



# EBL Convention Card

**Category i.e. Green**  
**Country:** CBAI  
**Event:**  
**Players:** Anna Carr and Margaret Farren

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Strong NT, 5 Cd Major, diamond 4, Multi 2D - either weak 2 in major, strong 2 in a minor or 2  
 Intermediate jump overcall 11-15 6 cd suit, 2nt = 20-22 5 cd suit,  
 Weak jump response to partner's opening bid.  
 Unassuming cue bids Note 5  
 Inverted minors Note 6  
 1NT Openings: 15-17

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Multi 2 diamonds - either weak 2 in major/pre-empt in minor or balanced 20-22

Lebensohl - Note 3

Ghestern

Extended Halvic

Weak jump raises in competition

1c - 3c overcall = Majors, better hearts, 1c - 3d overcall = Majors better spades

3c opening = 5-5 in black suits 3D opening = 5-5 in red suits up to an opening bid or stronger

3nt = long minor no outside ace

4 level openers pre empt

Bergen Raise - Note 4

### SPECIAL FORCING PASS SEQUENCES

Pass is forcing in game forcing sequences

Pass is forcing in competition after we have bid game

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Most low level doubles are T/O

RKC 03/14, 2 no Q, 2+Q, 5NT follow up = specific king ask

Psychics:

Very rare

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th, MDU, low high even numl	High-low Doubleton, MUD
NT	2nd/4th, MDU, Top of a Sequence	High-low 2 or 4, MUD
Subseq	Lead or Ace asks for Attitude (1=not, 2=rev suit), King asks reverse count	
Other:		

## LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks Attitude/Odd=Enc and Even=Rev	Asks Attitude/Rev suit Pref
King	asks for Rev Count	Count - KQ10X - instructs p to drop J
Queen	QJ10, Occasionally Qx	QJ10/9+; AQX+;
Jack	J109X, Occasionally Jx	H110+, J10, J109(8)+, Jx
10	1098X, H109X	as Vs Suit
9	H98, 987X,	as Vs Suit
Hi-X	odd number except when leading p's overc	
Lo-X	Even number except when leading p's overc	

## SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Discarding
Suit: 1st	Odds (ENC) and Even/rev count	Odds (ENC) and Evens
2nd	Reverse Count	
3rd		
NT: 1st	Odds (ENC) and Even/rev count	Odds (ENC) and Evens
2nd		
3rd		
Signals (including Trumps):	Reverse count, Rev suit pref, odds (ENC) and evens	
Smith Peter in NT, Lo_Hi	by either hand in declarer's first suit ENC our lead.	

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

Reopenin Double 8+  
 x of major shows other major,  
 2 suits bid x = other suits  
 Unassuming Cue Bid

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative/Take out Double to 3S  
 Support Doubles

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2level; Reopening)

Wide ranging,  
 2 level overcall sound Vul. New Suit F1  
 Ghestern \*Note 1  
 Intermediate Jump Overcalls 11-15 6 cd suit  
 Cue-bid= support and values  
 1nt after two suits bid= other suits

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

1nt 15-17  
 1nt in 4th position 9-14 points  
 2nt - Unusual NT \*See Note 1  
 4th seat balancing = 10-15 points stopper not guaranteed, system of  
**JUMP OVERCALLS (Style; Responses; Unusual NT)**  
 1 Suit: Intermediate 6 cd major or diamond 11-15  
 2 Suit: 1H (opps) 3C=5-5 spades and diamonds  
 1S (opps) 3C= 5-5 hearts and diamonds  
 Reopening:

**DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)**  
 Ghestern Note 1 - Cue bid highest and lowest - 2NT lowest suits 3C F  
 1M - 2NT Jacoby Note 2

Jump Cue in Major: Solid minor looking for stop.  
**Vs. NT (vs. Strong/Weak; Reopening; PH)**

Vs weak - Double for penalties  
 Vs NT - 2C shows hearts and another suit; 2D shows spades and another  
 2H/2S 5+cd suit  
 2NT = 5/5 minors

### Vs. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)

Over Weak 2s X=12+ points 2nt=16-19 3nt 19+ to play  
 Over Weak 3s X=Opt/Penalties; 3NT to play- optional take out; 4C system  
 4nt over 3M or 4H = Minors; 4nt over 4S= any 2 sulter

### Vs. ARTIFICIAL STRONG OPENINGS

Aggressive but decent suits if VUL

## OVER OPPONENTS' TAKE OUT DOUBLE

New suit= F 1 level, Jumps=Pre empt, 2nt good raise to 3,  
 Redbl= 10+ points  
 1M (X) 2NT =Jacoby





OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	x	2	3S	Natural or Weak NT or 18-19 bal	1 level; 6+, 1nt 6-9. Jump shift weak, 3nt 12-14; 1c-2c 10+, 1c-3c 5 clubs 5-9 points; splinters, cue.	1nt 12-14, 2 way check back over 1nt rebid, 1C - 1x, 1M=54 or 4441	change of suit forcing for one round, weak jump overcall.
1D		4	3S	11+	1nt denies major, 2c forcing for one round, inverted minor raises,	1nt 12-14, 2 way check back over 1nt rebid, 1D - 1H, 1S=54 or 4441	
1H		5	3S	5Hs 11+	1nt=6-10, 2c=10+ F1, 2H=6-9, 3H=10/11, 4H=5+ cds pre-emptive, cue, splinter in D/M, Jacoby -2NT game going and 4 cd support, 3NT=flat hand with 3cd support, 3c=8-11 4cd support.	1M, 2n, 2nt=11-14 may be unbalanced, 3nt=18/19, 1S- 2H=5 cd	
1S		5	3S	5S 11+	normal bidding, cue, splinter, Jacoby	1M, 2n, 2nt=11-14 may be unbalanced, 3nt=18/19, 1S- 2H=5 cd	
1 NT			15-17	may contain 5 cd major	Puppet stayman, transfers to major and minors	break transfer with 4 cd support in major, 3 minor	
2C	x			23+ game force	4C gerber 2d relay	2nt 23-24, 3nt 25/26, 4nt 27/28.	Stayman after 2nt rebid, 3S transfer to a Minor.
2 D				Multi 2 D, 6 cd major weak, weak 2 or strong 2 in a minor, 20-22 nt flat	2H less than opener, 2nt 14+.	over 2nt, 3c/3d pre-empt, 3h/3s weak 2, 3nt 20-22	2d- 3d 6 diamonds weak hand
2H		6		11-15 with 6 hearts	2NT strength asking/3H non forcing,	over 2NT, 3C weak and one honour, 3D weak with two honours, 3H upper range one honour, 3S upper range two honours, 3NT top three honours	
2S		6		11-15 with 6 spades	2NT strength asking/3S non forcing	over 2NT, 3C weak and one honour, 3D weak with two honours, 3H upper range one honour, 3S upper range two honours, 3NT top three honours	
2 NT				20-22 5 cd suit	3C asks 5 cd		
3 C		5-5 Black suits		5-5 Black Suits Up to opening points			
3 D		5-5 Red suits		5-5 Red Suits Up to Opening Points			
3 H		7		Pre empt			
3 s		7		Pre empt			
3 NT		7=		Gambling no trump, 7+ cards, no outside ace, solid suit A,K,Q	4C pass or correct, 4D =ask short, 4h/s to play		High Level Bidding DOPI, ROPI, 0314
4 c		7+		Preemptive non vul could be less	4nt asking aces,	Gerber over nt	
4 d		7+		Pre empt		Splinter 3rd level	
4H		6+		Pre-empt, stronger when vul, 3rd/4th in hand cut out bid			Exclusion Key Card
4S		6+		Pre-empt, stronger when vul, 3rd/4th in hand cut out bid			KeyCard- 4nt
4NT				Asking specific aces,			Minorwood
5C		8+		preemptive non vul could be less	5c = 0, 5d=ace diamonds etc		Cue bidding
5 D		8+		Preemptive non vul could be less			
5 H		8+		Asking for ace and king of trump			
5S		8+		Asking for ace and king of trump			
5NT				Looking for two aces			



Note #	Description
Note 1	Bid of Opps Suit Highest and Lowest Suits 5-5
Ghestem	<p>Bid of 2NT after opps opener shows two lowest unbid suits 5-5</p> <p>Bid of 3Clubs after 1 opener by opps shows two highest unbid suits lower ranking is stronger</p> <p>Bid of 3Diamonds after 1 opener by opps shows two highest unbid suits higher ranking suit is stronger</p>
Note 2	1M - 2NT = forcing to game - 4 Cd support - balanced no singleton
Jacoby 2NT	Answers to 2NT - 3C/D/Other Major = singleton
	3M = 17+ points biggest hand
	4M = weakest bid 12-14 points
	3NT = 15/16 points
	4C/D/other M shows second 5 card suit
Note 3	After interference over partner's strong NT
Lebensohl	Bid of 2NT demands 3C - any bid below opps bid is weak with 5cd suit
	Bid of opps major promises other major, points for game and no stop
	Bid of opps suit after 2NT shows stop and other major and points for game.
	Bid of 3nt over opps bid show points for game and no stop
	Over opps bid showing two suits - bid of one opps suit shows stop and forcing.
Note 4	1M - 3C = 4 cd support 8-11 points
Bergen Raises	1M - 3D/other M = singleton in suit agreeing opening major
Note 5	After P's overcall bid of opps suits asks strength of overcall
Unassuming Cue Bid	
Note 6	1 minor - 2 minor shows 10+ points 5+ card support
Inverted Minors	1 minor - 3 minors - up to 9 points - 5+ cd support



