP 3 card support or 13+ HCP
After 1M overcall: 2NT=4 card raise INV+, mixed raises, fit jumps
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> =15-18, responses as for 1NT opening (note 1)
4 <sup>th</sup> =10-14, responses as for 1NT opening
1NT by P/H = other 2 suits (unless in balancing position)
If opponents double 1NT – Meckwell (note 3)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit : weak 6-10 HCP (6-12 HCP opposite passed hand)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Unusual NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ 4+ hearts and 4+ any other suit
2♦ 4+ spades and 4+ minor
Double T/O,
Lebensohl vs weak 2M or Weak 2 suiter with known anchor
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Jumps=Pre-emptive, Double=Majors, NT=minors
Then NT responses are UCB
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M X transfers from 1NT to 2M-1

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
<b>Suit</b>	<b>3<sup>rd</sup> and 5<sup>th</sup></b>	Low from odd	
<b>NT</b>	<b>2<sup>nd</sup> and 4<sup>th</sup></b>	Low from odd	
Subsequent	standard remainder count		
Other: Ace for Attitude, King for Count SC UDA			
<b>NT King asks for unblock or count Queen (may have K) asks attitude</b>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK Ax(+)	AKx (+) Ax(+)	
King	AKx (+)AKQx(+) KQx(+) AK	AKJTx (+) KQT9(+)	
Queen	QJx(+) QJ	QJ9x(+) or AKQx(+)	
Jack	JTx(+) or JT or KJTx(+)	J108x(+) or A/KQJx(+)	
10	T9x(+) or HT9x(+) or 10x	A/K/Q10x+, A/KJ10x+	
9	9, 9x, H98x	109x	
Hi-X	xSxx, Sx		
Lo-X	HxS, HxSx, xxS, xxxS, HxxxS	HxxS(+), HxS, xxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Dis except K rev count	Hi/Lo = Even	Hi/Lo = Even
Suit 2	Hi/Lo = Even	S/P	
3	S/P		
1	Hi=Dis except K rev count	Hi/Lo = Even	Hi/Lo = Even
NT 2	Hi/Lo = Even	S/P	
3	S/P		
Signals (including Trumps): SCUDA,			
Discards Even=Enc, Odd=S/P (if applicable)			
Remainder count given using standard count			
<b>DOUBLES</b>			
May be light with perfect shape, equal level conversion			
Cue bid forcing to suit agreement			
Jumps to 3M weak, raises in competition show slightly better than min			
Double in reopening position may be weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL, Higher double = cards, co-op T/O			
Responsive double through 4♥, often game try when no UCB available			
Higher double card showing (transferable values)			
Most low level doubles = take out, When we have agreed a suit			
double of unsupported suit is penalty unless no space when it is game try			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Ireland</b>
<b>PLAYERS: Paul Delaney and Tomas Roche</b>
<b>Camrose Trials 2022</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Weak NT; 5 Card Majors (5533); Longer Minor;
2/1 responses GF unless suit repeated;
1NT forcing after 1M openings in 1 <sup>st</sup> & 2 <sup>nd</sup> . seat.
5533 1♣ 3+ clubs 1♦ 3+ diamonds
Leads: 2 <sup>nd</sup> /4 <sup>th</sup> vs NT, 3 <sup>rd</sup> /5 <sup>th</sup> vs Suit
Signals: Standard Count, Upside Down Attitude
Discards: Even=Enc, Odd=S/P
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Fit Jumps in competition</b>
<b>Against 2NT opening showing both minors</b>
3♣ = both majors (then 3♦ asks for longer/better major)
3♦ = light overcall in one major (then 3M is P/C)
3M = sound overcall
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	3	3♠	11 to 22, 15+ if bal	2♦=5 card support for clubs, FG 2NT Bal 13-15 or 18-19 pts, stops in unbid suits,	XY when opener rebids 1NT	Fit Jumps by P/H
1♦	No	3	4♣	11 to 22, 15+ if bal	1M 3+ card suit avoiding 1NT bid 2NT Bal 13-15 or 18-19 pts, stops in unbid suits 3♣=5 card support for clubs, FG	XY when opener rebids 1NT	Fit Jumps by P/H
1♥	No	5	4♦	9 to 22, longest suit	1NT forcing 6-13 HCP, 2X GF unless responder rebids suit, 2H 3+ hearts 6 - 9, 2NT INV+ Stenberg	2NT=Stenberg <b>Note 2</b>	2♣=Reverse Drury, then 2M=Min, Others=sound, Fit Jumps by P/H
1♠	No	5	4♥	9 to 22, longest suit	1NT forcing 6-13 HCP, 2X GF unless responder rebids suit, 2S 3+ spades 6 - 9, 2NT INV+ Stenberg	2NT=Stenberg <b>Note 2</b>	2♣=Reverse Drury, Fit Jumps by P/H
INT	No	-	4♦	(11)12-14 HCP 5M, 6m or 5/4 possible	2C Stayman, 2D=H or FG, 2H transfer, 2S Range ask, 2NT ask better minor, 3C Puppet Stayman, 3D 5/5 majors, 3M spl 54 minors, 4C Gerber, 4D/4H transfer to H/S resp.	See <b>Note 1</b>	See <b>Note 3</b>
2♣	Yes			ARTificial and STRong, FG (one exception) or BAL 23+	2C 2D 2H 2S Kokish Relay		
2♦	No	6		Weak Two 5-10 pts	2NT enquiry ask feature if max		X penalties
2♥	No	6		Weak Two 5-10 pts	2NT enquiry ask feature if max		X penalties
2♠	No	6		Weak Two 5-10 pts	2NT enquiry ask feature if max		X penalties
2NT	No	-		21 to 22 balanced			X penalties
3♣	No	6		5-10 HCP			X penalties
3♦	No	6		5-10 HCP			X penalties
3♥	No	7		5-10 HCP			X penalties
3♠	No	7		5-10 HCP			X penalties
3NT	Yes	7		Solid minor, denies outside Ace or King in 1st and 2nd seat	4♣ pass or correct, 4♦ ask shortage		X penalties
4♣	No	7		Pre-empt			
4♦	No	7		Pre-empt			
4♥	No	7		Pre-empt, denies two Aces in 1st and 2nd seat			
4♠	No	7		Pre-empt, denies two Aces in 1st and 2nd seat			
4NT	Yes	-		Ask specific aces			
5♣	No	8		5 minor with c.8/9 tricks	6C/7C to play, 5D RKC	<b>HIGH LEVEL BIDDING</b>	
5♦	No	8		5 minor with c.8/9 tricks	6D/7D to play, 5H RKC	Cue: 1 <sup>st</sup> or 2 <sup>nd</sup> round equally	

