



EBL Convention Card

Category i.e. Green / Blue / Red / HUM / Brown Sticker:

Country: Ireland

Event: Lady Milne Trials

Players: Anna Carr and Margaret Farren

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong NT, 5 Cd Major, diamond 4, Multi 2D - either weak 2 in major, aceol 2 in minor or 20-22
 Intermediate 2 overall 11-15 6 cd suit, 2nt = 20-22 5 cd suit, 3rd in hand may be light
 8+ no vul, 10+ cul.
 Unassuming cue bids

1NT Openings: 15-17

2 OVER 1 Responses:

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Multi 2Diamonds

Lebensschl

Chestern

Extended Healyic

Weak jump raises in competition

1c - 3c Majors, better hearts, 1c - 3d majors better spades

3c = 5-5 in black suits 9+ 3D = 5-5 in red suits 9+, 3H/3S Pre empt

3nt = long minor no outside ace

4 level openers pre empt

SPECIAL FORCING PASS SEQUENCES

Negative Doubles

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Most low level doubles are T/O

Psychics:

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2level; Reopening)

5 cd suit 8+Yul/Vul and non vul; 5 cd suit 10+ Vul/ Non Vul

2 level overall sound Vul

Ghestern

Intermediate Jump Overcalls 11-15 6 cd suit

Weak jump overcall in response to partner's bid.

1nt after two suits bid= other suits

INT OVERCALL (2nd/4th Live; Responses; Reopening)

1nt 15-17

1nt in 4th position 9-12 points

2nt - Unusual NT

Suit: 4th, MUD, low high even number, High-low Doubleton

NT: 4th, MUD, Top of a Sequence, Sing High-low Doubleton, MUD, 4th

Subseq: Lead of Ace asks- Rev Suit Pref, klr

Other:

LEADS

Lead: Vs Suit

Ace: Asks Attitude

King: Count

Queen: QJQJx

Jack: J10, J10x(=), H10+, J10, J109(8+), Jx

10: 109, as Vs Suit

9: 9x, H98x(+) 98(+), As Vs Suit

H-x: odd

Lo-x: Even

SIGNALS IN ORDER OF PRIORITY

Partner's Lead

Discarding

UDC Odds and Evens

Roman Discards

Reverse Count

odds and evens

rev count

Reverse count, Rev suit pref, odds and evens

Reverse count, Rev suit pref, odds and evens

Reverse count, Rev suit pref, odds and evens

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LEADS AND SIGNALS

OPENING LEADS STYLE

Lead

in Partner's Suit

High-low Doubleton

Sing High-low Doubleton, MUD, 4th

Rev Suit Pref, klr

QJQJx

H10+, J10, J109(8+), Jx

as Vs Suit

As Vs Suit

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DOUBLETS

TAKEOUT DOUBLES (Style; Responses; Reopening)

Reopening Double 9+

Protective Double 9+

4nt over 3M or 4h = Minor; 4nt over 4S = any 2 suiter

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative/Take out Double to 3S

Support Double/ Shows honour

OVER OPPONENTS' TAKE OUT DOUBLE

New suit= F 1 level, Jumps=Pre empt, 2nt: good raise to 3,

Redbl= 8+ points

New Suit non forcing

OPEN	TICK IF ART.	MIN NO. CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	x	2	3S	11+ or shape	1 level; 6+; 1nt 6-9. Jump shift weak; 3nt 12-14; 10-20 10+; 10-30 5 clubs 5 spades; splinters cue as above	1nt 12-14; 2 way check back over 1nt rebid	
1D		4	3S	11+			
1H		5	3S	5Hs 11+	normal bidding, cue, splinter		
1S		5	3S	5S 11+			
1NT			15-17	may contain 5 cd major	Puppet stayman, transfers to major and minors 4C gerber	break transfer with 4 cd support in major. 3 minor with honours	
2C	x			23+ game force	2d King at most, 2H 1King, 2S 1 ace and 1 king, 2nt 3 kings, etc	2nt 23-24, 3nt 25/26, 4nt 27/28.	Slayman after 2nt rebid; 3S transfer to a Minor
2D				Multi 2 D, 6 cd major, ace 2 minor, 20-22 nt flat	2h less than opener, 2s pass or correct to 4H, 2nt 14+,	over 2nt, 3c lower range and hearts, 3d lower range in spades, 3H lower range	2d- 3d 6 diamonds weak hand
2H		6		11-15 with 6 hearts	2NT strength asking/3H weak,	over 2NT, 3C weak and one honour, 3D weak with two honours, 3H lower range	
2S		6		11-15 with 6 spades	2NT strength asking/3S	new suit forcing promises 5	
2NT				20-22 5 cd suit	3C asks 5 cd	over 2NT, 3C weak and one honour, 3D weak with two honours, 3H lower range	
3C		5-5 Black suits		5-5 Black Suits Up to opening points			
3D		5-5 red suits		5-5 Red Suits Up to Opening Points			
3H		6+		Pre empt			
3s		6+		Pre empt			
3NT		7=		Gambling no trump 7+ no outside ace	4C pass or correct, 4D =ask short, 4H/s to play	High Level Bidding DOPI, ROP, 0314	
4c		7+		Preemptive non vul could be less	4nt asking aces,	Gerber over nt	
4d		7+		Pre empt		Splinter 3rd level	
4H		6+		Pre empt			
4S		6+		Pre empt			
4NT				Asking specific aces,			
5C		8+		preemptive non vul could be less	5c = 0, 5d=ace diamonds etc		
5D		8+		pre			
5H							
5S							
5NT							