

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: maybe 4 cards, 5-17 hcp; 2-level: usually 6 cards, 10-17 hcp;
Responses: New Suit=Constructive, NF;
UCB = 10+ HCP with 3 card support or Game Invite+
After 1M overcall: 2NT=4 card support, INV+; 3 Cue= Mixed Raise; 3m/4m=Fit Jumps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =15-18, responses as for 1NT opening (note 1)
4 th =10-14, responses as for 1NT opening
1NT by P/H = other 2 suits (unless in balancing position)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6-10 HCP (8-12 HCP if vul opposite passed hand)
Unusual NT= 5+/5+ in lower unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: 1m-2m = 5+/4+, Majors; 1M-2M = 5+/5+, OM + minor;
Jump Cue: 3m=Nat, pre-empt; 3M=Stop ask in M, solid(ish) suit
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl=PEN with NT system-on; Dbl by PH=one minor suit or majors; 2C=Hearts + other suit; 2D=Spades + minor; 2M=Natural; 2NT=Minors or Strong Two-Suiter; 3 Suit=7 cards, Pre-empt;
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O using Lebensohl and Reverse Lebensohl – see Note 4
Cue=5/5, Two-Suiter; Jump to 4m=5/5, bid minor+unbid Major, NF;
Jump 3M,4M = Nat, strong; 2N/3N may have long suit; 4N=2-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: Dble = T/O, 12+ hcp, 3+/3+ in majors; 1NT=minor one-suiter or majors; 2C=minors; Jumps=Pre-emptive; 2N=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-Dbl: Bids from 1NT thru 2M-1=Transfer, 3m=Fit Jumps
2M-Dbl: Bids from 2NT thru 3M-1=Transfer, 4m=Fit Jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th	Low from odd	
NT	2 nd and 4 th	Low from odd	
Subsequent	standard remainder count		
vs Suit: Ace asks Attitude (upside down), King asks Count (standard)			
vs NT: Honour asks Attitude if max of two cards in dummy, else Count			
LEADS			
Lead	vs Suit	vs NT	
Ace	AK, Ax(+)	AKx(+), Ax(+)	
King	AKx(+), AKQx(+), KQx(+)	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/Q109x+, A/KJ10x+	
9	9, 9x, H98x	109x	
Hi-X	xSxx, Sx		
Lo-X	HxS, HxSx, xxS, xxxxS, HxxxS	HxxS(+), HxS, xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	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	
Signals (including Trumps): Smith Peter in NT, Hi-Lo = ENC our lead			
Discards: Even=Enc and Odd=S/P (if applicable) and Count (if applicable)			
DOUBLES			
May be light with perfect shape (4441), equal level conversion			
Cue bid forcing to suit agreement; Double Jump to 3M=Weak;			
In reopening position maybe weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Double at 1/2-levels; Double at 3/4/5-levels= Cards, co-op T/O			
Responsive double through 4♥, often game try when no UCB available			
Support Dbl/Redbl			
Most low level doubles are T/O but if we agree a suit, double of an unsupported suit is penalty, unless no space when it is game try			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Paul Delaney and Tomas Roche
EVENT: Teltcher 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Weak NT; 5 Card Majors (5533); Longer Minor
1M-1NT=F1, after 1M opening in 1st & 2nd. seat
1M-2m= FG unless minor suit rebid at 3 level
Leads: 2nd/4th vs NT; 3rd/5th vs Suit
Signals: Standard Count; Reverse Attitude; Standard S/P
Discards: Even=Enc; Odd=S/P
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Fit Jumps in competition
Good-Bad 2NT (=relay to 3♣) by opener in competition
either (1) competitive with one suited minor or both minors
(2) 17+ hcp, (3) 16+ hcp plus support for responder major
Immediate 3m shows good 6 card suit, 14-17 hcp
vs 2NT opening showing minor suits
3♣ = both majors 5/4 (3♦ asks for longer/better major)
3♦ = both majors 5/5
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

