

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
1 level usually 5 cards: 7---17 HCP. 2 level constructive.
Responses: New suit constructive but NF
Cue bid shows 10+ HCP 3 cards support, or 13+HCP any
Jump shift promises fit. Jump cue shows 6-9HCP w/support.
After 1M overcall: 2NT=4 card raise INV+ (Stenberg; <b>Note 3</b> )
Against 1C – transfer overcalls, X= (semi)balanced hand ( <b>Note 8</b> )
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18, responses as for 1NT opening.
Over 1C: 2 <sup>nd</sup> 12-14 if non-vul (see note 8).
(1C)-1NT may only be semiBAL, may not have club stop (Note 8)
4 <sup>th</sup> 13-16, responses as for 1NT opening
Passed hand 1NT shows the other 2 suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Over 1D/H/S: weak 6-10 HCP (6-12 HCP opposite passed hand)
Over 1D/H/S: Cue=Higher suits, 2NT lower suits, 3C=extreme suits
Over 1C:2D Multi and 2H/2S/2NT 55 2-suiters ( <b>Note 8</b> )
Reopening: Intermediate jumps (11-16), 2NT 19-21 HCP System on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue Bid = higher two suits
Jump Cue asks stop, usually with source of tricks for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ majors 4+ 4+, 2♦ single suited major, 2M 5M and 4+ minor, 2NT both minors at least 54, 3X Pre
Double of weak NT (13-15 HCP or less) is penalties
Double of strong NT (14-16 HCP or more) or of weak NT by an already passed hand shows one of:
(i) 10+ HCP (6+m or 5+m/4M) or (ii) 14-18 HCP with 5 card major or (iii) 19+ HCP balanced. Advancer's 2C is pass/correct, 2D is enquiry (can play at least 3 of partner's minor opp. weakest hand).
<b>VS. PRE-EMPTS</b>
Double T/O v weak 2M or 2 suiter with known anchor suit.
(Over weak 2M) 4m shows 5OM+5 of bid m, 5- loser hand.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2C strong Jumps preemptive, Double majors , NT minors
Then NT responses are UCB
X 1C strong - Keto defence Note 9
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♣ X, transfers from 2C upwards
Special developments after 1D(X) Note 10
After 1M(X), transfers up to 2M-1, and 2M is obstructive 4-7HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
<b>Suit</b>	3 <sup>rd</sup> /Low	Same	
<b>NT</b>	4 <sup>th</sup> from honour, 2 <sup>nd</sup> from 4+ without honour, top of xx/xxx	Same	
Subseq	Remaining count (hi-lo even)		
Other: Ace Attitude King for count UDCA			
<b>NT King asks for unblock or count Queen (may have K) asks attitude</b>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+) Ax(+)	AKx(+) Ax(+)	
King	AKx (+)AKQx(+) KQx(+) AK	AKJTx (+) KQT9(+)	
Queen	QJx(+) QJ	KQx+ QJ(+)	
Jack	JTx(+) or JT or KJTx(+)	JTx(+) or Jx or AQJTx(+)	
10	T9x(+) or 10x	T9x(+) or HHTx(+) or Tx	
9	9, 9x, HT9(x+)	9, 9x, 9xx, HH9+, HT9+	
Hi-X	xxSx, Sx, xxSxxx, HxSxxx	Sx, Sxx, xSxx+	
Lo-X	HxS, HxSx, xxS, xxxS, HxxxS	HxxS(+), HxS, xxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Disc, except on K lead (Hi=Odd)	Hi/Lo = Odd	Hi/Lo = Odd
Suit 2	Hi/Lo = Odd	S/P	
3	S/P		
1	Hi=Discrg, except on K lead (Hi=Odd)	Hi = Odd (but Smith at trick 2, as below)	Hi = Odd
NT 2	Hi/Lo = Odd	S/P	
3	S/P		
<b>Signals (including Trumps): UDCA , Discards Even=like, Odd=Suit Pref</b>			
Smith Signal v NT: At trick 2, lo=enc in our led suit by both partners			
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>			
May be light with perfect shape, equal level conversion up to 3D			
Cue bid forcing to suit agreement			
Double in reopening position may be weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL, Higher double = cards, co-op T/O			
Responsive double through 4♥, often game try when no UCB available			
Higher double card showing (transferable values)			
Most low level doubles = take out			

