

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1 level usually 5 cards: 7-17 HCP. 2 level 6(5) cards constructive Vul New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3 rd hand passes - 2♣ = range ask. [Note 12] If 3 rd hand bids below 1NT then transfer advances. If 3 rd hand bids 1NT or higher then as above * |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2nd: 15-18. Responses as for 1NT opening 4 th : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| 1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+ \ 5+ [note 3] 3m intermediate over nebulous minor openings Reopen: Intermediate, 2NT = 19-21 |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Ghestem [note 3] Jump cue asks stop Cue in 4 th : Michaels 1M - P - 2M then cue is OM =m and 4m = 5m/5OM strong |
| VS. NT (vs. Strong/Weak; Reopening; PH) |
| 2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter[(weaker) M if both M]) Then next suit=relay, 2♥/♠ = (3) 4+ and 2NT = ask invitational + 2M Natural. 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak and 2 nd position V 15+ NT [Note 5] Vs. 15+ in 4 th position or passed hand, X = 1m or both M's, 2m =m+M, 2M natural |
| VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♠/♦. Cue Bid OM/m less strong. After 3 minor: cue = 5/5M 4om =5om + 5M. After 3M: 4m =5m + 5OM and 4M/4NT = minor 2 suiter |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. Other XX =9+. 1NT to 2 under =transfers (NF or F1), 1♥ (x) 1♠ =4/4+minors 4-9 After 1M: TRFS to opening suit= support 4-7 or GF, 2M= 8-10 |

| LEADS AND SIGNALS | | | |
|---|--|---|-------------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd and low | 3 rd /5 th + attitude | |
| NT | 4 th (2nd from bad suits) | 3 rd /5 th + attitude | |
| Subseq | Attitude V NT, low from odd V suits combined with attitude | | |
| Other: Rusinow V's NT and Suit (not in short suits, partners suit, dummy suit or V slams). K asks count/unblock (NT) | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Akx(+) AK AX | Akx(+) Ax(+) | |
| King | AKXX(+) KQ(J/T)x(+) KQ | KQJ(+) KQT9(+) KQ | |
| Queen | KQx(+)QJ | KQx(+) QJ | |
| Jack | QJx(+) Jx | QJx(+) Jx | |
| 10 | JTx(+) HJTx(+) Tx | JTx(+) HJTx(+) | |
| 9 | T9x(+) HT9x(+) 9x | T9x(+) HT9x(+) | |
| Hi-X | Sx xxSxxx | xSxx xSx | |
| Lo-X | XXS XXSX, xxxxS | HxxS HxS | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Hi = DISCRG | Hi/Lo = E | Hi/Lo = E |
| Suit 2 | Hi/Lo = E | S/P | |
| 3 | S/P | | |
| 1 | Hi = DISCRG | Hi/Lo = E | Hi/Lo = E |
| NT 2 | Hi/Lo = E | S/P | E = ENCRG, O =SP |
| 3 | SP | | |
| Signals (including Trumps): | | | |
| Smith Signal vs NT (low enc or neutral) Remainder Count = Standard SP in trump suit | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| May be light with perfect shape. Equal level conversion Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Double jumps to 3M weak with 6 cards Double in re-opening position may be weak | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) Most low level DBLs = 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 |
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| CATEGORY Open 2023 Bermuda Bowl PLAYERS Hugh Mc Gann & Tom Hanlon |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 1♠ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF Fairly aggressive style. Pre-emps NV can be very weak esp 1 st favourable 1NT Openings: 14 – 16 (may upgrade good 13) |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 1♣ Opening and canapé responses 2♦ Opening = 11 – 16, 3 suited short diamonds, 10-16 3NT Opening = Pre-empt in ♣ or ♦ in 1 st & 2 nd position 1♣ - 2♥ = both minors GF, 2♠ = one minor GF or 19-21 balanced [Note 2] 1M-2♣ = GF relay, 2 under = 3 card support inv+. 2♦ over 1♠ = ♥s: 9+ Transfers in most competitive auctions and in some constructive auctions [Note 1] Defence to nebulous & polish club opening-[Note 10] |
| SPECIAL FORCING PASS SEQUENCES |
| (1NT) - DBL - (any) - Pass: Semi forcing through 2♠ |
| IMPORTANT NOTES |
| |
| PSYCHICS: Seldom |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|---------|--------------------|-------------------|--------------|--|--|---|--|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
| 1♣ | Yes | 0 | 3♣ | 11 - 13 BAL or any 17+ | 1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♠=8+ hcp (may have minor suit canape)2♣/♦ =8-13 NF 2♥ = GF both minors [note 2] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening | After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3M 4&5+♦, 4♣/♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠= 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♠= ART GF [Note 4], 2NT= 4+ support 17+ | 2♥/♠ Weak (<2M opening) 2NT both minors 3♣/♦ Pre - emptive |
| 1♦ | No | 4 | 4♣ | 10 - 16 Unbalanced May have longer ♣ | 1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , 3M = Spl. Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit | 1♦ - 1M[note6]1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GF ask,then3♣/3NT=short♥/♠ | 2♥/♠ Fit 3♣ = Fit |
| 1♥ | No | 5 | 4♦ | 10 - 16 | 1NT 6-12 semi-F, 2♣ = art GF[note 7],2♦=3card supp 1nv+,2M=5-9 2♠=weak, 2NT/3♣/♦ = 4 card support 3♣= any spl, 3NT = ♠ spl,4m void splinter | After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 8] | 2♣ = 3 card Drury Jump fits, 2♦ Natural NF |
| 1♠ | No | 5 | 4♥ | 10 - 16 | 2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥= good suit inv, 3NT = any splinter, 4♣/♦ void spl. 4♥ to play | After 1♠ - 2♦: [note 8] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void | 2♥ Natural NF 2NT = 4 card support INV |
| INT | No | 1 | 4♦ | 14 - 16 (Upgrade OK) 5M,6m or 5/4 possible | 2♣ = stayman, 2♦(4+)/♥/♠/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♦/♥ = Transfers , 4♠ = 4 - 4 minors invitational | 2♣ - 2X then 2♠/NT (3♣ over 2♠) transfers to minors After 4R-4m; , then 4NT = RKCB, New = ERKB | |
| 2♣ | No | 5 | 4♦ | 10 - 16, 6♣ or 5+♠ & 4 Major | 2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF. 4♦ RKCB | After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9] 4♦=RKCB | |
| 2♦ | Yes | 0 | | Short ♦'s 10-16, 4=4=1=4 4=4=0=5 or 4-3=1=5 11-16 | 2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB | After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5 | |
| 2♥ | No | 5 | | 6 cards vul. Can be very weak NV esp 1 st seat Fav, May have | 2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣:optional KC | [Note 11] | |
| 2♠ | No | 5 | | 4 in OM, 4 th seat 10-12 | 3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦. New suits NF after 1 st fav Op | [Note 11] | |
| 2NT | No | | 4♦ | 19-21 | Puppet Stayman, 3♦/♥:TRF, 3♠ =m's, 4♣/4♦ Heart/spade slam try and 4♥/4♠= club/diamond slam try | After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play | |
| 3♣ | | 6 | | Pre - empt, | 3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦:optional KC | | |
| 3♦ | | 6 | | As 3♣ | 4♣: optional KC , other as above | | |
| 3♥ | | 6 | | Pre - empt | As above, 4NT 1 minor to play game, 5m optional exclusion KCB | | |
| 3♠ | | 6 | | As 3♥ | As above | | |
| 3NT | | 6 | | Pre in ♣ or ♦.To play in 3 rd /4 th | 4♣/♦ for correction, 4♥ and 4♠ to play | | |
| 4♣ | | 7 | | Strong 4♥ opening. Nat 3 rd /4 th | 4♦ = Ask slam try | High Level Bidding | |
| 4♦ | | 7 | | Strong 4♠ opening. Nat 3 rd /4 th | 4♥ = Ask slam try | CUE:1 st & 2nd round. Void priority. 3NT can be game choice, non shortage or serious | |
| 4♥/♠ | | 6 | | Pre - empt | New suit asks control | 4NT KCB (1430) Also Exclusion (0,1) Optional (KC and exclusion KC) and other KCB | |
| 4NT | | | | Both minors 6/5 | | After 4NT and responses we invert 5 spades and 5NT. DOPI, DEPO | |

