

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light style NV, 7-15 in general.
Responses:
New suit = NF
Cue = good raise+ for Major, good raise+ or NT probe for minor.
Jump Raise = PRE (5-9)
In balancing position: Same
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)
5-9 except at Adverse and re-opening in 4 th , when 10-14
2NT jump overall. Unusual 2 nd . NAT 4 th .
Reopen: 2NT = 18-19 BAL. Puppet Stayman & Transfers
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, Weak or Strong
Jump Cue over Major asks for stopper for 3NT
Jump Cue over minor = 14-18, both Majors
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy: 2♣ = Both Majors, 2♦ = One Major, 2♥/♠ = M/m
Double = T/O of natural bid, penalty of conventional bid
Re-opening same.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double T/O up to 4♥. Values of 4♠ and above. 4N=2-suiter
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, Weak Jump O/Cs (5-9), Simple O/C = NAT
2♣: O/C=2-suiter, NAT+ Ano suit, 2NT=minors, 3♣/♦/♥/♠=PRE
OVER OPPONENTS' TAKEOUT DOUBLE
1♦ – (DBL) - Suit Bid = NAT, F1
1♥ – (DBL) – 1N/2♣/2♦ = NAT
1♠ – (DBL) – 1N/2♣/2♦/2♥ = NAT
1♦/1♥/1♠ – (DBL) - RDBL = 10+, penalty oriented
Fit Showing Jumps are generally 5+ cards with 3+ card support
Jump Raise = PRE (5-9 except 3♦ = 8-10, 6 card support)
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	3 rd & 5 th	
NT	2 nd & 4 th	3 rd & 5 th	
Subseq		Std count of remaining cards	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax(+)	AKx; Ax(+)	
King	KQ; AK; KQ10; KQx	Ask UNBL/CT	
Queen	QJ; QJx(x)	QJ; QJ10x(+); QJ9x(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+);	
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 = discouraging	Same	Same
Suit 2	Hi-Lo = odd		
3	S/P		
1	Hi = discouraging	Same	Same
NT 2	Hi-Lo = odd	Hi = Smith	
3	S/P		
Signals (including Trumps):			
Trump Peter shows odd number of Trumps			
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 = F, Jump = INV			
Re-opening: May be 3 HCP lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Responsive double shows 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			
Support X and RDBL to 2♥			

EBL CONVENTION CARD
CATEGORY: Blue
NCBO: England
PLAYERS: Trevor Ward / Rob Cliffe / David Jones
EVENT (Seniors)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE - Precision
1♣ = 16+ HCP or 12+ HCP & Rule of 24.
1♦ = 2+♦, 11-15,
1♥/1♠ = 5 card Majors, 1NT Good 14-17
2♣ opening = 4+♣, 11-15
2♦/♥/♠ opening = Weak, 7-9
2♣ response to 1♦/♥/♠ = ART FG
2/1 FG
Light openings and O/Cs when NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ = 2+ cards, 11-15.
1♦-(P)-2♥/♠ = Weak
2♣ = 4+ cards, 11-15. If only 4♣, then 4414 with singleton ♦
2♦/♥/♠ opening = Weak, 7-9
ART responses to 1♣ opening (1♥+ = FG)
Michaels, Leaping but not Non-Leaping
LEB over Partner's T/O double of Weak 2 opener
SPECIAL FORCING PASS SEQUENCES
In FG situations
After 1NT (DBL), Pass is forcing. Opener has to RDBL
IMPORTANT NOTES
4SF = FG