EBL CONVENTION CARD
<b>CATEGORY: Red 1 (multi-way 1C opening)</b>
<b>NCBO: CBAI</b>
<b>PLAYERS: David Dunne and Martin Brady</b>
<b>Camrose Trophy 2023</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
<b>5 card majors and Strong NT with 2/1 GF</b>
<b>Multi , Polish style 2M's and transfer pre-empts</b>
<b>1♣ similar to Polish club</b>
Bal (10-13 NV or 11-14 Vul, 18-20, 23+ HCP) or 11-24 short ♦ (4415 minus a card) or GF any suit(s) or 17-20 5♣+ clubs 4M
1♦ natural 4+♦s unbal, may have longer clubs
2 <sup>nd</sup> /4 <sup>th</sup> NT 3 <sup>rd</sup> /5 <sup>th</sup> Suit UDCA
<b>Discards Even=like Odd=Suit Pref</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer Pre-empts 3C through 3NT (3S shows unspecified solid minor, 3NT shows unspecified broken minor)
Transfer overalls of any 1C opening and weak 1NT overall of 1C when non-vul (see note 8)
Special defence to artificial 1D openings (note 9)
1S/1NT responses to 1H inverted (1H-1S 6-12 with <4 spades, 1H-1NT shows 4+ S and 6+HCP, FIR unless by passed hand)
Special responses to 1C – see note 1
Fit-showing jump shifts in competition
Multi 2D overcall of 1C opening (see BS form)
2NT opening weak pre-empt any suit (see BS form)
<b>SPECIAL FORCING PASS SEQUENCES</b>
If hand ownership is established and opps compete,
Pass is forcing and asks penalty double;
Double looks to bid on. Pass and pull is a slam try.
<b>IMPORTANT NOTES</b> Point ranges are indicative only.
We evaluate flexibly based on trick-taking potential.
<b>PSYCHICS:</b> MB hasn't psyched since spring 2017
DD has never psyched in MB's experience in this partnership

