


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
5 cd suit 8+Vul/Vul and non vul; 5 cd suit 10+ Vul/ Non Vul		Lead	in Partner's Suit		Country: Ireland	
2 level overcall sound Vul	Suit	2nd/4th, MDU, low high even numt	High-low Doubleton		Event:	
Ghestem	NT	2nd/4th, MUD, Top of a Sequence	High-low 2 or 4, MUD,		Players: Anna Carr and Margaret Farren	
Intermediate Jump Overcalls 11-15 6 cd suit	Subseq	Lead of Ace asks- Rev Suit Pref, kil				
Weak jump overcall in response to partner's bid.	Other:					
Cue-bid= support and values						
1nt after two suits bid= other suits						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
1nt 15-17	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
1nt in 4th position 9-12 points	Ace	Asks Attitude	Asks Attitude		Strong NT, 5 Cd Major, diamond 4, Multi 2D - either weak 2 in major, acol 2 in minor or 20-22	
2nt - Unusual NT	King	Count	Count		Intermediate 2 overcall 11-15 6 cd suit, 2nt =20-22 5 cd suit, 3rd in hand may be light	
4th seat balancing =10-15 points stopper not guaranteed, system on	Queen	QJ10, Occasionally Qx	Qj10/9+; AQJx+;		8+no vul, 10+ cul.	
	Jack	J109X, Occasionally Jx	HJ10+, J10, J109(8)+, Jx		Unassuming cue bids	
	10	1098X,	as Vs Suit			
JUMP OVERCALLS(Style; Responses; Unusual NT)	9	H98, 987x,	As Vs Suit		1NT Openings: 15-17	
1 Suit: Intermediate 6 cd major or diamond	Hi-x	odd			2 OVER 1 Responses:	
2 Suit: 1H (opps) 3C=5-5 spades and diamonds	Lo-x	Even			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1S(opps) 3C= 5-5 hearts and diamonds					Multi 2Diamonds - either weak 2 in mahor or balanced 20-22	
Reopening:	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Lebansohl	
Ghestem - Cue bid highest and lowest	Suit:1st	Odds and Evens	UDC Odds and Evens	Odds and evens	Ghestem	
2nt lower suits	2nd	Reverse Count			Extended Helvic	
3c higher suits	3rd				Weak jump raises in competition	
Jump Cue: Solid suit elsewhere looking for stop.	NT: 1st	odds and evens	rev count	Odds and evens	1c - 3c Majors, better hearts, 1c - 3d majors better spades	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd				3c = 5 -5 in black suits 3D= 5-5 in red suits up to an opening bid, 3H/3S Pre empt	
Vs weak - Double for penalties	3rd				3nt = long minor no outside ace	
Vs NT - 2C shows hearts and another suit; 2D shows spades and another		Signals (including Trumps): Reverse count. Rev suit pref, odds and evens			4 level openers pre empt	
2H/2S 5+cd suit		Smith Peter in NT, Lo_Hi by either hand in declarer's first suit ENC our lead.				
2NT= 5/5 minors						
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Reopening Double 9+					
Over Weak 2s X=12+ points 2nt=16-19 3nt 19+ to play	Protective Double 9+					
Over Weak 3s X=Opt/Penalties; 3NT to play- optional take out; 4C s	2 suits bid x= other suits			SPECIAL FORCING PASS SEQUENCES		
4nt over 3M or 4h = Minors; 4nt over 4S= any 2 suiter				Negative Doubles		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Aggressive but decent suits if VUL	Negative/Take out Double to 3S					
	Support Double/ Shows honour			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		
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit= F 1 level, Jumps=Pre empt, 2nt good raise to 3,				Psychics:		
Redbl= 8+ points						
NewSuit non forcing						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	x	2	3S	11+ or shape	1 level; 6+, 1nt 6-9; Jump shift weak, 3nt 12-14; 1c-2c 10+, 1c-3c 5 clubs	1nt 12-14, 2 way check back over 1nt rebid	
1D		4	3S	11+	as above		
1H		5	3S	5Hs 11+	normal bidding, cue, splinter, Jacoby -2NT game going and 4 cd support, 3NT=flat hand with 3cd support	bidding aces after 2nt= 3c/3d, 3h=strongest hand 4h weakest hand 3tr -	
1S		5	3S	5S 11+	normal bidding, cue, splinter, Jacoby	bidding aces after 2nt= 3c/3d, 3s=strongest hand 4s weakest hand 3tr - 15-17	
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 with honours	
					4C gerber		
2C	x			23+ game force	2d King at most, 2H 1King, 2S 1 ace and 1 king, 2nt 3 kings, etc	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 pre-empt in minor, 20-22 nt flat	2h less than opener, 2s pass or correct to 4H or minor, 2nt 14+,	over 2nt, 3c/3d pre-empt, 3h/3s weak 2, 3tr 20-22	2d- 3d 6 diamonds weak hand
2H		6		11-15 with 6 hearts	2NT strength asking/3H weak,	over 2NT, 3C weak and one honour, 3D weak with two honours 3H upper range new suit forcing promises 5	
2S		6		11-15 with 6 spades	2NT strenght asking/3S weak	over 2NT, 3C weak and one honour, 3D weak with two honours. 3H upper range	
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		6+		Pre empt			
3 s		6+		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
4 c		7+		Preemptive non vul could be less	4nt asking aces,		DOPI, ROPI, 0314
4 d		7+		Pre empt			Gerber over nt
4H		6+		Pre-empt, stronger when vul, 3rd/4th in hand cut out bid			Splinter 3rd level
4S		6+		Pre-empt, stronger when vul, 3rd/4th in hand cut out bid			Exclusion Key Card
4NT				Asking specific aces,	5c = 0, 5d=ace diamonds etc		KeyCard- 4nt
5C		8+		preemptive non vul could be less			Minorwood
5 D		8+		Preemptive non vul could be less			
5 H				Asking for ace and king of trump			
5S				Asking for ace and king of trump			
5NT				Looking for two aces			