

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Up to 17hcp
Responses: New suit is forcing
UCB with support & 10+ pts, non-rebid of overcall > min
(1nt) – P – (xfer) : xfer suit is takeout
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos: 15-17 sys on
4th pos: 10-14 sys on and 2C asks strength and Majors.
Respond 2NT with max then 3C asks Major
Reopen: 11-15, 6+ card
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: nat. weak: 2NT lower 2 suits, Cue = higher 2 suits
3♣=extreme 2 suits
2-Suit: Leaping Michaels- 4m=5that minor +5other M
Reopen: intermediate 6 card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue2 higher remaining suits
Jump Cue initially asks for stopper for NT
Cue in balancing position shows strong 2 suiter hand
VS. NT (vs. Strong/Weak; Reopening;PH)
ANTI: 2♣= 5+♦ or both majors; 2♦ = 5+♥ or 4♠ and longer
minor; 2♥ = 4♥s and longer minor; 2♠ = Spade suit
X is penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
V's weak2: leb after X; 2NT 16-18 sys on;
Vs multi 2♦: 2M 4+ , 2NT 16-18 sys on
Vs 2-Suit overcalls e.g. Michaels: X pen, fit = cue bid (lower)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1 level overcalls 1D = H or 4S+m, 1H=4H+m, 1S=Nat, 1NT minors
Dbl = diamonds or both Majors
Jump overcalls weak
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL hand ownership, 8/9 + balanced, no fit, no good 5 card suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th, MUD	Count/Low from Honour	
NT	4th, 2nd or MUD	Count/Low from Honour	
Subseq	Attitude , count or SP	Attitude, count or SP	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK+; KQ+	AK+; KQ+	
Queen	KQ+	KQJ+; KQT+	
Jack	QJ+	QJ10+; AQJ+	
10	J109+; KJ109+	J109+; A/KJ109+	
9	Mud / Attitude	Mud / Attitude	
Hi-X	Doubleton	Doubleton	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Rev Count	O+2=Enc; E-2=S/P
Suit 2	Rev Count	Suit Pref	
3	Suit Pref		
1	Rev Attitude	Rev Smith Peters	O+2=Enc; E-2=S/P
NT 2	Rev Count	Rev Count	
3	Suit Pref		
Signals (including Trumps):			
Rev. Att. Rev Count, Odds+2 & Even-2,			
Rev smith peters over 3NT and higher, suit pref.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 5Ds			
7 loser hands or better			
Resp: cue is GF, system on over NT resps.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X through 5D (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)			
SOS XX			
X of artificial bid shows that suit			
Lightner X for slams			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: IRELAND
PLAYERS: Hilary Dowling-Long & Ann Marie Horan
<div><div></div><div></div></div> September 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors (semi-F 1NT), open heavy 1-bids; respond very light; 2/1 GF
Weak NT; 11-14
Inverted minors
2♣ – 9+ playing tricks, balanced 23+
2♦\2♥\2♠– weak; < opening bid
2NT – balanced, 20-22
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
LEBENSOHL-SLOW
ESCAPING FROM 1NT DOUBLED - DONT
Pass NF 8+hcp, suit bid shows that + higher,
2S Natural better than redouble followed by 2S.
2NT two suiter game try if fit found, rdbl single suiter
SPECIAL FORCING PASS SEQUENCES
X (or R) 1st round control of the opp's suit
IMPORTANT NOTES
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5D	Natural	1D 3+ Cards as 1NT 8-10 picture Inv minor, 2NT 13-15	4 th suit forcing, Jump rebids / raises 5 losers	
1♦		3	5D	Natural, 3 when 4432	1M 3+ cards, 1NT 8-10 picture bid		
					2D inv minor 2C F1,		
1♥		5(4)	5D	May be 4 3 rd or 4 th in hand	1NT 6-12, 2x GF, 2NT 13-15, 3C – GF 4+ card fit 3M-1 limit, 3M+1 = strong splinter, splinters 2 con		Reverse Drury Responses to 1M in 3 rd / 4 th hand
1♠		5(4)	5D	May be 4 3 rd or 4 th in hand	As Above and 3D = transfer to hearts		As above
INT				11-14, can hold 5M or 6m	Four suit transfers, Smolen, Texas, 3D= Confit		
				Singleton H		Lebensohl Sans	
2♣	Yes	0	N/A	All strong hands inc. 9+ playing tricks and 23+ bal.	2D 0/1 control, 2H 2 controls, 2S 3+ controls	2C-2D-2H GF; forces 2S then 2NT 25+	
2♦		5	N/A	Weak with 5+ ♦; usually 6+	2NT enquiry; new suit is F1R	Feature Showing	Barrage Responses
2♥		5	N/A	Weak with 5+ ♦; usually 6+ Can hold second suit (m)	As Above	Feature Showing Jump to 4x = second suit 5+ cards	
2♠		5	N/A	Weak with 5+ ♦; usually 6+ Can hold second suit	As Above	As Above	
2NT			N/A	20-22 Balanced (in principle)	3♣ Puppet, 3♦/♥Transfers, 3♠ m or m/m slam try. RESP.3♦ no 5M, 3M 5, 3NT=3♠ less than 4♥: over 3♦ responder denies M, 3NT shows both. If opener shows 5M, OM = slam try, Transfers, 3♠ both minors/ a single minor, forces 3NT then 4m is slam try and 4M fragment in major 5+/5+ min, 4C = Gerber, 4♦/♥= transfers, 4♠= both minors quantitative, 4NT quantitative, 5NT quant.		
3♣		6		Weak with 6+ ♣; usually 7+	New suit – 6+ suit F1R; jump to game to play		
3♦		6		Weak with 6+ ♦; usually 7+	New suit – 6+ suit F1R; jump to game to play		
3♥		6		Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to game to play		
3♠		6		Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to game to play		
3NT	Yes	7	N/A	Long minor with at most one outside stopper			
4♣				Natural pre-empt		HIGH LEVEL BIDDING	
4♦				Natural pre-empt		RKC-M 1430 inc void responses	
4♥				Natural pre-empt		RKC-m 3014 inc void responses	
4♠				Natural pre-empt		5NT specific K ask	
4NT				Specific Ace Ask		Gerber 1st bid over NT	
5♣				To Play		Cues 1st\2 nd below game; 1st above game generally	
5♦				To Play		Forcing Pass, DOPI /ROPI if below trump, DEPO/REPO above trump suit	
5♥				Raise to 6 with 2 of AKQ			
5♠				Raise to 6 with 2 of AKQ			