Note 1: Transfers in competitive auctions

After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1NT Natural 8-11

After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support , 4-7 or GF with support

After 1♦ and 1M opening and opponents overcall at the 1 level, 2M or 2♣ over 1♦ : Multiple transfers

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After penalty double by LHO: Redouble is penalty try, 2♣ to play but could be start of an escape. Opener only finds out if doubled, 2X natural.

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is shortness 4-4-4 or 3-4-5

3 spades is both minors GF

Note 2: 1♣-2M auctions

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors 2NT: No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♣:

17+, artificial ask After 2♣: 2NT:5+/5+ minors, 3♣/♦ :6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless 1 suiter semisolid+ 3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

Note 3: Ghestem

2 suits 5+5+ tyle: strength to vulnerability

Wide ranging with both Majors

2NT = lowest suits, Cue = Extreme suits

After 1M -3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue= Majors and 3♣ shows clubs and spades 10-14

After 1 club showing 2+ we play 2♣=10-14 5/4M and 2♦=5/5M

After 1 diamond <3 cards we play 2♥ is both Majors 5/5

Note 4: 1♣ -1M:2♣ -artificial GF: usually clubs or balanced

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

Note 5: After we penalty double opponents 1NT

We play system on as if we opened 1NT.

If next hand bids we play as if they overcalled our NT opening

Note 6: 1♦-1M : openers rebid

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣=6+ diamonds, 2♦= 5+ diamonds and 4 hearts 10-14, 2♥= natural reverse

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

Note 7: 1M-2♣ GF usually not 4 card M support (but this is possible)

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

Note 8: 1M-2 under and 1♠-2♦:

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♣: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

Note 9 : Response to 2♣ opening

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

Note 10: Defence to 1♣ opening which can be 2 cards

2♣ = 5/4 Majors 10-14

2♦ = 5/5 Majors

2NT = 5/5 minors

3 minor = intermediate

Note 11: Bidding after 2 Major Opening

2NT enquiry

3 new shortage non minimum

3NT good non shortage

4♣/♦ =6M/5m

2♠ after 2♥ opening is F1.

3♣ after 2♠ opening is 5+ hearts F1

After 1st Favourable 2M opening; New suits natural NF and modified responses to 2NT enquiry

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitational. Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

Note 12: Response to 1M overcall ([Non passed hand)

1) 3rd hand passes

Responses to 1♥ overcall

1♠: 4+ cards F1

2♣ asks range then

2♦: shows 12 plus

2♦: 9-12, 5+ cards in unbid minor

2♣: 6 cards 7-10

Responses to 1♠ overcall

2♣: asks range

2♦: 5+ hearts 9-12 or 13+

2♥: 9-12, 5+ cards in unbid minor

2) 3rd hand bids below 1NT

Transfers from 1NT to 2 under

Transfer shows 8-11 (6m or 5+H) or stronger with 5+ suit

3) 3rd hand bids 1NT or higher

X: Take out

New suit natural F1

UCB usually has 3+ support

Passed Hand: New suits natural constructive and standard UCB