

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level = 8 – 17 HCP 5+ cards
Responses: New suit NF
<b>RESPONSES</b> 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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18, 4 <sup>th</sup> live 16-19 responses as for 1NT opening <b>Note 5</b>
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 – <b>Note 6</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : lowest 2 suits (5/5 or longer)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
GHESTEM
<b>VS. NT (vs. Strong/Weak; Reopening;PH) ANTI</b>
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
<b>VS. PRE-EMPTS</b>
Double T/O 2NT 15-18 4m Leaping Michaels: 5m 5OM.5- losers
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural v strong 1C 16+ or 2C strong , Jumps preemptive, Double majors , 1NT or 2NT minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX 10+ pts , 2X forcing, 1M (dbl), 'system on' re Bergen responses

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Low from honour	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from bad 4+, top of nothing from bad 3	As above	
Subseq	Remaining count (hi-lo even)		
Other: Ace Attitude , King for count UDCA			
<b>LEADS</b>			
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) ( KQ...)	same	
Queen	QJ (T...) or shortage	same	
Jack	KJT..., JT...	(A/K)JT., JT9..., JT8...	
10	Tx	H109..., 109	
Hi-X	Doubleton OR 2 <sup>nd</sup> from bad suit	same	
Lo-X	MUD	9xx, top of nothing	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL, T/O			
Responsive double through 4♥, often game try when no UCB available			
Support double			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: CBAI</b>
<b>PLAYERS: Suzanne Hill and Máire O'Connor</b>
<b>December 2024: Women's Online Teams</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Strong NT , 5 card majors 2/1 GF, 5542</b>
<b>1♣ 2+ clubs NF</b>
<b>UDCA</b>
<b>Leads 2<sup>nd</sup>/4<sup>th</sup></b>
<b>Discards Odd=Like Even= Suit Pref</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Multi 2D</b> weak 2M or 8 playing tricks in minor, or strong balanced 2NT 20-22, 3NT 25/26 <b>Note 7</b>
<b>2H 5+ Major and 5+ any suit</b> 6-10 pts <b>Note 9</b>
<b>2S 5+ Major 5+ minor</b> 6-10 pts
<b>2NT opening NF</b> – 6-10 pts both minors 5+/5+ <b>Note 8</b>
<b>Fit jumps and fit non jumps</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
after GF has been established
<b>IMPORTANT NOTES</b> Point ranges are indicative only.
<b>PSYCHICS:</b>
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	<b>1D/H/S</b> = nat. 4+ suit, usu. 5+ HCP, <b>1NT</b> = 5-10 HCP, denies 4M. <b>2C</b> 5+ C, no 4M, 5-9 points. <b>2H/S</b> = nat 6c suit, ≤3/4 HCP. <b>2NT</b> = 11-12 bal, denies 4M. <b>3C</b> = 10/11HCP, 5+C. <b>1M</b> can conceal longer D suit if less than inv. <b>Note 1</b>	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.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.	<b>1M</b> = nat. 4+suit, 5+ HCP. <b>1NT</b> = 5-10 HCP, denies 4M. <b>2C</b> = nat, GF. denies 4M. <b>2D 5-9 pts</b> 4+D, no 4M. <b>2M</b> = nat 6c suit, <3/4HCP. <b>2NT</b> = 11-12 bal, no 4M. <b>3D</b> = invitational. <b>Note 1</b>	As above	As above
1♥	No	5	4♥	11-20 1M responses <b>see Note 2</b>	<b>1S</b> = 4+ S, 5+HCP. <b>1NT</b> = 6-11HCP, F1 <b>2C/D</b> = nat, GF. <b>2H</b> = 8/9 HCP, 3H. <b>2S</b> = nat 6c suit, ≤3/4 HCP. <b>2NT</b> = GF, 12+ HCP, 4+H Stenberg. <b>3C</b> = 6-9 HCP, 4H. <b>3D</b> = 10-11 HCP, 4H. <b>3H</b> = ≤6 HCP, 4H. <b>Note 2</b>	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 <b>Note 4</b>	2♣ 3 card Drury System on after double System off after overall. Fit jumps <b>Note 3</b>
1♠	No	5	4♥	11-20	As above – see <b>Note 2</b>	1M 2NT Stenberg GF 4+ support <b>Note 4</b>	As above <b>Note 3</b>
INT	No	1	4♥	15-17 HCP, bal. or semi-bal. Can have 5M or 5m (5332). Responses <b>Note 5</b>	<b>2C</b> = non promissory stayman. <b>2D/H</b> = xfer to H/S. <b>2S</b> =xfer to C. <b>2NT</b> = xfer to D. <b>3m</b> = 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 <b>Note 6</b> 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	<b>2d relay responses</b> 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	<b>2H</b> relay, 2S game try in H, 3H 10/11 pts 3+ of both majors, 3S 10/11 pts 3S and 4H, pass or correct. 2NT=strong enquiry <b>Note 7</b>	<b>Note 7</b>	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. <b>Note9.</b>	2NT enquiry ask range/suit	X asks opener's 2 <sup>nd</sup> 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; then 4c is KC in the minor, 4d is KC in S.	X asks opener's 2 <sup>nd</sup> suit
2NT	√	0		Both minors preemptive 5-10 HCP	<b>3C/5c</b> = pass or correct. 3NT is to play. 4c/d = preempt.. <b>Note 8</b>		
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	<b>HIGH LEVEL BIDDING</b>	
4♥/♠	No	7+		To Play	4NT = RKCB	RKCB (1430) Majors , Minorwood <b>Note 10</b> 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	
5♣/♦	No	8+		Pre-emptive/to play			

**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); 2/1 GF off.

Systems off after their overcall, except: Stenberg ON.

Fit jumps and fit non-jumps after opp's overcall; also after we 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 (3<sup>rd</sup> 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♦ singleton ask (3♥ (club singleton), 3♠ (diam singleton),

3NT (singleton OM), 4x control)

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

3H (club singleton), 3♠ (diam singleton), 3NT (singleton OM), 4x

control

3♥ club singleton 15+

3♠ diam singleton 15+

3NT other major singleton 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, including asking for 4/5 card M
- 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♥, then 4NT RKC or pass; opener, after 4d, with 3H and max bids 4NT RKC
- 4♥ Texas raise to 4♠ then 4NT RKC or pass; opener, after 4H, with 3S and max bids 4NT RKC.
- 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; can play 3 level+ opposite a weak 2H, so 3+H, 7 losers max

- Responses as above except
- 3♥ minimum weak 2H
- 4♥ maximum weak 2H

3H 3H and 3S, 10/11 pts

3S 3S and 4H, 10/11 pts.

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 in bid minor

## 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 openers 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