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 balanced	2♦ = 5 card support for clubs, FG; 2NT=Bal 13-15 or 18-19 hcp, stops in unbid suits	After 1x-1y-1NT: 2C forces 2D = To Play or INV, 2D = FG, ask for shape; 2NT=Transfer to 3C	Fit Jumps by P/H
1♦	No	3	4♣	11 to 22, 15+ if balanced	1M maybe 3+ card suit to avoid 1NT response; 2NT=Bal 13-15 or 18-19 hcp, stops in unbid suits; 3♣ = 5 card support for diamonds, FG	After 1x-1y-1NT: 2C forces 2D = To Play or INV, 2D = FG, ask for shape; 2NT=Transfer to 3C	Fit Jumps by P/H
1♥	No	5	4♦	9 to 22, longest suit	1NT=F1R, up to 15 HCP; 2H=3+ cards, 5-8 hcp; 2m=FG unless responder rebids minor at 3-level; 2NT=Stenberg; 3m=Nat, pre-empt; 3H=pre-empt;	1H-2NT: Stenberg (see Note 2)	1NT=NF, 2♣=Rev Drury where rebid 2H=light; 2N=Minors; 3m=Fit Jump
1♠	No	5	4♥	9 to 22, longest suit	1NT=F1R, up to 15 HCP; 2S=3+ cards, 5-8 hcp; 2m=FG unless responder rebids minor at 3-level; 2NT=Stenberg; 3m/3H=Nat,pre-empt;3S=pre-empt	1S-2NT: Stenberg (see Note 2)	1NT=NF, 2♣=Rev Drury where rebid 2H/2S=light; 2N=Minors; 3m=Fit Jump
INT	No	-	4♦	(11)12-14 HCP 5M, 6m or 5/4 possible	2C=Stayman; 2D=Hearts or FG; 2H=Transfer to S; 2S=Range ask; 2NT=Ask better minor; 3C=Puppet Stayman; 3D=5/5 majors, INV; 3M=SPL in M, 5/4 minors; 4D/4H=Tfr to H/S resp.	See Note 1 See Note 3	2D= Transfer to H 3C=5/5 minors, INV
2♣	Yes			BALanced 23+ or Game Force unless opener rebids major	2D=Negative (usually); 2M & 3m = NATural, FG; 2NT=Any 6 card suit; 3M=7 cards, max 7 hcp.	2C-2D-2H(=Bal 25+ or Hearts)-2S(=Kokish Relay)	
2♦	No	6		Weak-Two, 5-10 hcp	2NT=enquiry, ask for singleton if max		DBL = PENalties
2♥	No	6		Weak-Two, 5-10 hcp	2NT=enquiry, ask feature if max		DBL = PENalties
2♠	No	6		Weak-Two, 5-10 hcp	2NT=enquiry, ask feature if max		DBL = PENalties
2NT	No	-		21-22 HCP, Balanced	3C=Stayman; 3D=Hearts or FG; 3H=TFR to S;		DBL = PENalties
3♣	No	6		5-10 HCP			DBL = PENalties
3♦	No	6		5-10 HCP			DBL = PENalties
3♥	No	7		5-10 HCP			DBL = PENalties
3♠	No	7		5-10 HCP			DBL = PENalties
3NT	Yes	7		Solid minor, denies outside Ace or King in 1st and 2nd seat	4♣=P/C; 4♦=ask shortage		DBL = 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		Cue bid : Italian Style, 1 st or 2 nd round	
4NT	Yes	-		Ask specific aces	5C=No, Ace, 5NT=2 Aces	4NT= RKC-1430, subsequent 5NT ask lowest specific king	
5♣	No	8		Pre-empt	5D=RKC	Minorwood-1430	
5♦	No	8		Pre-empt	5H=RKC	Exclusion RKC-3041, 2-Q, 2+Q	

