DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 1 level < 18 HCP 1NT OVERCALL (2nd/4th Live; Responses; Reopen Immediate = 15/18 systems on: Tx to their suit = shor Protective = 11/16, then 2♣ = enquiry: responses: 2 11/12, 2♥ /♠ /NT = 13/14 NAT, 3any= 15/16`, 3 of thei Istavman Sandwich 1NT = 16/18 systems off, 3M = GF, Cue (asks for M) then 3M invitational JUMP OVERCALLS (Style; Responses; Unusual N Weak in principle except 4th seat 2NT lower 2 suits (5+/5+) 1x - 3♣ or 1♣ - 2♦ = Higher 2 suits (5+/5+) Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Rec Direct cue = extremes (5+/5+)Jump cue = asks stop Except 1♣ - 3♣ = NAT over short club (2+) 1X-P-1Y L 2X = other two suits 5+/5+. 2Y = NAT**1**♣-P-1♦ (TX) X = TO of ♥, 1 = ♥ NAT 2♥ = NAT , 2♦ **I** VS. NT (vs. Strong/Weak; Reopening;PH) DBL= Penalty 2♣ = both Majors (4+/4+) 2♦ =1 Major: 2NT= Enquiry (3♣/♦ Min ♥/♠. 3♥/♠ Good 2 M = 2 Major= 5+M/4+minor 2NT = Minors By PH: X = MM or mm, 2♣ = NAT

X = both Majors

2M-1

1NT = both Minors

Transfer responses after X of our 1M opening from 1NT to

OVER OPPONENTS' TAKEOUT DOUBLE

Fit Jumps by passed hand, Else system on .

]]
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	NT
Immediate = 15/18 systems on: Tx to their suit = shortage	Subseq
Dretestive = 41/40 then 20 = anguing reconstruction	Other: I
Protective = 11/16, then 2 = enquiry: responses: 2 =	A from
11/12, 2♥ /♠ /NT = 13/14 NAT, 3any= 15/16`, 3 of their suit =	LEADS
stayman	Lead
Sandwich 1NT = 16/18 systems off, 3M = GF,	Ace
Cue (asks for M) then 3M invitational	King
	Queen
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack
Weak in principle except 4th seat	10
2NT lower 2 suits (5+/5+)	9
1x - 3♣ or 1♣ - 2♦ = Higher 2 suits (5+/5+)	Hi-X
Reopen:	Lo-X
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNA
Direct cue = extremes (5+/5+)	
Jump cue = asks stop	
Except 1♣ - 3♣ = NAT over short club (2+)] 1
1X-P-1Y L 2X = other two suits 5+/5+, 2Y = NAT	Suit 2
1 ♣-P-1♦ (TX) X = TO of ♥, 1 = ♥ NAT 2♥ = NAT , 2♦ NAT] 3
VS. NT (vs. Strong/Weak; Reopening;PH)] 1
DBL= Penalty	NT 2
2♣ = both Majors (4+/4+)] 3
2♦ =1 Major: 2NT= Enquiry (3♣/♦ Min ♥/♠, 3♥/♠ Good)	Signals
2 M = 2 Major= 5+M/4+minor	UDCA
2NT = Minors	Signals
By PH : X = MM or mm, 2♣ = NAT	DOUBL
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = T/O: 2NT=15/18	TAKEC
Cue = Strong T/O or stop ask in M	T/0 to 4
Leaping/Non-Leaping Michaels(4m = m+OM 5+/5+ GF)	Suppoi
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Lead d
X = both Majors	Lightne

