

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light style NV, 7-15 in general.
Responses:
New suit = N/F over 1 level overcall but F1 over 2 level overcall. 2N response to Major overcall = 4 card fit
Cue = either good 3 card raise for Major or any STR hand, good raise+ or NT probe for minor.
Jump Raise = PRE.
In balancing position: 10-15
1NT 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)
WK, good playing strength vul. Re-opening in 4 th is Intermediate
2NT jump overall. Unusual 2 nd . NAT 4 th
Reopen: 2NT = 18-19 BAL. Stayman, Trsfrs & Minor Suit Stayman
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump Cue of Major = ASK for stopper for 3NT, Jump Cue of minor = PRE
If Oppo have bid 1 suit, cue = Michaels.
If Oppo have bid 2 suits, cue = NAT.
VS. NT (vs. STR/WK; Reopening;PH)
Multi-Landy: 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 Michaels, 5+♣/♦+5M but not Non-Leaping=NAT
NT = NAT with syson
LEB over Partner's T/O X of WK 2M. 2N demands 3♣, then pass, 3♦, 3oM are WK, 0-6, cue=stopper & 4oM. Forced direct 3 bids are 7+ HCP. Direct cue=no stopper & 4oM, G/F.
VS. ARTIFICIAL STR OPENINGS- i.e. 1♣ or 2♣
1♣: Double Majors, NT minors, Simple O/C = NAT,
2♦,♥,♠= WK Jump O/C
OVER OPPONENTS' TAKEOUT DOUBLE
Suit Bid = NAT, F1
RDBL = 10+, penalty oriented, generally no fit
Fit Showing Jumps are generally 5+ cards with 3 card support of Major, 4 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	2 nd & 4 th	2 nd & 4 th	
NT	2 nd & 4 th	2 nd & 4 th	
Subseq		Std count of remaining cards	
Other: K strong vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax(+)	AKx(x); Ax(+)	
King	AK; KQ10; KQx	Asks for UNBL of Q or CT	
Queen	QJ10; QJx(x)	KQx(x)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+);KJ10x(+)	
10	109; 109x(+);H109x(+);10x	109; 109x(+);H109x(+);10x	
9	9x; H98x(+)	9x; H98x(+)	
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	Low = encouraging	Same	Same
Suit 2	Hi-Lo=discouraging		
3	S/P		
1	Low = encouraging	Same	Same
NT 2	Hi-Lo=discouraging	Hi = Smith	
3	S/P		
Signals (including Trumps): Trump peter shows odd number of Trumps. Trump non-peter shows even. Trumps sometimes used for S/P.			
Smith Peters v NT – Hi encourages suit led, Lo asks for switch			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light NV. Sound VUL.			
Responses; Cue = FG, Jump = INV			
Re-opening: May be 3 HCP lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Responsive double = After T/O DBL of 1M, shows 4OM			
Repeat same suit double by NEG doubler = T/O			
NEG DBL either shows BAL hand or the 2 unbid suits			
Competitive double generally shows 4 th suit or 5/4 in other 2 suits and values			

EBL CONVENTION CARD	
CATEGORY: Green	
NCBO: England	
PLAYERS: Trevor Ward (63728), Rob Cliffe (16537)	
01/01/2022	
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	
2/1 FG	
Light openings and O/Cs when NV	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦,♥,♠ WK 2M 7-9	
1♣-2♦,♥,♠ = WJS	
1♦-2♥/♠ = WJS	
1♣,♦ - 2♣,♦ raise = inverted, 11+, INV+, F1	
1♦ - 3♣ = 7(6)+♣, c10 HCP, INV	
1♥,♠-3♣,♦ = 7+ cards, c10 HCP, INV	
