

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 8 – 17 HCP 5+ cards
Responses: New suit NF
RESPONSES Raise: with 3+card support and 4-9 pts, raise to level of fit. 3 level raise 4-7 pts and 4 card support
Single cue = 3-fit and 10+ or 13+ points no fit
Jump cue bid Mixed raise 7-9 pts 4 card support
New suit rebid by UCB bidder (showing 13+) is forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18, 4 th live 16-19 responses as for 1NT opening Note 5
Protective 10-14, responses as for 1NT opening with Crowhust 2C Responses 2D min no 4M, 2M min , 2NT max 3C re-asks
Passed hand 1NT shows the other 2 suits
Helvic if we are penalty doubled in NT – Note 6
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : lowest 2 suits (5/5 or longer)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
GHESTEM
VS. NT (vs. Strong/Weak; Reopening;PH) ANTI
2C = long diamonds or 5/4 Majors, balancing or strong can be 4/4 2D = long hearts OR 4 spades and a longer minor 2H = 4 hearts and a longer minor, 2S= 5+ spades, 2NT = 5/5 Minors 3X natural and strong X: Vs Wk NT = Pen. Vs Str NT = clubs Passed hand X of weak NT = clubs 9-11 pts
VS. PRE-EMPTS
Double T/O 2NT 15-18 4m Leaping Michaels: 5m 5OM.5- losers
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural v strong 1C 16+ or 2C strong , Jumps preemptive, Double majors , 1NT or 2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX 10+ pts , 2X forcing, 1M (dbl), 'system on' re Bergen responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Low from honour	
NT	4 th , 2 nd from bad 4+, top of nothing from bad 3	As above	
Subseq	Remaining count (hi-lo even)		
Other: Ace Attitude , King for count UDCA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Looks for attitude (reverse). Denies K. Asks for K. AK shows doubleton	Denies k, asks for K or Q. AK shows doubleton.	
King	Count (upside down) (AK., KQ...)	same	
Queen	QJ (T...) or shortage	same	
Jack	KJT..., JT...	(A/K)JT., JT9..., JT8...	
10	HT9..., T9..., Tx	same	
9	H98..., 987..., 9x	same	
Hi-X	Doubleton OR 2 nd from bad suit	same	
Lo-X	MUD OR 4 th -highest	Shows hon (incl 10)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	UDCA		Odd = enc, even = suit prf
	Attitude (reverse)		
	Count (reverse)		
	Suit Preference		
Signals (including Trumps): Trump echo xxx, low trump = xx or xxxx 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			
T/O dbl up to 3S – 10+ points and shortage in suit opened			
Change of suit rebid by doubler is game invitational (16+)			
1NT response is 6-10 with stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL, T/O			
Responsive double through 4♥, often game try when no UCB available			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
PLAYERS: Suzanne Hill and Máire O'Connor
May 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT , 5 card majors 2/1 GF, 5542
1♣ 2+ clubs NF
UDCA
Leads 2nd/4th
Discards Odd=Like Even= Suit Pref
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D weak 2M or 8 playing tricks in minor, or strong balanced 2NT 20-22, 3NT 25/26 Note 7
2H 5+ Major and 5+ any suit 6-10 pts Note 9
2S 5+ Major 5+ minor 6-10 pts
2NT opening NF – 6-10 pts both minors 5+/5+ Note 8
Fit jumps and fit non jumps
SPECIAL FORCING PASS SEQUENCES
after GF has been established
IMPORTANT NOTES Point ranges are indicative only.
PSYCHICS:
seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	2+	4♥	10-19 HCP. . (23)44 opens 1D	1D/H/S = nat. 4+ suit, usu. 5+ HCP, 1NT = 5-10 HCP, denies 4M. 2C 5+ C, no 4M, 5-9 points. 2H/S = nat 6c suit, ≤3/4 HCP. 2NT = 11-12 bal, denies 4M. 3C = 10/11HCP, 5+C. 1M can conceal longer D suit if less than inv. Note 1	1NT rebid=11-14 HCP, 2NT=18/19 HCP, then new minor forcing. Minorwood after GF or invitational raise.	1m (1H) 1S shows 5S. 1m (1x) 2x shows a sound raise. Ditto in other suits Defending 2-suited overall: unusual over unusual Note 11 .
1♦	No	4	4♥	10-19 HCP. 4+D, may include one/both 4-card major(s) if only 4.	1M = nat. 4+suit, 5+ HCP. 1NT = 5-10 HCP, denies 4M. 2C = nat, GF. denies 4M. 2D 5-9 pts 4+D, no 4M. 2M = nat 6c suit, <3/4HCP. 2NT = 11-12 bal, no 4M. 3D = invitational. Note 1	As above	As above
1♥	No	5	4♥	11-20 1M responses see Note 2	1S = 4+ S, 5+HCP. 1NT = 6-11HCP, F1 2C/D = nat, GF. 2H = 8/9 HCP, 3H. 2S = nat 6c suit, ≤3/4 HCP. 2NT = GF, 12+ HCP, 4+H Stenberg. 3C = 6-9 HCP, 4H. 3D = 10-11 HCP, 4H. 3H = ≤6 HCP, 4H. Note 2	After 1S opener rebids 1NT 12-14, 2c/d=4+c/d, 10-15HCP. , 2NT 18-19. After forcing 1NT, 2c/d= better minor 10-16, 3c/d is reverse, with 17-19 HCP 1M 2NT Stenberg GF 4+ support Note 4	2♣ 3 card Drury System on after double System off after overcall. Fit jumps Note 3
1♠	No	5	4♥	11-20	As above – see Note 2	1M 2NT Stenberg GF 4+ support Note 4	As above Note 3
INT	No	1	4♥	15-17 HCP, bal. or semi-bal. Can have 5M or 5m (5332). Responses Note 5	2C = non promissory stayman. 2D/H = xfer to H/S. 2S =xfer to C. 2NT = xfer to D. 3m = slam try 14/15HCP, 6+. 4d/H Texas transfer, with 6+ H/S	After 2c, opener shows 4/5-card Major. After transfer to M, 2NT=4M and max, 3M= min. After transfer to c, 2NT=3c+hon; after transfer to d, 3c=3d+hon.	Lebensohl SANS Pen X Helvic Note 6 System On over other X
2♣	No	0	4♥	23/24 or 27+ BAL or any strong GF or near-GF or 8+ tricks in Major	2d relay responses 2M 8 tricks, 3M GF 9+ asks cue bids	NT responses 2NT=23/24; 3NT=27+. Puppet stayman etc.	After interference, X/XX by responder shows some values.
2♦	√	0		Multi 2D Weak 2M or 8 playing tricks in a minor or bal 2NT 20-22, 3NT 25/26	2H relay, 2S game try in H, 3H 10/11 pts 3+ of both majors, pass or correct. 2NT=strong enquiry Note 7	Note 7	After 2d-(2M), X shows OM support. 3H/S bid still available. 2NT enq
2♥	No	5		5+♥ 5+ any suit 6-10 points	2S/3c pass or correct, 3d INV+ in H, 3H NF. Note 9 .	2NT enquiry ask range/suit	X asks opener's 2 nd suit
2♠	No	5		5+♠ 5+ minor 6-10 HCP	3 of a minor pass or correct, 2NT strong enquiry,	2NT enquiry, 3c/d= weak 3H=♣/3S=♦ strong	X asks opener's 2 nd suit
2NT	√	0		Both minors preemptive 5-10 HCP	3C/5c = pass or correct. 3NT is to play. 4c/d = preempt.. Note 8		
3♣	√	7+		5-10 HCP 6+c suit			
3♦	√	6+		5-10 HCP 6+c suit			
3♥	√	7+		5-10 HCP 7+c suit			
3♠	√	7+		5-10 HCP 7+c suit			
3NT	√	0		Solid 7+c m, ≤Q outside	4/5C = Pass or correct		
4♣	√	0		NAMYATS Strong hand with H	4D asks for shortage; 4H to play		
4♦	√	0		NAMYATS Strong hand with S	4H asks for shortage; 4S to play	HIGH LEVEL BIDDING	
4♥/♠	No	7+		To Play	4NT = RKCB	RKCB (1430) Majors , Minorwood Note 10 In competition, DOPI, ROPI. Lightner doubles	
4NT	√	8+		Specific ace ask	5C = none; 5D/H/S/6C = ace of that suit; 5NT = 2	Forcing pass after a GF has been established	

Note 1 Responses to 1♣ Opening

- 1♦ nat. 4+ suit, 5+ HCP
 1M nat. 4+ suit, 5+ HCP can have longer D suit if less than INV
 1NT 5-10 HCP, denies 4M.
 2♣ 5+ C, no 4M, 5-9 points.
 2M nat 6c suit, ≤3/4 HCP.
 2NT 11-12 bal, denies 4M.
 3♣ 10/11 HCP, 5+C.

