

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually 5+ cards at 1 level and good 5+cards at 2 level
Continuations: New suit = NF after 1 level overcall, F1 otherwise
Cue = value raise (normally exactly 3 cards of M) or very strong
2NT after 1M = 4-card value raise; jumps & double jumps =suit + fit
Jump cue = fit + shortage in their suit
Overcalls can be weaker in reopening position
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 in direct seat, continue as after 1NT opening
10-14 reopening after major, 11-14 reopening after minor
continuations as after 1NT opening
1NT after (1x)-P-(1y) = takeout with preference for higher unbid suit
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Single jump = weak, 6+ card suit (usually 7+cards vul at 3 level)
Double jump = pre-empt. Jumps wider range facing a passed hand.
Continue as after weak opening 2NT=lowest suits 5+5+ weak/strong
Reopen: good 6+card suit 12-15, 2NT = 18-20 balanced
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over 1m, 2m = 5+5+ MM weak or strong
Over 1M, 2M = 5+ 5+ oM & a minor weak or strong
Over 1M, 3M = stopper ask; over 1m, 3m = 5+ 5+ om +♣ wk/str
Over 1m, 4m = strong 4M overcall, 1♥, 4♥ = strong 4♣, then F pass
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = both majors usually (54)+
2♠/♥/♣ = natural
2NT = 5+ 5+ minors or 5+ 5+ Mm strong (forcing to 4m)
Double = penalty by unpassed hand if their max is 16 or lower
Double = 5m + 4M if passed hand or if their max is 17 or higher
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double TO to 4♥, values higher. (2M)3M = stop ask. 4M cues strong
After (2/3M) or (2M) P (3M) 4m = 5+m & 5oM. (3♣)4♠=5♠+ & 5M
(2♠)3♠ & (3m)4m=5+5+MM. (2/3♠) or (2♠) P (3♠) 4♣=5+♣ & 5M.
4m if m+M NF. 2NT=16-18 (2nd) 14-16 (4th) (2♥)- 4♥ =strong+♣.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl=♥, 1♠=♣, 1♥/♠/NT= 2 suits same colour/rank/odd
Weak jumps. After our Dbl/1♠, next bid = value raise
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 9+ seeking penalty – most bids ignore double
Single raise = weak Jump raise = raise to 2.5
2NT = raise to 3+ level. Jumps & double jumps = suit shown + fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	K for count, 2nd (weak) 4th	3rd & 5th TON from 4 if sup	
NT	K unblock, 2nd (weak) 4th	3rd & 5th	
Subseq			
Other: 3rd & 5th if leading through declarer; suit pref if leading trumps			
K then switch against suit contract may be to singleton			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx AKxx Ax Axx(x)	AKx AKxx AKJx	
King	AK AKxxx(x) KQ(x) Kx	KQ109 KQJ9 AKJ10 + (x)	
Queen	QJ(x)(x)(x) Qx	QJ(x) KQx(x) Qx AQJx(x)	
Jack	J10(x) KJ10(x) Jx AJ10(x)	J10(x) KJ10(x) AJ10(x) Jx	
10	A/K/Q109(x) 10x	A/K/Q109(x) 10x	
9	109x(x) 9x	109x(x) 9x	
Hi-X	xXx Xx	xXx Xx	
Lo-X	HxX HxxX HxxXx(x)	HxX HxxX HxxXx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High= encourage	High = even	High= encourage
Suit 2	High = even	High = high suit	High = current even
3	High = high suit		High = high suit
1	High= encourage	High T2= asks switch	High= encourage
NT 2	High = even	High = even	High = current even
3	High = high suit	High = high suit	High = high suit
Signals (including Trumps): in trumps: 1 high= high suit 2 hi-low for ruff			
In suit on K lead: high=even. In NT on K lead unblock or high=even			
In NT if partner leads own suit & dummy wins with J or lower: high=even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
If minimum, tolerance for unbid major(s) and usually short in suit opened			
If 18+ points, can be balanced or be single suited			
In fourth seat, can be 9+ points			
Cue bid in response by unpassed hand = forcing to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Responsive doubles to 4♥; game try doubles, competitive doubles to 4♥.			
