DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGNA	ALS	EBL CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	CADS STYLE					
		Lead		In Partner's Suit		CATEGORY: Category 3	
Simple overcall natural – change of suit by non-passed hand then forcing	Suit	Suit 2 <sup>nd</sup> & 4 <sup>th</sup> , standard honours				NCBO: EBU	
Re-opening may be weaker	NT	2 <sup>nd</sup> & 4 <sup>th</sup> stro	ong 10s. Roman	3 <sup>rd</sup> /5th		PLAYERS: Pearl Murphy, Val Gibson	
1 0	Subseq					EVENT (Open/Women/Senior/Transnational)	
	Other:	•					
	1					gramme gram a company	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			T		SYSTEM SUMMARY	
D' 15 10 0 1 1	Lead	Vs. Suit	. 1	Vs. NT	1.6.0	GENERAL ARRESO AGUANTE GENERALE	
Direct overcall = $15 - 18$ & stop; then system on	Ace	Asks for attitude		Asks for attitude for Q		GENERAL APPROACH AND STYLE	
Reopening overcall = $10 - 14$ , not necessarily a stop, system on	King	KQ or AK; Asks for count		Roman for unblock Roman for unblock		ACOL 4 1 1 1 NT 2 1 2	
	Queen	+		Koman for u	IDIOCK	ACOL, 4 card majors, weak NT, 3 weak 2s	
	Jack					Standard leads	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10					UDCA	
Jump overcall weak	9					Signals : Reverse count; reverse attitude on lead of A or Q	
Direct overcall of 2NT = lowest two unbid suits	Hi-X					First discard reverse attitude	
Reopening overcall of $2NT = 20-22$ then system on	Lo-X						
Reopen: Constructive, intermediate	SIGNALS IN	ORDER OF PI	RIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr	er's Lead	Declarer's Lead	d Disca	rding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue bid of one of a minor = both majors, weak or strong	1 Rev	count	Rev count	Rev a	ttitude		
Direct cue bid of one of a major = other major & a minor, w or st	Suit 2 Rev attitude			Rev (	current) count		
•	3						
	1 Rev	count	Rev count				
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Rev attitude						
(	3						
X = penalty unless passed hand then  X = single suited minor	Signals (includ	ing Trumps):	I	I			
Reverse Capeletti: 2C = both majors; 2D = single suited major;			p peter show 3+	and desire to	ruff	<b>-</b>	
2H/S = that major & a minor; 2NT = any strong two suited hand	Keverse count	primarny. Trum	p peter show 5+	and desire to			
211/3 – that major & a minor, 2111 – any strong two suited hand							
			DOUBLES				
	-		DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Style	<b> </b>				
Total Table (2 outsides) out states outsides (112 2 tab)	111120012	002222 (20)1	e, responses, re	eopening)			
X = take-out; $3NT = $ stop but otherwise wide ranging after which							
4C is an enquiry							
Bids at 4 level = Non-Leaping Michaels	1						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	┥					SPECIAL FORCING PASS SEQUENCES	
vs. Artificial strong of Entings- i.e. 14 of 24	SDECIAL AD	TIFICIAL &	COMPETITIV	F DRI C/DDI	C	SI ECIAL FORCING I ASS SEQUENCES	
X=majors; 1NT = minors; WJO	SPECIAL, AF	TIFICIAL &	COMPETITIVE	E DBLS/KDI	<i>1</i> 3		
77—majors, 1141— mmors, wjo	1						
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
Natural; XX = balance of points and penalty orientated							
						PSYCHICS:	

G	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 🚓		4		Natural, 4+	Inverted raises unless passed hand or intervention Jump shift = natural 5+, strong, GF	Natural	Inverted raises off		
1♦		4			Jump sinit – naturar 5+, sirong, Or				
1♥		4		Natural, 4+	2NT = Jacoby 3NT = pudding raise	Over Jacoby – Swedish style responses Splinters			
1 🖍		4			Jump shift = natural 5+, strong, GF unless passed hand when it is fit jump				
INT		Bal		11-14 NV, 12-14 V, can have 5 card major	Stayman; transfers				
	,								
2*	V	-		Game Force or 23+ balanced	2D = general relay usually denies 3 controls	2H = Reverse Kokish (either hearts and GF or 23/24 balanced0 2NT = 25+ balanced; other bids natural and GF			
2♦		6		Weak, 6-10	2NT = forcing enquiry Everything else natural and NF	Over 2NT: rebid is minimum, suit at 3 level shows feature for NT, 3NT shows AKQxxx; suit at 4 level is splinter an dnion-min			
_		-		Possibly weaker 3 <sup>rd</sup> in hand NV v V					
2♥		6							
2 🛦		6							
2NT		Bal		20-22	3C = puppet Stayman, 3D/H = transfer; 3S = both minors; 4 level bids 2-up transfers & slam interest				
3♣		6		G. I I	Change of suit by non-passed hand is forcing 4C (or 4D if 3C opened) is key card ask	Over key card ask first step is 0 key cards in suit bid, $2^{nd}$ step = 1 key card, no Q, $3^{rd}$ step = 1 key card + Q etc			
3♦		7		Standard pre-empt Rule of 300 and 500					
3 <b>♥</b>		7		Kule of 300 and 300					
						r key card + Q cic			
3NT		7		Long solid minor and <k< td=""><td>4C = pass or correct; 4D ask for 0/1</td><td></td><td></td></k<>	4C = pass or correct; 4D ask for 0/1				
				5	,				
<b>4</b> ♣		7							
4♦				Standard pre-empt					
4♥				Rule of 300 and 500					
4 <b>A</b>				A 1 C	50 5NT AG 62 2 1				
4NT				Asks for specific Aces	5C = none, $5NT = AC$ , $6C = 2  Aces$				
						l			