

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5 cards: 7---17 HCP. 2 level constructive.
Responses: New suit constructive but NF
Cue bid shows 10+ HCP 3 cards support, or 13+HCP any Jump cue mixed raise 7-9 pts 4+ card support
Jump shift to promises fit. Jump cue shows 6-9HCP w/support.
After 1M overcall: 2NT=4 card raise INV+,
Against 1C – transfer overcalls, X= take out or balanced (Note7)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18, 4 th live 16-19 responses as for 1NT opening
4 th 13-16, responses as for 1NT opening
Passed hand 1NT shows the other 2 suits
Meckwell if we are penalty doubled in NT – see note 4
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit : weak 6-10 HCP (6-12 HCP opposite passed hand)
2 suiter: Cue=Higher suits, 2NT lower suits, 3C=extremes
Against 1C – 2D both majors (Note 7)
Reopening: Intermediate jumps (11-16), 2NT 19-21 HCP System on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue Bid = higher two suits
Jump Cue asks stop, usually with source of tricks for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy 3X Pre
Double weak NT (13-15 HCP or less) is penalties (2 nd /4 th) Sys On
Double of strong NT (14-16 HCP or more) Woolsey (1)10+ HCP (6+m or 5+m/4M) or (2) 14-18 HCP with 5 card major or (3) 19+ HCP balanced. Advancer's 2C is pass/correct, 2D is enquiry (can play at least 3 of partner's minor opp. weakest hand).
Meckwell by Passed hand : X MM or minor, 2C=C+higher, 2D=D+M, 2M nat
VS. PRE-EMPTS
Double T/O v weak 2M or 2 suiter with known anchor suit.
(Over weak 2M) 4m shows 5OM+5 of bid m, 5- loser hand.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2C strong Jumps preemptive, Double majors , NT minors
Then NT responses are UCB
Keto defence to 1C precision Note 8b
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣ X, transfers from 2C upwards
Special developments after 1D (X) Note 10
After 1M(X), transfers up to 2M-1, and 2M is obstructive 4-7 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /Low	3 rd /low	
NT	4 th from honour, 2 nd from 4+ without honour, top of xx/xxx	3 rd /low	
Subseq	Remaining count (hi-lo even)		
Other: Ace Attitude King for count UDCA			
NT King asks for unblock or count Queen (may have K) asks attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+) Ax(+)	AKx(+) Ax(+)	
King	AKx (+)AKQx(+) KQx(+) AK	AKJTx (+) KQT9(+)	
Queen	QJx(+) QJ	KQx+ QJ(+)	
Jack	JTx(+) or JT or KJTx(+)	JTx(+) or Jx or AQJTx(+)	
10	T9x(+) or 10x	T9x(+) or HHTx(+) or Tx	
9	9, 9x, HT9(x+)	9, 9x, 9xx, HH9+, HT9+	
Hi-X	xxSx, Sx, xxSxxx, HxSxxx	Sx, Sxx, xSxx+	
Lo-X	HxS, HxSx, xxS, xxxS, HxxxS	HxxS(+), HxS, xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Disc, except on K lead (Hi=Odd)	Hi/Lo = Odd	Hi/Lo = Odd
Suit 2	Hi/Lo = Odd	S/P	
3	S/P		
1	Hi=Discrg, except on K lead (Hi=Odd)	Hi = Odd (but Smith at trick 2, as below)	Hi = Odd
NT 2	Hi/Lo = Odd	S/P	
3	S/P		
Signals (including Trumps): UDCA , Discards Even=like, Odd=Suit Pref			
Smith Signal v NT: At trick 2, lo=enc in our led suit.			
If first play in suit has not shown count (e.g. ATT, or [tried to] win trick), next play shows remaining count: hi = even number of remaining cards			
DOUBLES			
May be light with perfect shape, equal level conversion up to 3D			
Cue bid forcing to suit agreement			
Double in reopening position may be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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			

