

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Overcall at 1 level generally shows 8+ points and a 5-card suit
Overcall at 2 level generally shows 10+ points and a 6-card suit
Bids in protective may have less
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15- 18 points
Protective = 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak – showing 6 card suit 5-10
2NT response = features ask
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Non-jump cue bid is Michaels
(5-5 in majors, or 5-5 in the unbid major – if the other major was opened - and an unspecified minor)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Both Majors (at least 4-4)
2D = Single suited Major
2H/S = Major (at least 5) + Minor (at least 4)
2NT = Both Minors (at least 5-5)
X = Penalties
3 minor = 6+ card suit 10-14
3 major = 7+ card suit, 5-9 pre-emptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout (lebensohl responses)
Leaping Michaels
4NT = 2 places (over 4 level bid)
Cue-bid = asks for stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Majors
1NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good raise
XX = 9+ points (no fit)
New suit = forcing
Jump in new suit = strong
Jump raise = pre-empt

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour	4 th from honour	
NT	4 th from honour	4 th from honour	
Subseq			
K against NT asks for unblock or count; K against suit game asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx;	AKQ; AKJ	
King	AK; KQ10; KQx;	KQ10; KQx; KQJ	
Queen	QJ10; QJx;	QJ10; QJx; QJ9	
Jack	KJ10; J10x;	AJ10x; KJ10; J10x;	
10	K109; 109	K109; 10xx; Q109; 109	
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT (high Enc)	COUNT (Hi-Lo = Even)	ATT (high Enc)
Suit 2	COUNT (Hi-Lo = Even)	Suit Preference (Hi-Lo = Higher suit)	COUNT (Hi-Lo = Even)
Suit 3	Suit Preference (Hi-Lo = Higher suit)		Suit Preference (Hi-Lo = Higher suit)
NT 1	ATT (high Enc)	COUNT (Hi-Lo = Even)	ATT (high Enc)
NT 2	COUNT (Hi-Lo = Even)	Suit Preference (Hi-Lo = Higher suit)	COUNT (Hi-Lo = Even)
NT 3	Suit Preference (Hi-Lo = Higher suit)		Suit Preference (Hi-Lo = Higher suit)
Signals (including Trumps):			
Hi-Lo (in trumps) = wanting a ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Should be 11+ points showing 2 or less of openers suit			
In protective seat can be fewer points			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X of slam = Lightner double asking for unusual lead			
Responsive doubles			

EBL CONVENTION CARD
CATEGORY:
NCBO: ENGLAND
PLAYERS: Freddie Beneat + any player
EVENT: WBF YOL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 Card Majors
Weak No Trump (12-14)
3 x Weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = long running minor (Gambling)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		4	4H	Natural 10+ points	Suits natural; 1N 5-9; 2N 10-12; Strong Jump Shifts; Double Jumps are Splinters	4 th suit forcing; Checkback over 1NT rebid	Cue-bid = inv+ with support 2NT = stopper 10-12 3NT = stopper 13+
1♥ 1♠		4	4H	Natural 10+ points	2NT FG Raise; Strong Jump Shifts; Others Natural; Double Jumps are Splinters	4 th suit forcing; Checkback over 1NT rebid	Cue-bid = inv+ with support 2NT = stopper 10-12 3NT = stopper 13+
INT				Balanced 12-14	Stayman (non promissory); Transfers; 2S = transfer to C; 2NT = transfer to D 3 level = nat. slam-try no shortage		Responses to double of 1NT: Redouble = 5+ card suit (2C response), 2C = 2 suits (clubs + one other); 2D = 2 suits (diamonds + hearts/spades); 2H = 2 suits (hearts + spades)
2♣				23+ points or GF	2D = negative		
2♦ 2♥ 2♠		6		5-10 points	2NT = strong enquiry	3 new suit = feature (Q+) and 8-10 3 major = 5-7 3NT = 2 of top 3 honours	X is penalty
2NT				20-22 points	Stayman; Transfers; 3S = 5 spades + 4 hearts; 4C/D = natural FG		
3♣ 3♦ 3♥ 3♠		7		Pre-emptive 5-9			
3NT		7		Long solid minor, little outside	Pass if have stops; 4C if don't (pass or correct)		
4♣ 4♦ 4♥ 4♠		8		5+ points pre-emptive			
4NT							
						HIGH LEVEL BIDDING	
						Cuebids = 1 st or 2 nd round control	
						RKCB = 30,14	
						5NT = Shows all As and asks for specific Kings	
						DOPI / ROPI over RKCB interference	