LEADS AND SIGNALS									
OPENIN	IG LEA	DS STYLE							
	I	Lead	In Pa		artner's Suit				
Suit	-	3rd/5th from H		3rd/5th from H, xXx, Xxx if supported					
NT	4	4th (2nd from bad suit)		4th (2nd from bad suit					
Subseq		Low rev attit	tude						
Other: k	for Re	v Count/UB	3: A/Q for R	lev A	TT				
A from A	٩K								
LEADS			<u> </u>						
Lead		Vs. Suit		Vs. NT					
Ace		A or AKx(x)		A or AKx(x)					
King	1	AK or KQ or Kx		AK or KQ asks CT or UB					
Queen		KQ, QJ		KQ, QJ					
Jack		J10x, KJ10x, Jx		J10x: (H)J10x					
10		10x: 109x H109x		10x:1098(x) (H)109:(x)					
9		9x, 98x, (H)98x		9X, (H)98x:					
Hi-X		Xx, xXx(xx)		Xx, xXx(xx)					
Lo-X	Lo-X HxX(x) Hxxx			Нхх	x X(x)				
SIGNAL	S IN O	RDER OF P	RIORITY						
	Partner	r's Lead	Declarer's Lead		Discarding				
1	Rev co	ount ex AQ	Rev count		Low ENC / rev count				
Suit 2	uit 2 SP		SP						
3	3 Low ENC								
1 Rev count ex AQ		Rev Smith		Low ENC / rev count					
NT 2	IT 2 SP		Rev CT						
3	3 Low ENC		SP						

s (including Trumps):

A, SP (including trumps), Rev Smith by both as needed Is only when helpful to defence

LES

OUT DOUBLES (Style; Responses; Reopening)

4♥ inclusive

ort DBL/RDBL= 3 of responder's suit (2-level)

directina

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

DOPI: Dbl = 0: Pass = 1 1st step = 2 no Q. 2nd step = 2+Q DBL for unusual lead = Lightner Double

EBL CONVENTION CARD ❖ ◆ ▼ ❖

CATEGORY: Green NCBO: Ireland

PLAYERS: Joan Kenny & Jeannie Fitzgerald

EVENT Women

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors, 2/1 GF (except 2C = 3 card Supp INV+ or NAT

1NT=15/17 (may include 5M, 6m)

1♣ = 2+♣ ,NF (when 4432)

Inverted minors, does not deny 4M, on over X, usually GF. INV by passed hand

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 → = multi: weak M/ 8 playing tricks in any suit/ or 22-23 BAL

2♥ = ♥ + minor: 6/10 HCP 5+/ 5+

2♦ = ♦ + another: 6/10 HCP 5+/ 5+

Third hand openings can be light

1♣ - 1M (may skip ♦ suit if not GF)

SPECIAL FORCING PASS SEQUENCES

After GF response (2/1, Jacoby)

After inverted minor

After 2♣ opening

MPORTANT NOTES

Lebensohl: Fast arrival No Stop, after interference over our 1NT. Over partners X of opponents 2 level pre-empt opening. Cheapest of 2NT or 4th suit may be weak after partner's reverse

All other bids are F

When Partner overcalls 1NT and opps support.

Ea 1X-1NT-2X-2NT = Lebensohl

Good / Bad 2NT: by Opener After RHO overcalls at 2-level shows a desire to compete to the 3 level.

Other bids show extra

Fit Jumps: on over overcall or by passed hand after partner opens IM. Should have good 5+ card suit with 2 top honours

