

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light style NV, 7-15 in general.
Responses:
New suit = F1, 2N response to Major overcall = 4 card fit
Cue = either good 3 card raise for Major or any strong hand, good raise+ or NT probe for minor.
Jump Raise = PRE.
In balancing position: 10-15
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 2 nd , 11-14 4 th .
Responses: Stayman, Transfers as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except at Adverse and re-opening in 4 th , when Intermediate
2NT jump overall. Unusual 2 nd . NAT 4 th
Reopen: 2NT = 19-21 BAL. Stayman, Trsfrs & Minor Suit Stayman
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, weak or strong
Jump Cue over Major asks for stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = ♥&♠, 2♦ =a Major, 2♥,♠=M&m
DBL = penalty
Re-opening same.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O except of 4♠ in 2 nd is penalty
4♣/♦ = Leaping and Non-Leaping Michaels
NT = NAT with system on
LEB over Partner's T/O X of Weak 2M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: Double Majors, NT minors, Simple O/C = NAT, 2♣=Blacks,
2♦=Reds, 2♥,♠= Weak Jump O/C
OVER OPPONENTS' TAKEOUT DOUBLE
Suit Bid = NAT, F1
RDBL = 9+, penalty oriented
Fit Showing Jumps are generally 5+ cards with 4 card support of Major, 5 card support of minor
Jump Raise = PRE
Jump to 2NT over Major = Good raise to 3+ level

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	3 rd & 5 th	
NT	2 nd & 4 th	3 rd & 5 th	
Subseq		Std count of remaining cards	
Other: MUD not played			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax(+)	AKx; Ax(+)	
King	KQ; AK; KQ10; KQx	Asks for UNBL of Q or CT	
Queen	QJ; QJx(x)	Asks for UNBL of J or CT	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+);KJ10x(+)	
10	109; 109x(+);H109x(+);10x	109; 109x(+);H109x(+);10x	
9	9x; 98x(+)	9x; 98x(+)	
Hi-X	Sx;	Sx;	
Lo-X	HxS; HxxSx(+); xxxSx(+)	HxS; HxxSx(+); xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi =even	Same	Same
Suit 2	Hi-Lo=encouraging		
3	S/P		
1	Hi =even	Same	Same
NT 2	Hi-Lo=encouraging	Hi = Smith	
3	S/P		
Signals (including Trumps): Trump Peter shows odd number of Trumps			
Reverse Smith Peters v NT – Lo encourages suit led, Hi asks for switch			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light NV. Sound VUL.			
Responses; Cue = G/F, Jump = INV			
Re-opening: May be 3 HCP lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Responsive double denies 4 of other Major			
Repeat same suit double by NEG doubler = T/O			
NEG DBL either shows BAL hand or unbid suits			
Competitive double generally shows 4 th suit and values			

