

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Level = 8+
2 Level = 10+
3 Level = Weaker & longer suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-18 Stayman & Transfers Apply
4 <sup>th</sup> = 10-14 Stayman& Transfers Apply
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6 card suit 6-11- points
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestam:5/5 in suits
2NT = 2 lower suits
Cue Bid = Extremes 1C -2C is Ghestem
2D/3C = Other suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = Single Suit usually 10+
2C = Clubs & another maybe 4/4 usually 10+
2D = Diamonds & a major suit maybe 4/4 usually 10+
2H = Hearts & Spades, maybe 4/4 usually 10+
2S = 5 Spades and 5of any other suit
2NT= 5 Hearts & 5 of another suit
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = take out, can be converted by partner (15+ & shortage)
NT = To play Over 4S X = penaties
Jump to Game = To play 4NT = 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural Bids
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard	Standard	
NT	4 <sup>th</sup> Highest	Low from Honour or Top=2	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A= Attitude	A = Attitude	
King	K = Count Reverse	K = Count Reverse	
Queen	Q = Attitude May have K	Q = Attitude May have K	
Jack	J 10 9	J 10 9	
10	Zero or 2 higher	Zero or 2 higher	
9	Zero or 2 higher	Zero or 2 higher	
Hi-X	Doubleton	Doubleton	
Lo-X	1 or 3	1 or 3	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Like	Low=Like	Don't want
Suit 2	Low=Like	Low=Like	
3			
NT 1	Low=Like	Low=Like	Don't want
2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Good in 2ns seat; Re-opening can be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD
<b>CATEGORY:</b> i.e. Green
<b>NCBO:</b> IBU
<b>PLAYERS:</b> Bob & Maureen Pattinson
EVENT MIXED TRIALS
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1NT = 14-16 (NO 5 CARD MAJOR)
5 CARD MAJORS
2C OVER MAJOR BID = 10-12 OR GF
1C MAYBE 2 CARDS AND TRANSFERS OVER 1C
1D USUALLY UNBALANCED
MULTI & LUCAS
KEYCARD =1430
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRANSFERS OVER 1C
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	11-13 or 17-18	1D = Transfer to hearts; 1H transfer to Spades (6-11) 1S = Transfer to 1NT; 1NT = 12-13 may have a major 2C/2D/2H/2S = 13+ & 5 card suits	1NT = <3 trumps 11-13; 1M = 3 or 4 trumps 2M = 14-16 2C/D/H = <3 trumps 11-13; 2NT = 17-18; 3M = 17-18	
1♦		4	4S	11-13 Unbalanced or 6 card-suit	1H/1S = 6-12 4+; 1NT 6-9 denies Major; 3D = 5-9 2C/D/H/S = 5+ 13+ 2NT = 16+; 3C/H/S = Splinter	1NT = 4D & 5C; 2C = 4C & 5D; 1D 1M 2M (3or 4 support) 2NT = Ask; 3M =3; 3other =4;	
1♥		5	4S	11-19	1NT = 0-3 trumps 6-10 (Forcing) 2C = Art 10-12 or 13+ GF	2C maybe 2; 2D = 4 2H = 6 (11-13) 2D = 11-13; 2NT=14-16; 3NT= 17-19	
1♠		5	4S	11-19	SAME AS FOR HEARTS	1S-2C-2H = 11-13	
INT				14-16 No 5 card Major	2C = Non promissory Stayman 2D/2H = Transfers 2S=Trans to C; 2NT = D or both Minors (Weak or Strong) 3C/3D 2 of top honours; 3H/3S = Splinter in Major bid	2D= No 4 card M; 2H=4; 2S=4; Over 2D 3H/3S = Smolen With 4 trumps 3M = 14-15 with 16 bid a feature Over2S, 2NT good fit, 3C play; Over 2NT bid longest minor. Over 3C/3D, 3NT to play	
2♣	X			Bal 23-24 GF in any suit	Control Responses; 2D = 0-1, 2H=2, 2S=3 2NT=3 Kings	2NT = 23-24, Stayman & Transfers Apply 3C/D/H/S = < 4 losers GF	
2♦	X	6		Muti: 6-10 6 card-suit 19-20 Balanced 8 playing tricks	2H =NF Relay 2NT = Enquiry	PASS/CONVERT or 2NT = 19-20 3C/3D/3H/3S=8 tricks 3C=8-10 6 card Major; 2D/H= 6-7 Transfer to H/S	
2♥		5		6-10 5 hearts & 4 any other Singleton	2S = NF 4 card; New suit 3 level = GF 6+ suit  2NT = Ask for other suit		
2♠		5			SAME AS FOR HEARTS		
2NT				21-22 Balanced	3C = Puppet Stayman 3S= Minor Suit Stayman 3D/3H = Transfers	Over 3C; 3D= 1or 2 4M; 3H/3S = 5M; 3NT= No M Over 3S; 3NT to play 4C/4C to play	
3♣		6/7		6-10	Raise to Game with Shape or 3NT or PASS 4D = Keycard	New suit forcing	
3♦		6/7		6-10	Raise to Game with Shape or 3NT or PASS 4D = Keycard	New suit forcing	
3♥		6/7		6-10	Raise to Game with Shape or 3NT or PASS 4NT = Keycard	New suit forcing	
3♠		6/7		6-10	Raise to Game with Shape or 3NT or PASS 4NT = Keycard	New suit forcing	
3NT		7/8		Solid Minor Suit	4C/5C= PASS/CONVERT		
4♣		8		Hearts & 2 Keycards	Bid game with zero or 4NT = Keycard Inver Bid = Ask		
4♦		8		Spades & 2 Keycards	SAME AS FOR HEARTS		
4♥		8		Pre-emptive	PASS or 4NT = Keycard		
4♠		8		Pre-emptive	PASS or 4NT = Keycard		
4NT				Specific Aces	5C=0; 5D= AD; 5H=HA; 5S=AS; 6C=AC		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive			
5♥		8		Pre-emptive			
5♠		8		Pre-emptive			