

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Rarely 4 at 1 Level; 5+ at 2 level
New suit F 1R
UCB = normally values usually 3 crd supprt; 2NT= good 4 crd raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
As opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak NV int V;
Ghestem 2NT=lower; 3♣=upper, cue=other. Weak or Strong
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem 2NT=lower; 3♣=upper, cue=other. Weak or Strong
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Weak NT X pen, Multi-Landy unless passed hand when as Strong NT
Vs Strong NT X majors or minors or ♦, 2m m/M, 2M nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
x=TO + Lebensohl (slow shows), over 4♣ x=values, 4NT = TO
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs Strong Club X majors 1NT minors
Over opps' short club (1 or 2) bid at 1 level is natural, at 2 level is Multi Landy, as over a weak NT
Over Multi 2D, X 12-15 bal., bids nat NF, 2N = 16+ bal with responses as 2N
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = balance of points, may have 3 crd support for partner
Bids generally ignore X including over 1NT(x) but XX says bid 2♣ Halmic

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> & 2 <sup>nd</sup>	4 <sup>th</sup> & 2 <sup>nd</sup>	
NT	4 <sup>th</sup> & 2 <sup>nd</sup>	4 <sup>th</sup> & 2 <sup>nd</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev att.	Asks for rev att.	
King	Asks for count	Asks for count	
Jack	Sequence or interior seq.	Sequence or interior seq.	
10			
9			
Hi-X	Doubleton	Doubleton	
Lo-X	3+ to honour	3+ to honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Count	Rev att
Suit 2	Count	Suit pref	Count
3	Suit pref		Suit pref
1	Rev att	Count	Rev att
NT 2	Count	Suit pref	Count
3	Suit pref		Suit pref
Signals (including Trumps): hi-lo suit pref			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles nearly always take-out; -ve to 4♥			
Responsive to 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner against slam			
Lead directing over conventional bid			
Against 3NT X asks for dummy's 1 <sup>st</sup> bid suit or ♠ if no suit bid			
Support doubles and redoubles			

EBL CONVENTION CARD
<b>CATEGORY</b>
<b>NCBO: WALES</b>
<b>PLAYERS: Sophie Cunningham: 902462</b>
<b>Laura Woodruff: 922206</b>
<b>EVENT</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors; 2 over 1
Multi 2♦ (Weak M or 20-21 bal.)
2♥/♠ - 5-4+ in M and m weak
<b>1NT opening: 15-17 may contain 6m or 5M and/or singleton</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses to 1♣
Bergen raises to 1M [1♥ -P- 2♠ invitational 3 card] except if passed hand, when fit jump
2♣ over 1NT is 5 card puppet Stayman.
Ghestem
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Bids mostly ignore doubles
<b>PSYCHICS: Very Rare</b>



Notes:

1. Checkback 2♣/2♦ ( any inv or weak with diamonds/FG) over 1NT rebid or equivalent (e.g. 1C,1H,1S, 1D,1H,1N, or 1H,1S,1N etc.) – after 2C checkback opener must bid 2D then responder shows major holdings
2. If opponents double or intervene over 1♣ opening, system on (i.e. 1♣ (1♦) X= 4+c ♥, 1♥ = 4+♠ etc.) EXCEPT 1♣ – (1♠) – X = 4+ hearts
3. After 1N opener by partner:
  - a. 5 card puppet Stayman.  
1N – 2♣ – 2♥/♠ = 5 card suit  
1N – 2♣ – 2♦ = no 5 card Major, has a 4 card M -- after which// 2♥ = I don't have 4♥but do have 4♠// 2♠ = I don't have 4♠ but do have 4♥// 2N no 4 card M invitational// 3N to play  
1N – 2♣ – 2N = no 4 or 5 card M low end of range  
1N 2♣ – 3N = no 4 or 5 card M top of range
  - b. Transfers  
2♦ and 2♥ = transfer to Major. Opener breaks the transfer with 4 – 2N top of range, 3M low end of range, after which 3D/♥ = retransfer  
2♠ = tr to ♣, 2NT = transfer to D. Complete the transfer with Ax, Kx, Qxx or better. Break if worse.  
4♣ = both majors 5+-5+  
4♦ = transfer to 4♥  
4♥ = transfer to 4♠ - these are weak or strong. After which 4N = RKCB  
4♠ = Standard Blackwood ace-ask
  - c. To invite, go through 5 card puppet Stayman
4. After 2NT, 5 card puppet Stayman is similar  
2NT - 3♣ – – 3♥/♠ = 5 card suit  
2NT - 3♣ – – 3♦ = no 5 card Major, has a 4 card M -- after which// 3♥ = I don't have 4♥but do have 4♠// 3♠ = I don't have 4♠ but do have 4♥// 3N to play (no 4 card M)  
4-level bids as 1NT
5. If they double Stayman (2♣ or 3♣), any bid shows a club stopper and the normal Stayman response; Pass denies a club stopper, then if responder XX opener must show Stayman response. XX by opener is for business: shows a very good club holding and responder may pass unless very unsuitable.
6. 4<sup>th</sup>-seat openings:  
1NT 15-17 system on  
2C system on  
2D 20-21 or 8PT any suit  
2H/S 11-14, 6-card suit  
2NT 22-23 system on  
3 any 9PT
7. Pass-out seat after LHO opens:  
1NT 11-14, may not have a stopper, system on  
2NT 18-20 with 2NT responses  
X may be below opening values (partner will transfer a king)  
Simple overcalls may be below opening values (partner will transfer a king)  
Jump overcalls good opening, good suit at least 5 cards  
Cue bid any 2-suiter (excluding opener's suit)