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	4♥	Bal (11-14 Vul/10-13NV,18-20, 23+ HCP) 11-24 HCP, 4414/4405/(43)15 17-20 HCP 5♣+ clubs 4M Acol Two+ any suit(s)	<b>Note 1</b> - 1♦ 0-6 HCP or no 4M 7+ HCP, 1M 6+HCP (may have 5+m), 1NT 8-11, 2C GF 5+4+ minors or bal 2D/2H transfers to 6+M 4-9HCP or GF 2+ top hon, 2S GF transfer to 2NT may have 6+m, 3any PRE, 3NT to play, 4♣=4H, 4♦=4S	After 1♦: 1M 3+ cards weak bal or 4414 11-16HCP,1NT 18-20, 2C ask controls, 2D 4414 17+, 2M Acol+,2NT 23-24, 3C 17-20 nat, 3D Acol+ After 1M : 1OM/1NT 11-14 HCP, 2D 18+ ask See Note 3 for further details	Transfers over intervention 2C+ After 1C-(1NT): X pens, 2C both majors 4+4+, 2D ART single-suited M, 2M shows 5+M4+m
1♦	No	4	4♥	Unbalanced 4♦+ 11-20 May have longer clubs	1NT 6-11 HCP, 2C GF clubs or bal, 2D 8-10 2M5♠+4♥+ 5-8/INV,2NT GF4♦+,3♣weak,3M spl, 4♣=4H, 4♦=4S	1♦ 1M – see <b>note 6</b> 1♦ 2NT GF4♦+, <b>note 3</b> 1♦ 1M 1NT 15-17 unbal	After 1D-(1NT): X pens, 2C both majors 4+4+, 2D ART single-suited M, 2M shows (5+M with either 4+C or 3+D) Passed hand – fit jumps
1♥	No	5	4♥	11-20  1M responses <b>see Note 7</b>	1S (<4 spades) 6-11 HCP, 1NT 4+ spades 6+HCP, 2C GF 2♣+, 2D GF 5+ suit, 2H 3♥+ 8-10 HCP, 2S GF 5+♠3♥+, 2NT INV+ 3♥+ enquiry, 3m NAT 6-9, 3H Pre, 3S 9-11 min spl, 3NT 4+ hearts Void, 4X Spl, 4H to play	1M 2NT Stenberg INV+ 3+ support <b>Note 3</b> 1H-1X;2C is ART (15-17 unbal/6+M 11-14HCP)	2♣ 3 card Rev. Drury (now 2M response shows min or submin opening, others sound opening) Jump shifts show fit
1♠	No	5	4♥	11-20	1NT 6-11 HCP, 2C GF 2+ clubs, 2D/2H GF 5+ suit, 2S 3+ spades 8-10 HCP, 2NT INV+ 3+ spades	1M-2NT Stenberg INV+ 3+ support <b>Note 3</b> 1H-1NT; 2C is ART (15-17 unbal/6+M 11-14HCP)	
INT	No	1	4♥	15-17 Vul 14-17 NV 5M,6m or 54 possible	<b>Note 2</b> - 2C 8+ HCP Enq, 2D/2H transfers,2S clubs or BAL INV, 2NT asks better minor, 3C asks 5cM, 3D shows 5+M5+M, 3M shows SPL with 5+4+ minors, 4C Gerber, 4R transfer to R+1	See note 2 for free auctions. See note 12 if opponents intervene.	
2♣	No	5	4♥	10-16 6♣+ or 5♣ 4M (If 5+♣ & 4M, then max 2OM)	2♦ ask, 2M natural INV but NF, 2NT INV+ raise, 3C barrage, 3R transf to 3R+1, 3S shows 5+♦	After 2♦ - 2M/3♣ min, 2NT/3D max, 3M 54 max, 3NT good suit : A GF 4C is RKC	
2♦	√	0	4♥	4 way Multi (1) 2M 6+ cards 6-10/(2) bal 21-22/(3) 6+ clubs 17-20 HCP no 4cM/ (4) GF 5+5+ minors, max 3 losers	2M pass or correct, 2NT INV+, 3X forcing  <b>See note 5</b>	After 2M: 2NT 21-22, 3C NAT strong, 3D GF♦♣ After 2NT: 3C (strong), 3D/3H transfer 6M (accept is INV), 3S GF minors, 2NT 21-22	X asks for openers suit
2♥	No	5		5+♥ 5+ any suit 6-10 HCP	2S/3C pass or correct, 3D INV hearts, 3H NF 2NT enquiry ask range/suit		X asks for openers suit
2♠	No	5		5+♠ 5+m 6-10 HCP	2NT enquiry ask range/suit, 3C pass or correct, 3D INV spades, 3S NF		X asks for openers suit
2NT	√	0		Weak pre-empt (max 2 control points) in any suit, or any style pre-empt in clubs	3C P/C, 3D enquiry (may not be strong), 3M F1	Further details on supplementary Brown Sticker submission	X penalties
3♣	√	0		6+♦ 5-10 HCP	3D NF, 4C trump ask, 3M F1, 4D/5D NF		X penalties
3♦	√	0		6+♥ 5-10 HCP	3H NF, 4C trump ask, 3S F1		X penalties
3♥	√	0		6+♠ 5-10 HCP	3S NF, 4C trump ask		X penalties
3♠	√	0		Solid minor, max Q outside suit	4♣ pass or correct, 4♦ ask shortage		X penalties
3NT	√	0		4m opening (v long weak m)	4♣ pass or correct, 4♦ ask shortage		X penalties
4♣	√	0		4H opening with 3/5 aces	4♦ ask		
4♦	√	0		4S opening with 3/5 aces	4♥ ask		
4♥/♠	No	7+		NAT opening with 0-2 of 5 aces		<b>HIGH LEVEL BIDDING</b>	
4NT	√	8+		strong 5 minor c.10 tricks	5C/6C/7C pass or correct, 5D RKC	In cramped auctions, if there is only one cuebid left below game, cue may (rarely) show general slam suitability without control in that suit.	
5♣/♦	No	8+		5 minor with c.8/9 tricks	5m+1 is RKC, 6m to play	RKCB (1430) and Minorwood (1430) – see note 11.	

**BROWN STICKER OPENING BID ANNOUNCEMENT FORM**

**The BREXIT (BRady-Ekman Xtrema Incognito Trumph pre-empt) 2NT**

**Names:** Martin BRADY, David DUNNE

**Country:** Ireland

**Event** Camrose Trophy

**Opening bid of** 2NT **in** 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> **seat at** all vulnerabilities

**Shows:** Undisciplined weak 3 opening in an unspecified suit, **or** a pre-empt of any strength and nature in clubs.

**Detailed Description:** The bid shows an unspecified 6 or 7 card suit.

If the suit is spades, hearts, or diamonds, then it is topped by **at most** one of the top 3 honours, as well as **at most** two control points (A=2, K=1) in the whole hand. If we have two control points, then we do not have the trump queen.

If the suit is of clubs it may be of any strength and nature (4-10HCP).