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	DBL shows any 5-7	Strong, any distribution, 16+ ART, F1 or Rule of 24	All ART. 1♦ = 0-7. All other bids FG: 1♥ = 5+♠, 1♠ = 5+♣. 1NT = 5+♥. 2♣ = 5+♦. 2♦ = 8-11 BAL. 2♥ = 15+ BAL. 2♠ = 12-14 BAL. 2N = 8+, 4405 with 5 card minor (then 3♣ asks for void and 3♦/♥/♠/NT for ♣ show it), 3♣/♦/♥/♠ = 8+, singleton in 4441.	After 1♣-1♦, 1♥=relay to 1♠ 1♠=4+ cards,16-19, 1NT=18-19 BAL, 2♥/♠=5+ cards, 20-22, 3 bids=4441, singleton, 20-22. After 1♣-positive response, NT or next suit rebid=relay	1♣-(1ANY)-Pass=0-4, DBL=5-7, Bid=ART,8+, FG. 1♣-(2+ANY)-Pass=0-4, DBL=5-7, Bid=NAT,8+, FG. 1♣-1♦-1♥-forces 1♠, then 1NT= 4+♥ unbal, 2♣/♦=NAT, 20-22, 2♥=6+♥ 16-19, 2♠=4+♠, 5+♥, 20-22
1♦		2	4♦	11-15, 2+♦, no 5 card Major	1♥/1♠ = NAT, 1NT=6-11, 2♣=13+, ART FG, relay 2♦ = 11-12, 4+♦. 2♥/♠=5-7, 6+cards. 2NT = Good 11-12, 3♣/♦ = 6+ cards, 9-10, 3♥/♠ = Short, FG. 4♣/♦/♥/♠/5♣/♦=PRE	After 2♣ FG relay asking for shape, ART step continuations may be used. 1♦-1ANY, 2♣ rebid = 4/4+.	1♦-(DBL)-new suit= 4+cards F, RDBL=10+ BAL, Jump=FSJ, 5+cards, 4+♦, 2NT=both minors, 8-10, 3♦=6+ cards,8-10. 1♦-(O/C)-new suit= 5+ cards F, DBL=BAL, Cue=FG, Jump=FSG, 5+ cards & 4+♦
1♥/ 1♠		5	4♦	11-15, 5+♥/♠	1NT=6-11, 2♣=12+, ART FG, relay. 2♦=5+cards, FG, 2♥(over 1♠)=5+ cards, 2♠(over 1♥)=5-7, 6+cards. 2N=Jacoby,4 card support, FG. 3♣=7-9, 4 card support, 3♦=10-11, 3 card support. 3♥/♠ raise=10-11, 4 card support. 3♠ (over 1♥)/4♣/4♦=<12, singleton, 4 card support, 3NT=<12, void, 4 card support. 4♥/♠=NAT, to play.	After 2♣ FG relay asking for shape. ART next step continuations apply.	RDBL=10+BAL, Jump=FSJ, 5+cards, 3+M; 2NT=Good raise+, 3M=PRE, 4+ card support. 1M-(O/C)-DBL=BAL; Cue=9+, UCB, good defensive raise+; Jump=FSJ, 5+ cards and 3+M; Jump raise=PRE
INT				15-17 BAL	2♣=Stayman. 2♦/♥ = Transfers. 2♠=5+4, both minors FG or one minor, weak or raise to 2N. 2N=5/5+, minors, weak or strong. 3♣/3♦=6+cards, INV. 3♥/♠=short, FG. 4♣/♦=Transfers to ♥/♠. 4♥/♠=PRE (5-9)	After Opener's rebids over 2♠ or 2NT, with an FG hand, Responder shows shortage.	11-14, 4 th system on. 1NT-(O/C)-2NT=LEB; 1NT-(2♣)-2♦/♥=Transfers to ♥/♠; 1NT-(DBL)-RDBL=Weak, 5+ cards; 2any=lower of 2x4 card suits, 2♠=NAT; 2NT=Both minors; Jump=PRE; Pass=Values,FtoRDBL
2♣		4	4♦	11-15, 4+♣. If only 4♣, then 4414, singleton ♦	2♦=8+, relay. 2♥/♠=5+cards, F1. 2N=10+, 4+♣, INV+. 3♣=8-9, 4+♣. 3♦/♥/♠ = 5/5+, suit and suit above, FG. 4♣/♥/♠=PRE. 4♦ = <12, splinter.	2♣-2♦-2♥ shows 4♥, then 2N=Relay. Then, 3♣=5+♣&4♥,MIN; 3♦=5+♣&4, MAX; 3♥=4414, MIN, 3♠=4414, MAX; 3NT=4405. 2♣-2♦-2♠ shows 4♠, then 2N=Relay; 2♣-2♦-3♦,♥,♠ = sov & max.	2♣-(DBL)-new suit= 5+cards, F; RDBL=Relay; Cue=good defensive raise+; Jump=FSJ,5+cards &4+♣. 2♣-(O/C)-new suit=5+cards, NAT, F; DBL=Relay; Cue=good defensive raise+, Jump=FSJ,5+cards &4+♣.
2♦/♥/ /♠		6		Weak, 7-9	2N Enquiry	Opener shows feature with max	2♦/♥/♠-(DBL)-RDBL=penalty oriented; 2NT=Enquiry; 2♠(over 2♥),3♣,3♦ =To Play. 2♦/♥/♠-(O/C)-DBL=penalties, 3♣,3♦ =To Play. Cue = good defensive raise+; Raise=PRE; Jump=FSJ
2NT				20-22 BAL, may contain singleton honour	3♣=Puppet Stayman for 5 card Major, 3♦/♥=TRF, 3♠=minor suit Stayman, 4♣/♦=Transfers to ♥/♠	2N-3♣-3♦=one or more 4 card Majors, then 3♥=4♠, 3♠=4♥, 3♥/♠=5M, 3NT=No Major. 2N- 3♠-4/5♣/♦=MIN/MAX	18-19 4 th system on
3♣,♦, ♥,♠		6		PRE	New suit F1		
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 (3041). Then 5N asks for specific Kings or source of tricks.	
5♣,♦		7		PRE		DOP1, ROP1 after interference over RKCB. With useful void, responses start at 5N.	
5♥,♠						Cue bids can be 1 st /2 nd round controls & are generally suit below where assistance is required. 4NT is last train if minor agreed. EKCB.	