

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>Style:</b> 6+ at 1 level - change of suit NF. 2 level sound change of suit F1
<b>Responses:</b> cue bid = constructive (9-11) 3 cd raise. 2NT over 1M =4cd support. Fit jumps
<b>Reopening: May be stretched</b>
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-18
<b>Responses:</b> As over opening 1NT (but 4-card Stayman)
<b>4<sup>th</sup> position:</b> 11-14
<b>Responses:</b> As over opening 1NT (but 4-card Stayman)
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> Weak (4-9)
<b>Responses:</b> 2NT Enq (as over 2M opening)
<b>Unusual notrump: (1any) – 2NT = 5/5 lowest unbid suits, any strength</b>
<b>Reopening 2NT: 20-22 BAL</b>
Respond as for opening 2NT
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> (1m=3+) - 2m 5/5 M any strength. (1 any) - Jump cue asks for stop.
(1M) - 2M - 5/5 OM + either m, any strength (1C short) - 2C=natural, 2D=5/5M any strength
<b>Responses: Suits NAT PRE, cue: invitational</b>
<b>Reopening: same as above</b>
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> 2C = C+any, 2D = D+Maj, 2H = Majors, 2S = Spades; <b>Dbl:</b> vs Weak = pen; vs Strong = single suited hand,.
<b>Reopening:</b> as above
<b>Passed Hand:</b> as above except Dbl = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout. 2 NT 15 - 18 (Resp as for opening 2NT)
(2M) - 4m = bid m + OM - GF
(2D multi) X=13-15 bal or strong, 2NT=16-19(system on)
<b>(3M) - 4m = 5/5OM+bid m, GF. (3D) 4C = 5/5M</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong</b> 1C: weak jumps, X = C+H, 1NT = D+S
simple bids: suit bid and suit above, (1D) - 2D = 5/5M
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX 9+, new suit = NAT F1, Fit Jumps

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from poor suits)	Low from Honour	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from 4 small)	Low from Honour	
Subseq	4 <sup>th</sup> (2 <sup>nd</sup> from poor suits)	Low from Honour	
Other: A & Q lead = reverse att.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK (for rev attitude)	AK (for rev attitude)	
King	KQ or AK (for rev count)	KQ or AK (for rev count)	
Queen	QJ (for rev attitude)	KQ or QJ (for rev att)	
Jack	J10x, KJ10	J10x, J109x	
10	Q109, K109, 10x, 109x(x)	Q109, K109, AJ10, KJ10	
9	9x, J98, Q98	1098x, 1097x, 109x	
Hi-X	8x or 108xx or 98xx	8x, 8xx, 98x, 98xx, 108xx	
Lo-X	usually from an honour	4 <sup>th</sup> or top of 3 small	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi odd	Hi odd	Rev Att
Suit 2	Suit pref	Suit pref	Hi odd
3			
1	Hi odd	Hi odd	Rev Att
NT 2	Suit pref	Suit pref	Hi odd
3			
Signals (including Trumps):			
AQ ask for rev att, otherwise rev count.,			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Responses: Cue F to suit agreement</b>			
<b>Reopening: May be stretched</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most doubles are negative, unless one of us has shown interest in penalty, or if 2 <sup>nd</sup> opportunity to double (& 1 <sup>st</sup> opp would be neg). Responsive x to 4D, Game tries to 3S. Lightner.			
3NT X = (1) Lead your suit (2) lead my suit, (3) lead dummy's suit			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS:</b> Samantha Punch and Stephen Peterkin
<b>EVENT - all</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 4 card suits, Minors before Majors
2C = GF or 22+ balanced
2D/2H/2S = NAT and weak
<b>1NT opening:</b> 12-14
<b>2 over 1 Response: F to 2 of opened suit, except passed hand</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Openings:</b>
2D/2H/S weak
1C/D/H/S - 2NT = Jacoby - GF with 4 card support
1C/D - 3NT = 13-15, 4 card support with 33(43) hand
Defense to 1NT doubled: If X artificial XX = 10+
If X = penalties XX forces 2C and shows single-suited hand
<b>Bids show that suit and a higher ranking suit (usually 4-4)</b>
<b>Pass = NF and nothing to show (may/may not be weak)</b>
1NT (2/3/4 any natural or 2-suited including bid suit) - X=take-out;
1NT (2any artificial and forcing) - X=10+ with next X=take-out
1NT (2/3any) 3NT = to play
1NT(2any) 2NT forces 3C. subsequent cues are Staymanic, show game values but no stop in opps suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Mini-splinters (14+ forcing to 3 level only but may bid again)
<b>3<sup>rd</sup> in hand light openers</b>