HIGH LEVEL BIDDING

Note 1: Responses to 1NT

- 2C Stayman; rebids by responder after opener's 2D (denying 4CM)
 2H= either mild INV with 5 hearts/4 spades or weak with 4/4 in the majors
 or weak with 4 hearts, 3 spades and a 5-card minor
 2S=5/6 spades, INV; opener rebids Pass= Minimum; 2NT= Max. no support;
 3C=Relay for shortage; 3S/4S=Support
- 2D Relay: either (1) TFR with 5♥+ or (2) 4-4-4-1 shape, GF or (3) 5/5 minors, GF
- 2H TFR with 5♠+, continuations by responder are GF
- 2S Range Ask, either BALanced or Club suit; 2NT=Minimum, 3C=Maximum, NF
 Responder's rebids: 3C=T/P; 3D=ConFit (S/T); 3M=SPL in M, 6+ clubs, GF;
- 2NT Asks for better minor: either weak with both minors OR 6♦+ any strength
- 3C Puppet Stayman: opener's rebids 3D=denies 5CM; 3M=5cards (poor) suit
 After 1N-3C-3D; rebid 3M=4 cards in OM, 3N=T/P, 4m=NAT (5332), S/T
- 3D 5♥+/5♠+, INV+;
 Opener rebids 3M=Min, NF; 4C= Agree♥, S/T; 4D=Agree♠, S/T; 4M=Max
- 3M SPL in bid M with 5/4 or 5/5 in minors; opener's 4m = invitational RKC
- 3NT To Play, not necessarily balanced
- 4C Gerber for Aces (0/4,1,2,3)
- 4D TFR to 4H, continue with 4NT=RKC or new suit=Exclusion RKC
- 4H TFR to 4S, continue with 4NT=RKC or new suit=Exclusion RKC
- 4S RKCB-1430 in Clubs
- 4NT RKCB-1430 in Diamonds

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

1M - 2NT = Stenberg, opener rebids :-

- 3C Minimum, 11-14 HCP, no void
- 3D asks (3H=♣spl, 3S=♦spl, 3NT=OM spl, 4X=cue, no spl)
 - 3M=INV, NF
- 3D Maximum, 15+ HCP, denies shortage, responder rebids:-
- 3H=SPL in C, 3S= SPL in D, 3NT=SPL in OM,
 - 4x=Control, 4M= no interest in slam
- 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: 1NT Opening or Overcall is Doubled (=Penalty)

1NT - Dbl - ? and 1Suit - 1NT - Dbl - ?

Pass: Natural, usually some values

Redouble by opener shows sound opening including 5 card minor

Rdbl: Puppet to 2C, either minor one-suiter or both major suits,

Responder rebids:

Pass = Club suit, usually 5 cards, T/P

2D = Diamond suit, usually 5 cards, T/P

2H = 4+/4+ cards in both majors

2S = 5 spades plus 5 card minor suit, CONST

2NT = 5/5 without spades, CONST

2C: 4+/4+ in clubs and higher suit, opener bids 2D= (3+ cards, P/C)

2D: 4+/4+ in diamonds and higher suit, opener bids 2H= (3+ cards, P/C)

2M: NATural, T/P

2NT: PRE-empt with either ONE MINOR or BOTH MAJORS

3m: PRE-empt with BID MINOR and AN UNKNOWN MAJOR

3M: PRE-empt, NATural

Note 4: Lebensohl and Reverse Lebensohl

Responses to take-out double of suit (not clubs) at 2-level

Reverse Lebensohl - Long suit on the Left of 2NT bidder

After 2S - Dbl - P - ?

i) 2NT = Reverse Lebensohl, INV+

Rebids by Doubler:-

3m = Minimum (longest minor), advancer continues:-

3♦/3♥ = Invitational

3♠ = Forcing, asks for 4 cards in OM

3N/4♥ = To Play

4m = Natural, forcing

3♥ = 17+ hcp with at least five hearts

3♠ = extra values with four hearts

3N = extra values (usually without four hearts)

4m = Natural, forcing

ii) 3Suit = Natural, NF

Lebensohl - Long suit on the Right of 2NT bidder

After 2M - P - P - Dbl - P - ?

i) 2NT : Lebensohl, relay to 3C intending to signoff in a suit below 2M

ii) 3 Suit: NATural, INV