### Note 1: Responses to 1NT

2C	Stayman
2D	Relay, usually 5♥+
2H	5♠+ transfer (transfer break allowed with 4 card support)
2S	Asks for range (either Balanced or Clubs); 2NT=Min / 3C=Max (NF) Then 3D=Confit (S/T), 3M=SPL with 6+ clubs, GF
2NT	Asks for better minor : weak with both minors OR 6♦+any strength
3C	Puppet Stayman <ul style="list-style-type: none"><li>• 3D= no 5 card major; now 3M = 4 cards in OM, 4m=natural, 5332 S/T</li><li>• 3M= 5 card major</li></ul>
3D	5♥+/5♠+ INV+; Then 3M=Min, NF; 4C=(Agree ♥, S/T), 4D=(Agrees ♠, S/T), 4M=Max
3M	SPL in M with 5/4 or 5/5 in Minors; now 4m is invitational RKC
3NT	To Play
4C	Gerber for Aces (0/4,1,2,3)
4D	TFR to 4H
4H	TFR to 4S
4S	RKCB-1430 in Clubs
4NT	RKCB-1430 in Diamonds

### Note 2: Stenberg after 1M - 2NT =, 4+ card support, F3M

1M - 2NT = Stenberg, INV+

3C	Min, 11-14 HCP <ul style="list-style-type: none"><li>• 3D asks (3H ♣spl, 3S ♦spl, 3NT OMspl and 4X cue no spl)</li><li>• 3M=INV, NF</li></ul>
3D	Max, 15+ HCP, no shortage: responder may show SPL <ul style="list-style-type: none"><li>• 3H=SPL in C, 3S= SPL in D, 3NT=SPL in OM, 4x=Control</li></ul>
3H	SPL in C, 15+
3S	SPL in D, 15+
3NT	SPL in OM, 15+
4C	void, Min or Max
4D	void, Min or Max
4H	void in OM, Min
4S	void in OM, Max
4NT	RKCB-1430

Also applies if RHO bids a suit

### Note 3: Meckwell

after 1NT opening/overcall

1X - 1NT - Double (= Pen) - ?

Rdbl	Natural, penalty orientated
Pass	Puppet to 2C (either 5+m or both major suits) After 2C response responder rebids <ul style="list-style-type: none"><li>▪ Pass Club suit, usually 5 cards, NF</li><li>▪ 2D Diamond suit, usually 5 cards, NF</li><li>▪ 2H 4♥+/4♠+ NF</li></ul>
2C	Clubs (4+ cards) and higher suit (4+ cards) <ul style="list-style-type: none"><li>▪ Now 2D (3+ cards) = Pass or Correct</li></ul>
2D	Diamonds (4+) and higher suit (4+ cards) <ul style="list-style-type: none"><li>▪ Now 2H (3+ cards) = Pass or Correct.</li></ul>
2M	Natural, sign-off