Example openings from tournament pairs play:

Qx  
xxx  
QJxxxx  
xx (minimum)

KJTxxxx  
x  
Jx  
KTx (maximum)

x  
Kx  
QJTxxxx (maximum)  
xxx

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## Responses and Rebids in Uncontested auctions

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### With what hands will responder pass the opening bid?

Responder may judge that the penalty in 2NT will be cheaper than 3X doubled and pass. Alternatively – and especially at green vulnerability – responder may gamble that 2NT off several undoubled will be cheaper than opponents' game, and pass to put pressure on fourth hand. Most hands strong enough to expect 2NT to make will have enough to expect to have a chance in 3NT, and will bid accordingly.

### Meanings of other responses and rebids:

3C is pass/correct.

After 2NT-(pass)-3C, opener *may* (usually when non-vulnerable) psyche a pass, attempting to play at the 3 level in opponents' suit. If opponents double and opener removes to a new suit, this is generally understood to expose the gambit.

3D is an enquiry bid. Continuations are as follows:

3H Weak pre-empt in hearts

3NT To play

4C Control ask in hearts (4D=0, 4H=1 no Q, 4S=1+Q etc)

New suits cue bid for hearts, 4/5/6/7H to play (may not expect to make)

3S Weak pre-empt in spades

3NT To play

4C Control ask in spades (4D=0, 4H=1 no Q, 4S=1+Q etc)

New suits cue bid for spades, 4/5/6/7S to play (may not expect to make)

3NT Pre-empt in either minor (may be any strength if clubs)

4C Pass or correct

4D Forcing, further enquiry

4H Clubs, 1 keycard

4S Diamonds, 1 keycard

5C Clubs, no keycard

5D Diamonds, no keycards

5Maj Linked minor, 2 keycards

4M to play

3H/S are natural/forcing and show responder's own suit. The bid does not necessarily promise values.

3NT is for play, usually (especially vulnerable), but not always, expecting to make. (If it is doubled and 3NT bidder runs from the double, this often indicates a bluff on a weak hand that is prepared to go down in 3NT undoubled, but not doubled. 2NT bidder is not expected to run from the double under any circumstances.)

4C and upwards are natural, and show responder's suit. 4C and 4D are forcing. 4H and 4S are to play, based on responder's own hand.

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## Competitive Agreements

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### Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2NT-(Dbl)-Pass: request opener to show his suit.  
2NT-(Dbl)-3C pass/correct, identical to description above..  
2NT-(Dbl)-3D asks for major, identical to description above.  
2NT-(Dbl)-3H/S natural and one round force, identical to description above.  
2NT-(Dbl)-3NT is to play (but not necessarily to make), as above.  
2NT-(Dbl)-4C and upwards are natural, and show responder's suit, as above.

### Responses after opponent's overcall:

As above over a 3C overcall (since the overcall takes no space, we play full system on). Double of a 3C overcalls asks for opener's suit, and is willing to defend 3C doubled opposite the club pre-empt.

Double asks for opener's suit [note: in line with Shillelagh principles elsewhere in our system].

Up to 4D is pass/correct, indicating either competitive values or willingness to search for a profitable sacrifice.

3NT is to play (but not necessarily to make), as above.  
4H and upwards are natural, and show responder's suit, as above.

### Rebids after 4<sup>th</sup> hand DBLs the response:

Opener usually shows his hand honestly. Experience shows that it is usually very expensive to bluff a pass in such a position.

### Rebids after 4<sup>th</sup> hand overcalls:

Opener can call his suit if responder has implied support for it through a pass/correct bid. Otherwise opener is considered to have limited his hand, and is expected to leave further action to responder. If relevant and logical given the auction so far, responder's X below 4H shows a willingness to play 4major opposite a major suit pre-empt.

## Proposed Defence

We propose the "XXX" defence posted by Australian professional Kieran Dyke on [rec.games.bridge](http://rec.games.bridge):

First double from either hand = general strength (can be passed for penalty)  
Second double from either hand = takeout (can be passed for penalty)  
Third double = strong suggestion for penalty

Suit bids in both seats are natural, expecting 7-8 HCP high card points opposite, as per general principles defending pre-empts.

We suggest opponents also consider the other generic defences mentioned at <http://www.chrisryall.net/bridge/weak.two/generic-defence.htm>.