After 1NT (DBL), Pass=F, RDBL=WK showing a 5 card suit, 2 of a suit is WK showing lower of 2x4+ card suits	
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 WK NT or STR BAL	1♣-2♣ = Inverted, 11+, F1 1♣-1N = 6-10, no Major, 1♣-2N = 11-12, no Major, 1♣-2♦,♥,♠ = WJS, 1♣-3♣,♦,♥,♠ = PRE, 1♣-3♦,♥,♠ = Splinter, <12.	Stoppers NAT 2♣ Checkback, 11+, over Opener's 1N rebid 3♣ Checkback over Opener's 2N rebid	FSJs only apply in competition Passed hand bidding is same as non-passed hand except may be 1-2 HCP less
1♦		3	4♠	NAT or WK NT or STR BAL	As above, except: 1♦-3♣ = 7(6) cards, c10 HCP, INV, 1♦-3♦ = PRE.	Stoppers NAT 2♣ Checkback, 11+, over Opener's 1N rebid 3♣ Checkback over Opener's 2N rebid	FSJs only apply in competition Passed hand bidding is same as non-passed hand except may be 1-2 HCP less
1M		5	4♠	NAT, 5+♥	1N = up to 11, 1M - 2♣,♦, 2♥ (over 1♠) = NAT FG, 2N = 4+ card support, Jacoby, 2♠ over 1♥ = WJS, 3♣,♦ = 7 cards, c10 HCP, INV, 3♥ over 1♠ = INV, 6 card suit, 3♠ over 1♥ and 4♣/♦ = Splinter, <12, 3M raise = INV, 10/11, 4 card support	Opener's rebids: 2N = 18-19, 5332, 3N = 18-19, 6332 NAT 2♣ Checkback, 11+, over Opener's 1N rebid 3♣ Checkback over Opener's 2N rebid	FSJs only apply in competition Passed hand bidding is same as non-passed hand except may be 1-2 HCP less
INT		May contain singleton Honour		15-17 BAL	2♣ = Stayman, 2♦/♥ = Transfers, 2♠ = 5/5 minors, WK or STR, 2N = 5+4 both minors, FG or weak 6 card minor, 3♣/♦ = 6 cards, INV, 3♥/♠ = shortage, 1453 or 1444, FG, 4♣/♦ = Transfers to ♥/♠, 4♥/♠ = PRE to play	4N = RKCB over NAT suit but quantitative over non-NAT suit, e.g. a transfer	DBL=T/O of NAT suit, penalty of CONV bid, LEB, slow shows, After 1N-(DBL), Pass=6+, F; RDBL=WK,5 card suit; BID=WK,2 suiter; 2N=values, both m
2♣	√			STR, F1	2♦ = neg. Transfer +ves, 8+HCP: 2♥=5+S, 2♠=5+♣, 2N=5+♥, 3♣=5+♦, 3♦=8+BAL, 4bids=singleton in 4441	Over 2♦, 2N/3N rebid=23-24/27-28 resp. Over 2♦-2♥-2♠, 2N/3N rebid=25-26/29-30 resp.	In COMP, Pass=0-4, DBL=5-7, bid = positive.
2♦		6		WK2 7-9	2N = 14+, enquiry for suit and strength. New suit = NAT, F1. Raise = PRE Jump in new Major = NAT, 6+ card suit, G/F 4♣=Splinter, max. Jump to Game in new suit = to play	Opener's rebids over 2N enquiry: 3♦ = min, 3 new suit = feature/fragment, max	
2♥		6		WK2 7-9	2N = 14+, enquiry for suit and strength. New suit = NAT, F1. Raise = PRE Jump in new Major = NAT, 6+ card suit, G/F 4♣/♦=Splinter, max. Jump to Game in new suit = to play	Opener's rebids over 2N enquiry: 3♥ = min, 3 new suit = feature/fragment, max	
2♠		6		WK2 7-9	2N = 14+, enquiry for suit and strength. New suit = NAT, F1. Raise = PRE Jump in new Major = NAT, 6+ card suit, G/F 4♣/♦=Splinter, max. Jump to Game in new suit = to play	Opener's rebids over 2N enquiry: 3♠ = min, 3 new suit = feature/fragment, max	
2NT				20-22 BAL	3♣ = Puppet Stayman for 5CM, 3♦/♥ = TRF to ♥/♠, 3♠ = Minor Suit Stayman (MSS)		18-19 4 th syson
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 (3014). DOP1, ROP1 after interference.	
5♣,♦		7		PRE		1 st cue by strong hand is in suit below weakness.	