Openers rebids

- 1♣ 1X
 1NT 12-14 pts new minor forcing
- 1♣ 1X
 2NT 18-19 pts new minor forcing

Note 2 Responses to 1H opening

- 1♠ 4+ S, 5+HCP. opener rebids
 1NT 12-14 with new minor forcing continuation
 2m 10-15 HCP
 2♥ 10-15 HCP
 2♠ 10-14
 2NT 18-19
 3m 17-19
 3H Inv 6+ card suit
 3♠ Inv
 4x splinter raise with 4s
- 1NT 6-11 HCP, Forcing (F1) denies 4S can contain 3-card limit raise.
 Opener's rebid of 2m better minor 10-16
- 2C/D nat, 2/1 GF.
 Opener's rebids reverse at 2-level doesn't show extra values
 3NT rebid shows 12-14 minimum
- 2♥ 8/9 HCP, 3H opener's new suit is long suit trial INV+
 2♠ nat 6c suit, ≤3/4 HCP.
 2NT GF, 12+ HCP, 4+H Stenberg.
 3♣ 6-9 HCP, 4H.
 3♦ 10-11 HCP, 4H.
 3♥ ≤6 HCP, 4H.
 3♠/4m void splinter, 11+ HCP
 3NT 3H, bal. 12-15 HCP
 4♥ 0-7/8 HCP 5+ card support

Note 3 1M Competition and Passed Hand Responses

Competition

System on after opp's double (Bergen/Stenberg etc)

Systems off after their overcall, except: Stenberg ON.

Fit jumps and fit non-jumps after opp's overcall.

Long suit trial bids after single raise of 1M by either opener or responder

Passed Hand Drury

After 1M 3rd or 4th seat

ON after double, OFF after overcall

1H 2♣ by passed hand Drury, 3+ card support 10/11 points.

2♦ Light opening (3rd seat) no interest in game opposite a passed hand

2M minimum opening. opening values 12+ pts

Note 4 1M 2NT Stenberg GF (4+ card support)

1♥ 2NT Stenberg (also on in competition)

3♣ Min 11-14 HCP

3♦ asks (3♥ (club spl) , 3♠ (diam spl), 3NT (spl OM), 4x control)

3♦ Max 15+ no shortage: responder may now show a SPL

3♥ (club spl) , 3♠ (diam spl), 3NT (spl OM), 4x control

3♥ short club 15+

3♠ short diam 15+

3NT short other major 15+

4♣ void min or max

4♦ void min or max

4♥ void other major min

4♠ void and max

4NT RKC

Competition after Stenberg 2NT

1♥-pass-2NT-(3♦) now opener's actions are built around the holding in their suit:

Pass poor minimum with 5 card suit

Dbl singleton in their suit (cue bid with void)

3♥ decent minimum

3♠ control (denies SPL their suit)

3NT forcing 15+ with Ace or King in their suit

4♣ Control (denies SPL their suit)

4♦ void

4♥ minimum with 6+ suit

The same method can be used when they overcall a 2/1 GF auction

Note 5 1NT Responses

- 2♣ Non Promissory Stayman 8+ pts
- 2♦ 5♥+ transfer (transfer break 4 card support 2NT max, 3M min)
- 2♥ 5♠+ transfer (transfer break as above)
- 2♠ xfer to C. now 2NT Hxx clubs
- 2NT xfer to D now 3C Hxx diamonds
- 3m slam try 14/15+ HCP,
- 3M splinter in OM with 5/4 or 5/5 in minors
- 3NT to play
- 4♣ Gerber for aces
- 4♦ Texas raise to 4♥ 4NT RKC or pass
- 4♥ Texas raise to 4♠ then 4NT RKC or pass
- 4NT Quantitative