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**BROWN STICKER OVERCALL ANNOUNCEMENT FORM**

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**Names:** Martin BRADY David DUNNE

**Country** Ireland

**Event** Camrose Trophy

**After opponents opening bid of**  
1C

**Showing** Natural (we play the same way over artificial 1C and 1D, but this agreement is not Brown Sticker over such bids)

**Our overall of** 2D

**At** All vulnerabilities

**Shows:** Multiple meanings: either (i) 3-10 HCP with 6 cards in an unspecified major  
Or (ii) 17-20 HCP with length in clubs  
Or (iii) 20-22 HCP balanced

**Applies:** In direct seat only over a 1C opening, regardless of vulnerability

**Detailed Description:**

The 2D overall is nearly identical in scope and meaning to our Multi 2D opening bid. It only applies in direct seat over a 1C opening. After 1C-Pass-Pass-?, we revert to “standard” methods.

The hand types shown are almost identical to the hand types that a 2D opening bid would show, with some minor modifications to point ranges. A GF hand with both minors is also excluded from the 2D overall. Follow-ups, both in a free auction and in competition, are treated as if overcaller had opened a Multi 2D as dealer.

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**Responses and Rebids When Responder Passes**

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**With what hands will advancer pass the overcall?**

In practice, almost never, in case overcaller has a strong version.

**Meanings of other advances and follow ups:**

2H/S pass/correct

2NT asking, usually INV+, but occasionally with intent to barrage in overcaller’s major

3any natural FIR

Game bids natural to play in advancer’s suit

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## **Competitive Agreements**

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### **Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Pass 5+ diamonds, suggesting contract, mild lead-director  
Rdbl 15+HCP with potential penalty interest  
Otherwise system on

### **Responses after opponent's bid:**

Dbl takeout asking overcaller to reveal hand type  
2S Nat to play opposite assumed suit  
2NT INV+ enquiry  
3minor nat NF  
3 their suit cue asking more info  
3 other major natural opposite partner's assumed suit  
Cue forcing asks for more info

### **Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?**

Extremely improbable sequence: for this to happen, advancer must have knowingly violated system, and overcaller must therefore judge whether to reveal hand or to let advancer find his own way out of trouble.

### **Rebids after opener DBLs advancer's bid:**

Full system on as if opener had passed.

### **Rebids after opener's suit rebid:**

As in sequences starting with a Multi 2D opening. Overcaller will normally pass with the weak versions and double or bid naturally with the strong versions. Double may show 20-22 bal, or may show 17-20 with clubs: we do not go past 3NT with the stronger hands.

## Proposed Defence

The best defence depends in part on what hand types may be shown by your 1C opening. The following is based on defences to the Multi and to weak jump overcalls generally, and assumes a natural 1C opening in 4 card major methods. In general, we recommend that you assume the 2D shows one of the weaker hands, which will be the case about 95%+ of the time.

### (i) **Simpler defence**

Dbl Values (9+HCP), no clear natural bid  
2Maj Natural 8+HCP F1R  
2NT Natural balanced NF stops both majors  
3minor Natural F1R  
3Maj Natural single-suited GF  
3NT To play, stops both majors

If responder passes and advancer bids 2H/S pass/correct, opener can pass with weaker hands, or alternatively:

Suit bid Natural, clarifies hand type  
2NT 19-20 BAL stops both majors  
Dbl Values, shortage in the strain bid by advancer  
Pass Either no extra shape/strength, or hoping for a re-opening Dble from partner

.....  
The following (ii) is the style of defence David and Martin would play, where the 1C opening is very likely to be a balanced hand in the 12-14 range. This defence may be particularly suitable for pairs playing a short club e.g. in 5cMajor methods.

### (ii) **Lebensohl-style defence**

Defend as if opener had bid 1NT showing a balanced 12-14, and overcaller had bid 2D Cappalletti style showing an unspecified single suiter, i.e. responder bids as follows:

Dbl Values, no clear natural bid, possibly preparing a penalty double (can penalize at least one major)  
2H/S Natural, to play  
2NT Lebensohl-style relay to 3C. Your own lebensohl rules apply here.  
3any Natural forcing to game  
3NT To play, stops both majors

Responder may pass to allow overcaller to reveal his suit, then on the next round responder's bids mean:

2S (if available) natural NF to play  
2NT Lebensohl-style relay to 3C (now you know our suit, so you have a cue bid)  
3any Natural, forcing to game opposite a 12-14  
Cue 4 cards other major (your Lebensohl agreements would apply here, e.g. SANS or FANS)  
3NT To play (your Lebensohl agreements would apply here, e.g. SANS or FANS)

If opener does not have the 12-14 balanced hand, opener must either act again on their own initiative (bid or raise on their own initiative), or break the Lebensohl relay to 3C.

v1.3

MB (with DD/PD), 4/12/22