EBL CONVENTION CARD
<p>CATEGORY: Green</p> <p>NCBO: England</p> <p>PLAYERS: Trevor Ward, John Hassett</p> <p>EVENT (Seniors)</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE - NAT
1♣/1♦ = 3+ cards
1♥/1♠ = 5 card Major, 1N response can be up to 11 HCP
1NT = 15-17
2♣ = Strong
2/1 FG
Light openings and O/Cs when NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Multi, Weak 2M 7-9 or Strong 2m 19-21
2♥/♠ = 5M & 5+m, 7-9
1♣-2♦ & 1♦-2♥ = 4♥ & 5♠, 8-10
1♣-2♥/♠ & 1♦-2♠ = WJS
1♣-1♦ = NAT or ♣ support
1♦-3♣ = 4+♦, 11-12, INV
SPECIAL FORCING PASS SEQUENCES
In FG situations
After 1NT (DBL), Pass is F showing values, Opener has to RDBL
IMPORTANT NOTES
4SF at 2 level is forcing to 2NT or suit agreement
At 3 level, it is FG.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	NAT or Weak NT or Strong BAL	1♣-1♦ = either NAT or a non G/F hand with ♣ support 1♣-2♣ = Inverted, 4+ card support, 13+, G/F 1♣-2♦ = 4♥ & 5♠, 8-10 1♣-2♥, ♠ = WJS, 1♣-3♣ = PRE	NAT Stoppers NAT NAT	FSJs only apply in competition Passed hand bidding is same as non-passed hand except G/F bids become INV
1♦		3	4♠	NAT or Weak NT or Strong BAL	1♦-2♣ = NAT, FG 1♦-2♦ = Inverted, 4+ card support, 13+, G/F 1♦-2♥ = 4♥ & 5♠, 8-10 1♦-2♠ = WJS, 1♦-3♣ = 6/7 cards, c10 HCP, INV 1♦-3♣ = 4+♦, 11-12, INV. 1♦-3♦ = PRE	NAT, jump rebids in new suit = shortage Stoppers NAT NAT Stoppers	FSJs only apply in competition Passed hand bidding is same as non-passed hand except G/F bids become INV
1M		5	4♠	NAT, 5+♥	1N = up to 11 2/1 = FG 2N = 4(3) card support, Jacoby 3♣ = 6/7 cards, c10 HCP, INV 3♦ = 3 card support, 10-11 HCP, INV 3♥ over 1♠ = INV. 3M over 1M=INV, 4 card support	2N = 18-19, 5332. 3N = 18-19, 6332. NAT, jump rebids in new suit = shortage New suit = shortage, non-min Stoppers NAT	FSJs only apply in competition Passed hand bidding is same as non-passed hand except G/F bids become INV
INT		May contain singleton Honour		15-17 BAL	2♣ = Stayman, 2♦/♥/♠/NT = Transfers, 3♣ = 5+4 both minors, FG, 3♦ = 5+/5+ both minors, FG 3♥/♠ = shortage, FG, 4♣/♦ = Transfers to ♥/♠ 4♥/♠ = PRE	Smolen after Stayman, NAT after Major suit transfers, completion of minor suit transfer = fit, shortage after minor suit transfers NAT, cue Pass	DBL of NAT suit = T/O, DBL of CONV suit = 4+ cards. Trsfirs after 2 level overcalls of 1NT, LEB. After 1N-(DBL), Pass=values, F; RDBL=weak,5 card suit; BID=weak, 2x4+card suits; 2N=values, both m.
2♣	√			Strong, F1	2♦ = neg. Then, 2N/3N rebid=23-24/27-28 respectively	2♣-2♦-2♥ Kokish, demands 2♠. Then, 2N=25-26	In COMP, Pass=0-4, DBL=5-7
2♦		6		Multi, Weak2M 7-9 or Strong 2m 19-21	2♥/♠ = P/C. 2N = 14+, enquiry for suit and strength, 3♣/♦ = 6+ cards, N/F 3♥/♠ = P/C. 4♣ asks for suit below M, 4♦ asks for M. 4♥/♠ = 7+ cards, to play.	2♦ - 2N - 3♣/♦ = Weak 2 in ♥/♠, MIN 2♦ - 2N - 3♥/♠ = Weak 2 in ♠/♥, MAX 2♦ - 2N - 3N = Strong 2m, 2236 2♦ - 2N - 4m = Strong 2m, UNBAL	
2♥		5		7-9, 5♥ and 5+m	2♠ = NAT, strong suit, 6+ cards, F1. 3♣ = PoC 3♦ = NAT, strong suit, 6+ cards, N/F 2N = relay for minor. 3♥ = PRE (5-9). 3♠/4♣/4♦ = Not Used 4♥ = to play, may or may not be PRE. 4♠ = 7+ cards, to play	NAT Pass, other bids show fit Over 2N, bid minor, jump only with exceptional length and max	
2♠		5		7-9, 5♠ and 5+m	3♣ = PoC, 3♦ = NAT, strong suit, 6+ cards, N/F. 3♥ = NAT, strong suit, 6+ cards, F1. 2N = relay with values for 2 nd suit. 3♠ = PRE (5-9). 4♣/4♦ = Not Used 4♥ = 7+ cards, to play. 4♠ = to play, may or may not be PRE	Pass, other bids show fit Raise with doubleton Over 2N, bid minor, jump only with exceptional length and max	
2NT				20-22 BAL	3♣ = Stayman, 3♦/♥ = TRF to ♥/♠, 3♠ = minor suit Stayman, 4♣/♦ = TRF to ♥/♠, 4♥/♠ = ♣/♦ respectively, 6+ card suit, slambitious	Smolen after Stayman, completion of transfer = fit	19-21 4 th system on
3♣,♦,♥,♠		6		PRE	New suit F1	Raise with doubleton	
3NT		7		Solid minor, few O/S values	4♣ = P/C. 4♦ Asks for singleton or void. 4♥/♠ = 6 cards, to play opposite doubleton. 5♣/♦ = P/C	NAT	
4♣,♦,♥,♠		7		PRE		HIGH LEVEL BIDDING	
4NT						RKCB (1430) except for ♣ when 3041. DOP1, ROP1 after interference.	
5♣,♦		7		PRE			
5♥,♠							