PSYCHICS: very rare

OPENING	ARTIFICIAL	CARDS	NEG X TO	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		2	4 🔻	NAT or 4432, 4333 11-22 HCP	1NT=6/10, 2♣=12+, 2NT = NAT INV 2 ◆/▼/♠ < 8HCP 6-card suit, 3/4M = to play	1	1 2.by passed= INV
1 •	N	4	4 🔻	11-22 HCP	1NT=6/10, 2♦=12+, 3♣ = limit raise in ♦ 2 ♥/♠ < 8HCP 6 card suit, 3/4M = to play	1♦ - 2♦, 4♦ RKCB 0314	1♦ - 2♦ by passed = INV
1♥	N	5	4 🔻	11-22 HCP	2♣= ART 3 card INV+ or NAT GF, 2NT=GF, 3♣=10/11 , 3♦= 7/9: (4+♥) 3♠/4♠/4♦ = SPL	1♥ - 2♠, 2♦= ART GF, 2M = not accept 1♥ - 2NT, 3♠=Min. 3♦=Non-min no SPL 3♥/♠=SPL ♠/♦,3NT=SPL OM,4♥=void OM	Rev 2-way Drury:2♣/♦: 9+HCP 3/4♥s then 2♥ rebid NF
1 🛦	N	5	4 🔻	11-22 HCP	2♣= ART 3 card INV+ or NAT GF : 2NT=GF, 3♣=10/11HCP, 3♦= 7/9: (4+♠)	1♠-2NT, 3♠=min, 3 ♦=non-min no SPL 3♥/♠=SPL ♠/♦, 3NT=SPL M, 4♥=void M	Rev 2-way Drury:2♣/♦: 9+HCP 3/4≜s then 2♠ rebid NF
1NT			3 🏔	15-17 HCP may have 5M, 6m	2♣=Non-Prom Stay: 2♦=♥TFR 2♥ =♠TFR: 2♠ = ♠TFR, 2NT = ♦TFR 3♠/ ♦ = NF/GF minors 5+/5+ 3♥/♠ = Singleton (13)(45) 4♣/♦ = ♥/♠, 4♥/♠= ♣/♦	SMOLEN: 1NT- 2♣, 2♦ - 3♥(4♥ 5♠) over 2♣ 3M = 5M max, 2NT = 5M non max Accept m TFR with support super-accept M TFR with 4: 3M=min, 2NT=non-min	
2*	Yes	0		24+ or BAL or any GF	2♦ = 4+HCP,2 ♥<4 HCP, 2NT=5+♥ 8+HCP	Jump by Opener sets suit	
2 •	Yes	0		Weak M,8 PT any, BAL 22/23	2/3/4♥ = P/C, 2♠ = INV in ♥, 2NT = INQ, 3♣/♦ F1	2NT:3♣=MAX wk M, 3♦/♥ = ♥/♠, 3♠ = 8 PT minor, 4M = 8 PT NAT. with GF H bid 2NT	
2♥		5		5+♥ & 5+m 6-10 HCP	2NT= INQ, 3♣ = P/C other new suit F1		
2.		5		5+♠ & 5+other 6-10 HCP	2NT= INQ, 3♣/♦ = INV in ♥/♠, 3♥ F1		
2NT				20-21 BAL/Semi-BAL	3♣ = suits upwards 3♦/♥ = TFR: 3♠ = relay, 3NT=5♠+4♥ 4♣/4♦ =♥/♠ TFR (spare bid=cue):4♥/♠ = ♣/♦ (similar over o/c or rebid showing 22+)	2NT-3♣, 3M – 4♣/♦ = cue 3m - 4m = 0314 RKCB 3M - 4oM = 1430 RKCB 2NT-3♣-3NT 4♣/♦ = NAT Slam-Try, 4 ♥/♠ 5/4 m SPL S-T 4NT = 5/5 m S-T	
3 .		6		PRE	New suit = F1 except 4♦ asks for keys	Over 4 • - 0, 1, 1+Q, 2, 2+Q	
3♦		6		PRE	New suit = F1 except 4♣ asks for keys	Over 4.4 - 0, 1, 1+Q, 2, 2+Q	
3♥		7		PRE	New suit = F1 except 4♣ asks for keys	Over 4.4 - 0, 1, 1+Q, 2, 2+Q	
3♠		7		PRE	New suit = F1 except 4♣ asks for keys	Over 4.4 - 0, 1, 1+Q, 2, 2+Q	
3NT				Solid Minor	4♦ shortage ask 3NT-4♣/5♣/ 5♦ = P/C	Over 4♦ 4♥/♠ /50m shows, 4NT no shortage	
4 .		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4 •		7		PRE			
4NT				Specific Ace ask		HIGH LEVEL BIDDING	
5 .		7		PRE		RKCB = 1430, Exclusion/Minorwood RKCB=03	314
5♦		7		PRE		DOPI, ROPI.	
5♥				NAT	6♥ = A/K, 7♥= AK	CUE: 1st & 2nd equally below game	
5♠				NAT	6♠ = A/K, 7♠ = AK		
5NT			1	Both minors			
6 .							