EBL CONVENTION CARD
CATEGORY: Red 1 (multi-way 1C opening)
NCBO: CBAI
PLAYERS: David Dunne and Paul Delaney
2024 last updated 17/8/24
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors and Strong NT with 2/1 GF
Multi , Polish style 2M's and transfer pre-empts
1♣ similar to Polish club
Bal (10-13 NV or 11-14 Vul, 18-20, 23+ HCP) or 11-24 short ♦ (4415 minus a card) or GF any suit(s) or 17-20 5♣+ clubs 4M
1♦ natural 4+♦s unbal, may have longer clubs
2 nd /4 th NT 3 rd /5 th Suit UDCA
Discards Even=like Odd=Suit Pref
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer overalls of any 1C opening (see note 8)
Transfer Pre-empts 2NT through 3NT (3S shows unspecified solid minor, 3NT shows unspecified broken minor)
1S/1NT responses to 1H inverted (1S bal, 1NT shows 4+ S)
Special responses to 1C – see note 1
Fit-showing jump shifts in competition
SPECIAL FORCING PASS SEQUENCES
If hand ownership is established and opps compete,
Pass is forcing and asks penalty double
Double looks to bid on, Pass and pull shows a slam try
IMPORTANT NOTES Point ranges are indicative only.
We evaluate flexibly based on trick-taking potential.
PSYCHICS:
seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	4♥	Bal (11-14 Vul/10-13NV, 18-20, 23+ HCP), short diamond 11-24 HCP 4414/4405/(43)15 , 17-20 HCP 5♣+ clubs 4M Acol Two+ any suit(s)	See Note 1 - 1♦ 0-6 HCP or no 4M 7+ HCP 1M 6+HCP (may have 5+m), 1NT 8-11, 2C GF 5+4+ minors or bal 2D/2H transfers to 6+M 4-9HCP or GF 2+ top hons	After 1♦: 1M (3+ cards weak bal or 4414 11-16HCP) 1NT 18-20, 2C ask controls, 2D 4414 17+, 2M Acol+,2NT 23-24, 3C 17-20 nat, 3D Acol+ After 1C 1M : 1OM/1NT 11-14 HCP 2D 18+ ask	Transfers over intervention 2C+ Multi Landy over 1NT
1♦	No	4	4♥	Unbalanced 4♦+ 11-20 May have longer clubs	1NT 6-11 HCP, 2C GF clubs or bal, 2D 8-10 2M5♠+4♥+ 5-8 INV, 2NT GF 4♦+ (then 3D min or 3X spl)	1♦ 1M – see note 6 1♦ 2NT GF 4♦+, note 3 1♦ 1H 1NT 15-17 unbal no 4s 1♦ X see note 9	Multi Landy over 1NT Passed hand – fit jumps
1♥	No	5	4♥	11-20 1M responses see Note 7	1S (<4 spades) 6-11 HCP, 1NT 4+ spades 6+HCP, 2C GF 2♣+, 2D GF 5+ suit, 2H 3♥+ 8-10 HCP, 2S GF 5+♠3♥+, 2NT INV+ 3♥+ enquiry, 3m NAT 6-9, 3H Pre, 3S 9-11 min spl (3NT asks), 3NT 4+ hearts Spade void, 4X void , 4H to play	1M 2NT Stenberg INV+ 3+ support Note 3 1H 1X 2C is artificial (15-17 unbal or 6+M 11-14 HCP)	2♣ 3 card Rev. Drury (now 2M response shows min or submin opening, others sound opening) Jump shifts show fit
1♠	No	5	4♥	11-20	1NT 6-11 HCP, 2C GF 2+ clubs, 2D/2H GF 5+ suit, 2S 3+ spades 8-10 HCP, 2NT INV+ 3+ spades 3NT min-spl (4c asks), 4x void, 4S to play	1M-2NT Stenberg INV+ 3+ support Note 3 1H-1NT; 2C is artificial (15-17 unbal/6+M 11-14 HCP)	2♣ 3 card Rev. Drury
INT	No	1	4♥	15-17 Vul 14-17 NV 5M,6m or 54 possible	Note 2 - 2C 8+ HCP Enq, 2D/2H transfers,2S clubs or BAL INV, 2NT asks better minor, 3C asks 5cM, 3D shows 5+M5+M, 3M shows OM SPL with 5+4+ minors, 4C Gerber, 4R transfer to R+1	See note 2	
2♣	No	5	4♥	10-16 6♣+ or 5♣ 4M	2♦ ask, 2M natural INV but NF, 2NT INV+ raise, 3C 5-8 HCP NF, 3R transf to 3R+1, 3S shows 5+♦	After 2♦ - 2M/3♣ min, 2NT/3D max, 3M 54 max, 3NT good suit : A GF 4C is RKC	
2♦	√	0		2M 6+ cards 6-10, bal 21-22 , 6+ clubs 17-20 HCP, GF 5+5+ minors GF 3 losers	2M pass or correct, 2NT INV+, 3X forcing See note 5	After 2M – 2NT 21-22, 3C strong,3S GF ♦♣ After 2NT -3C (strong), 3D/3H transfer 6M (accept is INV), 3S GF minors, 2NT 21-22	X asks for opener's suit
2♥	No	5		5+♥ 5+ any suit 6-10 HCP	2S/3C pass or correct , 3D INV+ hearts, 3H NF 2NT enquiry ask range/suit		X asks for opener's 2 nd suit
2♠	No	5		5+♠ 5+m 6-10 HCP	2NT enquiry ask range/suit, 3C pass or correct , 3D INV+ spades, 3S NF		X asks for opener's 2 nd suit
2NT	√	0		6+♣s, 5-10 HCP	3C NF, 4D pre-emptive keycard ask	Responses 0, 1, 1+Q, 2, 2+Q	X penalties
3♣	√	0		6+♦s, 5-10 HCP	3D NF, 4C pre-emptive keycard ask	Responses 0, 1, 1+Q, 2, 2+Q	X penalties
3♦	√	0		6+♥ 5-10 HCP	3H NF, 4C pre-emptive keycard ask	Responses 0, 1, 1+Q, 2, 2+Q	X penalties
3♥	√	0		6+♠ 5-10 HCP	3S NF, 4C pre-emptive keycard ask	Responses 0, 1, 1+Q, 2, 2+Q	X penalties
3♠	√	0		Solid minor, max Q outside suit	4♣ pass or correct, 4♦ ask shortage		X penalties
3NT	√	0		4m opening (v long weak m)	4♣ pass or correct, 4♦ ask shortage		X penalties
4♣	√	0		4H opening with 3/5 aces	4♦ ask		
4♦	√	0		4S opening with 3/5 aces	4♥ ask	HIGH LEVEL BIDDING	
4♥/♠	No	7+		NAT opening with 0-2 of 5 aces		Cue: 1 st or 2 nd round equally. Last Train with one cuebid left below game, cue shows general slam suitability without reference to control in that suit	
4NT	√	8+		strong 5 minor c.10 tricks	5C/6C/7C pass or correct, 5D RKC	RKCB (1430) and Minorwood (1430) – see note 10	
5♣/♦	No	8+		5 minor with c.8/9 tricks	5m+1 is RKC, 6m to play	Forcing pass after a GF has been established	