After 1x-P-1y-1z/2w Dbl = 15+, can be 15-17 bal (with no stopper)			
X of slam asks for unusual lead			
Delayed X after opponents bid 3 suits asks partner to lead suit doubled			
Over Multi 2nd seat Dbl =TO, 4m weak; in 4th seat X = 5 of suit or shortage			
Dbl of Stayman/Transfer = either strong (dbl of 1NT) or the suit doubled			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Wales</b>
<b>PLAYERS: Tony Ratcliff &amp; Julian Pottage</b>
<b>EVENT (Camrose Home International 2023)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Benjamin Acol: 4-card majors, (11) 12-14 1NT, 2M weak
2NT = 22-23, 2♣ = artificial near game or 20-21/26-27 balanced
2♠ = artificial game force or 24-25/28-29+ balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT opening = solid minor 7+card suit little outside
2♣ and 2♠ both strong and artificial
<b>SPECIAL FORCING PASS SEQUENCES</b>
Not if we have bid only 1 suit, else at 4 level if only we vul
& always at 5 level
After we dbl 1NT for pen, first pass is forcing if partner is short
<b>IMPORTANT NOTES</b>
Overcalls can be lead directing
<b>PSYCHICS: Rare</b>
<b>DOUBLES CONTINUED</b>
If we X 1NT for pen, next X by either partner= TO, later X = pen
If they bid over our transfer, X = max & 3-card support
If they bid when we are FG, X= extras & no clear direction
If we stop with fit and they protect, X over = pen, X under =extras
If oppo open strong or show bal of power, X of art = lead direct
If oppo bidding weaker, X of art = TO of suit they have shown
If oppo make cue raise, X by opener = good hand & good suit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4 (3 rare)	4♥	Natural – rule of 19 5+ or 3334 or 4414	1NT=8-10; 2NT=16+ & 3+♣; 3NT=12/15 & 3+♣ 2♣=9+ F1 3♣=6-8 3♣/♥/♠=splinter 4♥/♠=Nat	1NT 15-17 2NT 18-19 Jump rev = short F1 After 1♣-2♣: 3♣ is nf, 2x=stopper, 2NT FG	1♣-(1♦)-X = 4♥, 1♣-(1♥)-X=4♠ Fit Jumps 5/4 F1, 1/2/3NT nat
1♦		4	4♥	Natural – rule of 19 5+ or 3343, (23)44, (14)44	1NT=6-8; 2NT=16+ & 3+♣; 3NT=12/15 & 3+♦ 2♦=9+ F1 3♦=6-8 3♥/♠/4♣=splinter 4♥/♠=Nat	2NT non-jump=15+ 1♦-2NT-3♣=Baron 1♦-1NT-2♣ F1 & 1♦-1NT-3♣=5/5 pre-empt	cue = value raise, jump raise = 2.5 1♦-(1♥)-X=4♠ and as after 1♣
1♥		4	4♦	Natural – rule of 19 Can be 4441 or have 4(5)m/4♠	2NT = game with 4♥+ or 16+ with 3♥ 3♣=raise to 4+♥ & any void 3NT=raise with sing ♠	3NT over 2m=15-17&4♥ 1♥-3♣-3NT=? void 1♥-2N:3♣=enq, 3N=4♣(5,4) 4m=sing 13-14	P-1♥-2NT = 3♥ & as after 1♣
1♠		4	4♥	Natural – rule of 19 not 44(32)	2NT = game 4+♠ or 16+ with 3♠, 3NT any void	1♠-3NT-4♣ = asks for void & as after 1♥	P-1♠-2NT = 3♠ & as after 1♣
1NT			3♠	(11)12-14 Can have weak 5M	2♣=Stay.; 2♦/♥=transfer 2♠=range? 2NT=minor(s) 3 bids shortage; 4♣ = Gerber	1NT-2♣-2♦: 2♥=♥&♠ weak, 2♠ inv 5♠/4♥ After 1NT-2NT-3♣: 3♥/♠ = sing, 55+minors	2NT pupt 3♣:comp or inv or stop If X: XX=1 suit, 2♣/♦/♥=2suits