Jump raise PRE, 2NT = Sound raise to 3

X of splinter=lead suit below the splinter – XX after opps -ve dble=Ax or Kx

PSYCHICS: : Rare. No specific types

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	Natural 10+	2NT Jacoby. 3 bids singleton; 4 bids void	1NT rebid=15-17,2C=checkback	2N=any shge;Fit jumps
1♦		4	4D	Natural 10+	2NT Jacoby. 3 bids singleton; 4 bids void except 4C = singleton or void	1NT rebid=15-17,2C=checkback	2N=any shge;Fit jumps
1♥		4	4D	Natural 10+	2NT Jacoby;3S = singleton somewhere; 3NT = S void 4C/4D = C/D void	1NT rebid=15-17,2C=checkback	2N=any shge;Fit jumps
1♠		4	4D	Natural 10+	2NT Jacoby; 3H = H void; 4C/4D = C/D void 4H : 13-15 solid hearts (Texas style)		2N=any shge;Fit jumps
INT		-	4D(see front of card)	12-14	2C = 5cd puppet Stayman. 4 suit transf.		As unpassed (see Special bids that may require defense)
2♣	X	-	4D	GF or 22+ bal	2D Negative. Positive: 8+pts 5-carder.2NT: 8-10 bal	2H=Hearts OR 24+; 2H-2S=enquiry	
2♦		5	N/A	3-9 (4M possible)	2NT Enq; suit bids NF; jump bids F1	3C = non-min no 4card Major; 3D = any minimum; 3 M = nat - non-min	
2♥		5	N/A	4-9	2NT=shortage enq; new suit =NAT NF; 4S = natural	3 any = shge non-min; 3NT = max	
2♠		5	N/A	4-9	2NT=shortage enq; new suit =NAT NF; 4H = natural	3 any = shge non-min; 3NT = max	
2NT		Bal		20-21 BAL	5 card puppet; 3S = puppet to 3NT; 3NT = 5/4 majors	Over3C,3D=no 5 cds; 3NT=5cd minor	
3♣		6	N/A	3-9 Nat pre-empt	Nat + Forcing looking for NT, 4N =RKCB		
3♦		6	N/A	3-9 Nat pre-empt	Nat + Forcing looking for NT, 4N =RKCB		
3♥		6	N/A	3-9 Nat pre-empt	Nat + Forcing, 4 bids cues, 4N=RKCB		
3♠		6	N/A	3-9 Nat pre-empt	Nat + Forcing, 4 bids cues, 4N=RKCB		
3NT	X	7		Solid minor	4C =Pass/Correct, 5C=P/C, 4D asks for shortage (4NT = No, 5C/5D = shortage in other minor)		
4♣		7		Nat PRE	4NT=RKCB, 4M=nat, other=cuebid		
4♦		7		Nat PRE	4NT=RKCB, 4M=nat, other=cuebid		
4♥		6		Nat PRE	4NT=RKCB, other=cuebid		
4♠		6		Nat PRE	4NT=RKCB, other=cuebid		
4NT	X	-		Ace asking	5C=0, 5NT=2 6C=AC		
5♣		7		NAT PRE		<b>HIGH LEVEL BIDDING</b>	
5♦		7		NAT PRE		RKCB (1430) ; Quant: 1N-4N, 2N-4N DOPI/ROPI	
5♥		8		Asks for H/S AK		(D=0/3, P=1, next suit=2, etc.)	
5♠						Exclusion RKCB (0314)	
						Cue style: first and second round controls up the line	
						If cue is doubled, XX =1st round ctrl	