Note 1	Responses to 1♣
1D	F1 Any negative hand 0-6 points or any strength with no 4M
1H	F1 4+ hearts 7+ HCP (or a good 6 count)
1S	F1 4+ spades 7+ HCP (or a good 6 count)
1NT	NF balanced 8-11 HCP (8-12 NV), half stop each major no 4M
2C	GF 12+ HCP no 4 card major bal or unbalanced both minors 55/54
2D	F1 6 card hearts either weak 4 to 9 HCP or GF 2+ of top 3 honours
2H	F1 6 card spades either weak 4 to 9 HCP or GF 2+ of top 3 honours
2S	GF Transfer to 2NT, balanced OR unbalanced with 6+ card minor
2NT	INV 12/13 HCP (13-14 NV) both majors stopped
3C	6+ suit NF if opener is 11-14 otherwise GF
3D	6+ suit NF if opener is 11-14 otherwise GF
3M	6+ suit NF if opener is 11-14 otherwise GF
3NT	To play 13-15 HCP (14-16 NV) both majors stopped
4♣	Strong 4H opening with 2 of the 5 key cards, solid or semi solid suit
4♦	Strong 4S opening with 2 of the 5 key cards, solid or semi solid suit
4M	To play assuming opener is 11-14

Note 2	Responses to 1NT
2C	Stayman, non promissory invitational or better 8+HCP Minimum: 2D=5M, 2M=4 card major, 2NT no 4/5M Max : 3C=4M, 3D no 4/5M, 3M=5M, 3NT no 4/5M 4333 hand
2D	5♥+ transfer (transfer break allowed with 4 card support)
2H	5♠+ transfer (transfer break allowed with 4 card support)
2S	Clubs or Balanced Asks for range - 2NT min / 3C max Then 3D confit, 3M splinter with 6+ clubs
2NT	Asks for better minor : weak with both minors OR 6♦+any strength
3C	Puppet Stayman
3D	no 5M now 3M shows 4 cards in OM, 4m natural 5332 slam try
3M	5 card major
3D	5♥+5♠+ INV+ > 3M (min), 4C (♥slam INV), 4D (♠slam INV), 4M (max)
3M	54 or 55 Minors with other major splinter now 4m is invitational RKC
3NT	to play
4C	Gerber for aces
4D	Texas raise to 4H
4H	Texas raise to 4S
4S	RKCB 1430 in clubs
4NT	RKCB 1430 in diamonds