2♣	✓	0		20-21/26-27 bal or 8/9 tricks May be game if 2 suits incl ♥	2♦=relay, 2♥/♠ 5+&2TH +ve, 3♠=7+♣ incl A or K 2NT&3♣/♦/♥=6 cards trans with 2-3 top hon +ve	Jump=9 PT. 2♣-2♦-2NT then as 2NT opener 2♣-2♦-2♥/♠: next bid= neg; suit jump short	Pass by responder = relay Pass/NT=bal, X=♥+other, cue =A
2♦	✓	0		24-25/28-29+ bal or any FG	2♥=relay, 2♠ 5+&2TH +ve, 3♠=7+♣ incl A or K 2NT&3♣/♦/♥ 6 cards trans with 2-3 top 3 hon +ve	After 2♦-2♥-2♠: 3♣=neg ;2♦-2♥-2NT as 2N 2♦-2♥-3♣ : 3♦= neg/waiting with 4M; 3M=5	Pass by responder = relay Pass/NT=bal, X = TO cue =A
2♥		6 (5)		Weak two Usually 5-9 (8-12 in 4th)	2♠/3m = nat, inv, NF; 2NT=enq; 3♥=pre-empt 3♠/4m=nat,FG; 4♠/5♣/5♦ EKCB	After 2♥-2NT: 3♣/♦=lower, suit poor/good; 3♥/♠=upper, suit poor/good; then suit =cue	After X: new suit rescue sign-off XX= strong if x T/O, SOS if pen
2♠		6 (5)		Weak two Usually 5-9 (8-12 in 4th)	2NT=enq; 3♥/m nat, inv, NF ; 4♥ NAT 4m=NAT,FG; 5♣/5♦/5♥ EKCB; 3♠=pre-empt	After 2♠-2NT: as 2♥-2NT; then suit = cue	As for 2♥ incl. jump to 4m = fit & jump in OM = fit only after X
2NT				22-23 balanced Can have 5M or 6m	3♣=Stay for 5M; 3♦/♥=trans; 3♠=both m; 4 any: nat, slam try; 5N=F1 Grand try	2N-3♣: 3N=3♠<4♥; 3♦=4M or <3♠, then 3♥=<4♥, 3♠=4♥ & <4♠, 3N=4♥&4/5♠ weak	If 3♣ X: XX=no stop, bid 5-card ... if opener P/3♦/3♥/XX, puppet
3♣		6/7		Pre-empt	3any nat, F1; 4♦=agree ♣, 4M nat, 5♦/5M EKCB	4NT by pre-emptor after 4♦ = good trumps	
3♦		6/7		Pre-empt	3M nat F1; 4♣=agree ♦, 4M nat; 5♣/5M EKCB	4NT by pre-emptor after 4♣ = good trumps	
3♥		6/7		Pre-empt	3♠ nat F1, 4♠/♦ = cue, 4♠ nat; 5♣/♦/♠ EKCB		
3♠		6/7		Pre-empt	4♥ nat, 4♠/♦ = cue, 5♣/♦/♥ EKCB		
3NT	✓			Solid minor, little outside	4♦ = enq for sing (then 5m=sing in other m)		
4♣		7		Pre-empt	4♦ = enq for sing, 4♥/♠ = Nat, 4NT = RKCB	<b>HIGH LEVEL BIDDING</b>	
4♦		7		Pre-empt	4♥/♠ Nat, 4NT= RKCB, 5♣ = need ♣ control **	4NT: RKCB: 5♣ = 1 or 4*; 5♦ = 0 or 3*; 5♥ = 2 or 5, not Q; 5♠ = 2 or 5, + Q	
4♥		7		Pre-empt	4NT = RKCB, 4♠/5♣/5♦ = need control here **	* If responder asks and opener has shown 15+ points, 5♣ = 0 or 3; 5♦ = 1 or 4	
4♠		7		Pre-empt	4NT= RKCB, 5♣/5♦/5♥ = need control here **	5NT= 1 key + useful void (uv); 6♣ = 2 keys + (uv); 6♦ = 3 keys + (uv)	
4NT	✓			Specific ace ask	5♣ = 0 5NT = 2; 5♦/♥/♠/6♣ = cue only ace	After 5♣/ 5♦ reply: relay asks for trump Q then 5 trumps denies (5NT if cheaper)	
5♣		8		Pre-empt		5NT from 4NT bidder is for specific kings then resp shows bid king or the other 2	
5♦		8		Pre-empt		If opponents bid after RKCB: Dble/ReX= 0 key, Pass = 1 key ie DOPI and RDOPI	
5♥		7		Asking for A K trumps		Exclusion KCB jump in void above 4 trumps: Step 1=0 keys; then 1; then 2, no Q.	
5♠		7		Asking for A K trumps		Repeat of void is for kings in the other side-suits (bid king; trump suit: no king)	
					** then 5NT=2 top hon+1st, raise of ask= 1TH+1st other non-sign off = 2nd round control in asked suit	Double RKCB if we have known 8+fit in two suits, both kings count as key cards 5NT, no 4NT: GSF (trumps = worst) 6♣=1 of top 3, where room 6♦= A/Kxxxx 5NT = pick a slam ( 5NT also pick a slam where final trump suit is in doubt)	