Note 7 Developments after 2♦ Multi

2♥ to play in opener's suit then opener bids

- Pass weak 2 in hearts
- 2♠ weak 2 in spades
- 2NT semi-bal 20-22 HCP now 3C is puppet Stayman
- 3NT semi-bal 25-26 HCP now 3C is puppet stayman
- 3m 8 playing tricks in a minor

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

Responses as above except

- 3♥ minimum weak 2H
- 4♥ maximum weak 2H

2NT asking: WWSS responses

- 3♣ min hearts
- 3♦ min spades
- 3♥ max spades
- 3♠ max hearts
- 3NT 20-22
- 4m Minorwood 8 playing trick hand

Note 6 Helvic defence to penalty double

After our 1NT opening/natural NT overcalls

1NT Double for penalties

- Pass asks for redouble, shows non-touching suits
- XX A one-suited hand. asks partner to bid 2C
- 2♣ Clubs and diamonds (4-4 or better).
- 2♦ Diamonds and hearts.
- 2♥ Hearts and spades.
- 2♠ Clubs and spades.

Note 8 2NT opening 6-10 pts both minors

Unless partner is a passed hand we do not open 2NT with 5530 (3-card Major)
2NT may be passed with Majors (5/4 or 5/5) and less than 16 points.

Responses

GF = Game Forcing INV = invitational

- 3♣ to play
- 3♦ to play
- 3♥ **GF asks for shortage, game in major possible/Minorwood available**
 - 3♠ 1255, then
3NT to play
4m Minorwood RKC 1430
4M to play
5m to play
 - 3NT 2155, then Pass
4m Minorwood RKC 1430
4M to play
5m to play
 - 4♣ natural 1156
 - 4♦ natural 1165
 - 4M void
- 3♠ **INV+ relay to 3NT game or slam INV in minor**
3NT forced
 - 4♣ INV
 - 4♦ INV
 - 5♣ SLAM INV this shows 3/5 aces
 - 5♦ SLAM INV this shows 3/5 aces
- 3NT to play
- 4m PRE
- 5m to play

Note 9 2H 5 hearts and 5 of any suit 6-10 pts

2♥ 5+♥ and 5+ any suit 6-10 HCP

65 hands should be frequently shown as maximum

Continuations:

Pass

2♠ Pass or correct to opener's other suit

2NT Inquiry (a max response establishes GF)

3♣ min or max with clubs

3♦ asks

3♥ min with clubs

3♠ max with clubs therefore GF

3♦ min with diamonds

3♥ min with spades

3S max with spades therefore GF

3NT max with diamonds therefore GF

After 2NT and the various responses

4♣ agrees lower suit and is RKC 1430

4♦ agrees higher suit and is RKC 1430

3♣ pass or correct for opener's second suit

responder has a good hand for spades

3♦ opener's second suit

3♥ min with hearts and spades

3♠ max with hearts and spades

4♠ an exceptional hand may bid 4♠ over 3♠

3♦ Low Info INV+ in Hearts opener bids 4♥ max 3♥ min responder may be slam INV and follow with cue bids etc

3♥ to play (not invite), opener can bid on with extra shape

3♠/4♣/4♦ all natural and forcing

Note that no pass or correct bids available other than 2♠/3♣

These may be strong single suited hands which may follow with 4NT RKC in responder's own suit

4♥/4♠/5♣/5♦/6X to play

Competition

Doubles of interference up to 3♠ are takeout asking for opener's second suit

Doubles of 4 level and higher interference are penalties

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

Queen ask – next available suit

5NT – king ask- response shows number of kings

The king ask promises that the partnership holds all the keycards and the Queen trumps.

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 quantity of kings

Note 11

Defending 2-suited overcalls after we open suit at 1 level

(Unusual over unusual)

e.g., 1d –(2NT) with 5+c and 5+H

Pass nothing to say or penalty <10 pts

Double 10+ pts, may have penalty in at least one of their suits or 4 cards any unbid major

Lower cue 3c 10+ pts INV+ in d

Higher cue 3H 10+ pts forcing INV+ in fourth suit, so 5S+

3d opener's suit, competitive raise, 7-9 pts

3S Natural NF competitive values 5S+

3NT to play

4c splinter GF in opener's suit

4d preempt

4H splinter GF in opener's suit

4S to play