Note 3	1M 2NT INV+ Stenberg (3+ card support)
1H 2NT Stenberg	INV+ with 3+ hearts (also on in competition)
3C	Min 1-14 HCP <ul style="list-style-type: none"> • 3D asks (3H ♣spl, 3S ♦spl, 3NT OMspl and 4X cue no spl) • 3H INV
3D	Max 15+ no shortage: responder may now show a SPL <ul style="list-style-type: none"> • 3H (club spl), 3S (diam spl), 3NT (spl OM), 4x control
3H	short club 15+
3S	short diam 15+
3NT	short other major 15+
4C	void min or max
4D	void min or max
4H	void other major min
4S	void and max
4NT	RKC
Variations after 1D 2NT INV+, Now 3D min and 3C/3M shows max with singleton .	

Note 4	Meckwell defence to penalty double
After 1NT opening/natural NT overcalls	
1X	1NT (us) Double for penalties 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"> ▪ Pass Club suit, usually 5 cards, NF ▪ 2D Diamond suit, usually 5 cards, NF ▪ 2H 4♥+/4♠+ NF ▪
2C	4+/4+ in clubs and higher suit <ul style="list-style-type: none"> ▪ Now 2D (3+ cards) pass or correct ▪
2D	4+/4+ in diamonds and higher suit <ul style="list-style-type: none"> ▪ Now 2H (3+ cards) is pass or correct.
2M	Natural, sign-off

Note 5 Developments after 2D Multi

2H to play in openers suit then openers bids

- Pass weak 2 in hearts
- 2S weak 2 in spades now responders new suit is to play
- 2NT balanced 21-22 HCP now 3C is puppet stayman
- 3♣** strong 17-20 HCP 6+ clubs no 4 card major then
 - 3D by responder is a GF waiting bid asks stops
 - 4C RKC clubs 1430

3♦ strong 5+5+ minors GF

2S to play opposite weak 2S, playable can play 3 level+ opposite a weak 2H

2NT balanced 21-22 HCP now 3C is puppet stayman

3♣ strong 17-20 HCP 6+ clubs no 4 card major

3H weak 2 in hearts

3♦ strong 5+5+ minors GF

4H maximum weak 2 in hearts with good shape

2NT asking: responder is INV+ and asks for transfer to a weak 2 major

3C strong 6+ clubs no 4 major 17-20 HCP responses: 3D ask stops

3D weak 2 in hearts e.g. transfer to weak major

3H INV

3S Stenberg Enq (3NT Min/4C bal max, max 4D club SPL etc)

4C ace / trump ask -4D=0 aces, 4H 1-Q, 4S 1+Q, 4NT 2-Q

3H weak 2 in spades e.g. transfer to weak major

3S invitational – opener can bid game with max

4C ace / trump ask -4D=0 aces, 4H 1-Q, 4S 1+Q, 4NT 2-Q

4D Stenberg Enq (4H Min/4S bal max, 4NT heart SPL max etc)

3S strong 5+5+ minors GF hand

3NT strong balanced 21-22 HCP System ON 4C Puppet Stayman etc

3C/3D/3H/3S Natural 6+ card suit F1

After 2D doubles of intervention are negative until openers suit is known

Note 6 Opener Rebids after 1♦ 1♥

1S 4♠ 11-17 HCP 4414 or 4?5+?

1NT unbalanced 15-17 no 4M - now 2C=8+ HCP asking

2C 4♦+4♣+ 11-15

2S 4 spades 4+ diamonds GF

2NT 5+ diamonds and exactly 4 clubs

3C asks now 3D 6+ diamonds and 4 clubs, 3H=1354 etc

3C 4+ diamonds 5 clubs – GF two good suits 16+ HCP

3D 6+ diamonds GF

3H natural 15-17 HCP INV

3S spade splinter agreeing hearts 5+ diamonds 4 hearts

3NT 6+ diamonds 0/2 hearts – strong preference to play 3NT

4C club splinter agreeing hearts 5+ diamonds 4 hearts

4D 6+ very good diamonds with 4 hearts

4H 4 hearts 2452 or any splinter with singleton A

Note 7 Responses to 1♥

1♥ 1♠ 6-11 HCP F1 0-3♠ > 2C Gazilli 15-17 unbal or 6♥+ 11-14

1NT 4♠+ 6+ HCP F1 > 2C Gazilli 15-17 HCP unbal or 6♥+ 11-14

2♣ 2/1 GF natural 5+ clubs or balanced 2+ clubs

2♦ natural 5+ cards GF

2♥ 8 to 10 HCP 3 card support

2♠ Special raise: 5+S/3H, FG

2NT Invitational + enquiry with 3♥+ (also on in competition)

