

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 6 – 17 HCP 5+ cards varies with vul, 2 level – 10-16
Responses: New suit forcing F1, After 1M 2M 3+ hearts 4-9 pts,
1M 3M 4-7 pts 4 hearts ,Jump cue bid Mixed raise 7-9 pts 4 hearts
Cue Bid (UCB) 3+ card fit and 10+ pts
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 over opening bid – Systems on Note 5
1X P 1Y INT (live) shows the other 2 suits 5/4 any strength
Passed hand INT shows the other 2 suits 5/4 any strength
Helvic if we are penalty doubled in NT – Note 6
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls: weak, 6 cards suit, 5-10 pts
Unusual 2NT: lowest 2 suits (5/5 or longer) weak or strong
Weak Jump Response – 6 card suit 0-5pts
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (1m, 2m majors)
Support Cuebids (10+pts and support for partners suit)
1M, 2M = OM + minor
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT – distribution in suit bid and unknown higher suit (usually 54 min). Can be any points
X = long single suit (any points)
VS. PRE-EMPTS
2NT 15-18 with stop, X = takeout (Against Multi, takeout of Spades)
Cue-bid = Forcing, big hand, Jump 3 level forcing, Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural v strong 1C 16+ or 2C strong , Jumps pre-emptive,
DON’T over Precision
OVER OPPONENTS’ TAKEOUT DOUBLE
XX 10+ pts, Natural.at level 1, Non Forcing 2 level
Jumps are weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th . MUD,	Low from honour. MUD.	
NT	4 th . MUD	Low from honour. MUD	
Subseq			
Other: On partners lead, closest card to 6 is ENC, otherwise suit preference			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	AK	
King	KQ (or from AK doubleton)	KQ	
Queen	QJ (or doubleton)	QJ or AQJ	
Jack	AJT, KJT,, JT _x , J _x	AJT, KJT,, JT _x	
10	HT9 _x , T9 _x or Tx	HT9 _x , T9 _x	
9	H9 _x , H98 _x , 98 _x , 9 _x	H9 _x , 98 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Closest to 6 enc	Count Standard	Suit preference
Suit 2	Suit preference	Suit preference	Count
3	Doubleton		
1	Closest to 6 enc	Count Standard	Suit preference
NT 2	Suit preference	Suit preference	Count
3			
Signals (including Trumps): Trump echo xxx, low trump = xx or xxxx			
DOUBLES			
Neg double up to 3 ♠			
After 1 ♣ (1 ♠) a negative double followed by a new suit is GF			
After 1 Club-1 Diamond = other Majors			
Negative double after weak jump support			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / Redouble			
DOPI/ROPI			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
PLAYERS: Ian Kilroy + Niall Kilroy
Irish Events 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5 card majors, 5533
Standard Count and Standard Attitude
Leads 4 th and MUD
Discards Suit Preference , standard count
Closest to 6 on lead is encouraging. Otherwise, suit pref.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D weak 2M or 8 tricks minor or bal 2NT 20-22, Note 7
Muiderberg – 2H/2S – 5+ major 4+ minor 5-10 pts
Non forcing free bids after we open and opps overcall
1♣ (1♠) now our 2♦ or 2♥ are NF
3NT = a weak minor
2NT = 5/5 minors 6-10pts
SPECIAL FORCING PASS SEQUENCES
Helvic – 1NT-x (penalty)-P (forces xx from opener)
IMPORTANT NOTES Point ranges are indicative only.
PSYCHICS:

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	3+	3♠	Better minor	Inverted Minor. 2M = weak (0-5pts) Note 1	Bid stops up over inverted minor	Good bad 2NT
1♦	No	3+	3♠	Better minor	Inverted Minor. 2M = weak (0-5pts) Note 1	Bid stops up over inverted minor	Good bad 2NT
1♥	No	5	3♠	5+♥'s 11+ responses note 2	1NT – 6-11 NF, 2NT = Jacoby, Rev Bergen 3♣ = 10-12 4♥'s, 3♦ = 6-9 4♥'s, 2♠ = weak (0-5pts), 3S unambiguous splinter. 4 level splinter	Passed hand and competition Note 3 Jacoby Note 4	3 card Drury 2♣ 4 card Drury 2♦ Good bad 2NT
1♠	No	5	3♥	11-20	As above		As above
INT	No	1	4♥	15-17, may contain a 5CM or 6 minor	Note 5 2C = Stayman, 3 way tx's, 4♦/♥ = tx 3C = Puppet. 3D/H/S = slam try, 4♣ = Gerber		Helvic if penalty doubled Note 6
2♣	No	0	4♥	23+pts/game in hand/8 tricks in M	2D = relay, any other bid positive & natural		
2♦	√	0		Weak major/8 tricks in m/20-22 bal responses Note 7	2H = pass/correct. 2NT = art 15+ 2S = pass/correct. Play in 3H if min or 4H if max 3S = 3 card S suit + 4 card H suit 3/4 H to play in partners suit at that level		
2M	No	5		5 major 4+ card minor 6-10pts	2NT – Artificial 15+ pts. Forcing. 3C to play minor, 3D Major INV. 3M = weak	2NT responses WWSS 3♣ min, 3♦ min 3H = max with C. 3S = max with D.	
2NT	√	0		55 mm. 6-10pts	Bid to level of contract based on amount of trumps and Law of Total Tricks. 3NT = to play		
3♣	√	6+(7+)		6+C – 4-10hcps			
3♦	√	6+(7+)		6+D – 4-10hcps			
3♥	√	6+(7+)		6+H – 4-10hcps			
3♠	√	6+(7+)		6+S – 4-10hcps			
3NT	√	0		7+ of a minor suit – 4-10hcp	4c – pass/correct	Pass / Bid long suit	
4♣	√	0		8 tricks in H	4H to play – anything else is forcing		
4♦	√	0		8 tricks in S	4S to play – anything else is forcing	HIGH LEVEL BIDDING	
4♥/♠	No	7+		7 tricks in major	4M to play – anything else is forcing	RKCB (1430) Note 8 Majors , Minorwood Note 9 In competition, DOPI, ROPI. Lightner doubles	
4NT	√	8+		Specific ace ask	5C – None. 5D/H/S that Ace, 5NT=-2 . 6C = AC	Forcing pass after a GF has been established	
5♣/♦	No	8+		Pre-emptive/to play		Exclusion Blackwood Note 11	

Note 1 Responses to 1♣

1♦ nat. 4+ suit, 5+ HCP
1M nat. 4+ suit, 5+ HCP
1NT 7-10 HCP, denies 4M.
2♣ Inverted minor 10+ pts
2M nat 6c suit, 0-5 HCP.
2NT 11-12 bal, denies 4M.
3♣ 5-9 pts 5+C.

Openers rebids

1♣ 1X
1NT 12-14 pts XY checkback **Note 10**

1♣ 1X
2NT 18-19 pts checkback

Note 2 1♥ Responses

1♠ 4+ S, 5+HCP. opener rebids
1NT 12-14 XY checkback **Note 10**
2m 10-15 HCP
2♥ 10-15 HCP
2♠ 10-14
2NT 18-19
3m 16-19
3H Inv 6+ card suit
3♠ Inv
4x splinter raise with 4s

1NT 6-11 HCP NF

2♣/2♦ natural 10+ pts INV or better
we use 3rd suit forcing (Bourke relay) to ask for information

openers rebids

1♥ 2♣
2♥ 2♠ GF 3rd suit ask partner to describe their hand further
This bid does not show 4 spades – it asks

2♥ 8/9 HCP, 3H opener's new suit is long suit trial INV+
2♠ nat 6c suit, 0-5 HCP.
2NT GF, 12+ HCP, 4+H Jacoby.
3♣ 10-11 HCP, 4H. reverse Bergen
3♦ 6-9 HCP, 4H.
3♥ ≤6 HCP, 4H.
3♠/4m ambiguous splinter/splinter, 11+ HCP
4♥ 0-7/8 HCP 5+ card support

Note 3 1M Competition and Passed Hand Responses

Competition

System on after opp's double (Bergen/Stenberg etc)

Systems off after their overcall.

Long suit trial bids after single raise of 1M by either opener or responder

Passed Hand Drury

After 1M 3rd or 4th seat

2♣ by passed hand Drury, exactly 3 card support 10/11 points

2♦ by passed hand Drury, 4+card support 10/11 points.

In reply opener bids

2M minimum opening. no interest in game opposite a passed hand

Note 4 1M 2NT Jacoby GF (4+ card support)

1♥ 2NT Jacoby GF with 4+ hearts

3♣ splinter

3♦ splinter

3♥ 15-17 no splinter e.g. 5422

3♠ splinter

3NT 18-19 no splinter

4♣ 5+ cards good side suit

4♦ 5+ cards good side suit

4♥ minimum 12-14 pts no splinter

4NT RKCB 1430 **Note 8**

Note 5 1NT Responses

2♣ Stayman could be garbage

2♦ 5♥+ transfer (transfer break 4 card support 2NT max, 3M min)

2♥ 5♠+ transfer (transfer break as above)

2♠ ask range 8+ pts

2NT min

3C max Stayman

3D/H max transfer

2NT xfer to minor

3♣ Puppet

3D no 5M have 4M

3m slam try 14/15+ HCP,

3M slam try 14/15+ HCP,

3NT to play

4♣ Gerber for aces

4♦ Texas raise to 4♥ then 4♠/5♣/5♦ void exclusion **Note 11** or 4NT

RKCB **Note 8**

4♥ Texas raise to 4♠ then 4NT RKCB **Note 8**

4NT Quantitative

Note 6 Helvic defence to penalty double

After our 1NT opening/natural NT overcalls

1NT Double for penalties

Pass asks for redouble, Responder can pass and play 1NTxx or show non-touching suits

XX A one-suited hand. asks partner to bid 2C

2♣ Clubs and diamonds (4-4 or better).

2♦ Diamonds and hearts.

2♥ Hearts and spades.

2♠ Clubs and spades.

Note 7a Responses after we open 2♦ Multi

2♥ to play in openers suit then openers bids

- Pass weak 2 in hearts
- 2♠ weak 2 in spades
- 3♣ 8 tricks in clubs
- 3♦ 8 tricks in diamonds
- 2NT semi-bal 20-22 HCP now 3C is Puppet Stayman

2♠ to play opposite weak 2S, playable can play 3 level+ opposite a weak 2H

Responses as above except 3♥ min weak 2H 4♥ max weak 2H

2NT Enquiry

7b Defence to Multi 2♦

(2♦) double take out of spades

- 2♥ take out of hearts 12+ pts
- 2♠ 5+ spades 12+ pts
- 2NT 15-18 pts System On

Note 9 Minorwood

4♣ Minorwood RKC in clubs – responses

- 4♦ 1 or 4 key cards
- 4♥ 3 or 0 key cards
- 4♠ 2 key cards No Queen trumps
- 4NT 2 key cards with Queen trumps

After Minorwood, 4NT by asker is an attempted signoff.

Next step asks for Q (if not shown) or for specific kings

Note 8 RKCB

4NT is key card ask, (the four aces and the K of agreed trump suit) Responses:

- 5♣ 1 or 4 Key Cards
- 5♦ 0 or 3 Key Cards
- 5♥ 2 or 5 Key Cards without the Queen trumps
- 5♠ 2 or 5 Key Cards with Queen trumps or extra trump length

Queen ask – next available suit

5NT – king ask- response shows specific kings

The king ask promises that the partnership holds all the keycards and the Queen trumps.

Note 10 XY (aka Two Way Checkback)

- 1♣ 1♠ 1NT Responder's bids
- 2♣* relay to 2♦, either signoff in 2♦ or all (INV) sequences
- 2♦* artificial GF (excludes GF 5+/5+ shape or 6♠+)
- 2♥ 5♠ 4♥ NF
- 2♠ 5+♠ NF
- 2NT* Transfer to 3C may be signoff or natural GF if responder continues over 3♣
- 3♣ Good Two-Suiter, 5♠+/5♣+ distribution, at most 6 losers, GF
- 3♦ Good Two-Suiter, 5♠+/5♦+ distribution, at most 6 losers, GF
- 3♥ 5+♠ 5+♥ GF
- 3♠ 6+♠ GF slam try asks cue bids if suitable
- 3NT to play

- 1♣ 1♥ 1NT
- 2♦ FG, “Checkback Stayman” major interest
- 2♥ 3 hearts - bid major features upwards
- 2♠ 4 spades – 2 hearts
- 2NT balanced – no support
- 3♣ Good five card minor

NOTE 11 Exclusion Blackwood

1st step – 1 or 4 key cards
2nd step – 0 or 3 key cards
3rd step – 2 key cards without trump queen
4th step – 2 key cards with trump queen

Queen ask - cheapest non trump suit

Trump Suit – No Queen

5NT – Q trumps – no side K (The K of the excluded suit doesn't count)

Any non-trump suit – Trump Q and the K of that suit

Defence to 3 level pre-empt

3x (??)

4m = Nat nf (NO leaping michaels)

3M = Nat nf

3NT to play

4M = nat nf

Cue = 2 suiter depending on opening

4NT = 2 suiter (minors or weaker than cue)

Double = points/ hand that wants to bid

Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4x = Nat NF

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = “points” (do the right thing partner)

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

Defence against Multi 2