3m 5-8 HCP 6+ cards good suit 0/1 cards in partners major

3♥ 4♥ + hearts 5-7 HCP

3S 4♥ + hearts GF any mini splinter 9-11 HCP (3NT asks)

3NT 4♥ + hearts GF with unknown void (4C asks)

Note 8a Defence to 1C Opening 2+ clubs Transfer overcall style

Action	Description	Continuations
1D	Heart Overcall 5+ hearts 8+ HCP forcing	2C UCB 2NT INV+ enquiry 4+ card support
1H	Spade Overcall 5+ spades 8+ HCP forcing	2C UCB 2NT INV+ enquiry 4+ card support
1S	Club Overcall 5+ clubs 10+ HCP NF	2D UCB 3D natural NF
1NT	15-18 System On	System On
2C	Diamond Overcall forcing - 5+ diamonds 10+ HCP	Cue bid forcing raise, all else NAT to play
2D	5-5 majors 4-10 HCP	2NT enquiry WWSS responses
2H	6 hearts 4-10 HCP	2NT enquiry show feature if max else 3H=min
2S	6 spades 4-10 HCP	2NT enquiry show feature if max else 3S=min
2NT	55 minors 4-10 HCP	
3X	6+ suit natural pre-emptive (not a transfer)	
3NT	22+ Balanced	
Double	Takeout 11+ HCP or 19+ Balanced	Standard responses to takeout double

8b Defence to Strong Club similar to above with changes in bold

Action	Description	Continuations
1D	Heart Overcall 5+ hearts 8+ HCP forcing	2C UCB 2NT INV+ enquiry 4+ card support
1H	Spade Overcall 5+ spades 8+ HCP forcing	2C UCB 2NT INV+ enquiry 4+ card support
1S	Club Overcall 5+ clubs 10+ HCP NF	2D UCB 3D natural NF
1NT	Minors	2m/3m to play
2C	Diamond Overcall forcing - 5+ diamonds 10+ HCP	Cue bid forcing raise, all else NAT to play
2D	Multi weak 2M or 19-21 bal	2NT enquiry transfer responses
2H	Hearts and any suit	2NT enquiry
2S	Spades and a minor	2NT enquiry
2NT	55 minors 4-10 HCP	
3X	6+ suit natural pre-emptive (not a transfer)	
Double	Majors	Standard responses to takeout double
Pass	Could be 15+	

Note 9 Developments after 1D-(X)

1♦-(X):

XX	10+ pts
1♥	4+ hearts
1♠	4+ spades
1NT	7-10 balanced
2♣	natural 6+ clubs NF
2♦	natural 8-10 pts
2♥	Fit Jump
2♠	Fit Jump
2NT	Stenberg, diamond support INV+
3♣	Fit Jump
3♦	Preemptive (up to a bad 8 pts)
3♥	Fit Jump
3♠	Fit Jump
3NT	to play

Note 10 RKCB and Minorwood

4NT is key card ask, (the four aces and the K of agreed trump suit) Responses:

5♣	1 or 4 Key Cards
5♦	0 or 3 Key Cards
5♥	2 or 5 Key Cards without the Queen trumps
5♠	2 or 5 Key Cards with Queen trumps or extra trump length

After the response, step 1 asks from trump Q (if not shown), 5NT asks for specific kings, and 6x asks for third round control of x.

If a minor suit is agreed as trumps, 4m is Minorwood. 4m is also keycard when we raise partner's minor in an already game forcing auction, or when we rebid our minor at 4 level opposite a hand that is balanced or has implied tolerance or better for our minor. 4m is not keycard if bid under pressure in competition, or if we jump raise partner's minor before a game force has been established.

4♣ Minorwood RKC in clubs – responses

4♦	1 or 4 key cards
4♥	3 or 0 key cards
4♠	2 key cards No Queen trumps
4NT	2 key cards with Queen trumps

After Minorwood, 4NT by asker is an attempted signoff. Next step asks for Q (if not shown) or for specific kings. Asking for kings implicitly promises that the partnership holds all the keycards.