

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3 <sup>rd</sup> hand passes - 2♣ = range ask. [ Note 12] If 3 <sup>rd</sup> hand bids below 1NT then transfer advances If 3 <sup>rd</sup> hand bids 1NT or above then as above*
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd: 15-18. Responses as for 1NT opening 4 <sup>th</sup> : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+ \ 5+ [note 3] 3m intermediate over nebulous minor openings <b>Reopen:</b> Intermediate, 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem [note 3] Jump cue asks stop Cue in 4 <sup>th</sup> : Michaels 1M - P - 2M then cue is OM =m and 4m = 5m/5OM strong
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter (weaker) M if both M) Then 2♥/♠ = (3) 4+ and 2NT = ask invitational + 2M Natural. 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak and 2 <sup>nd</sup> position V 15+ NT Vs. 15+ in 4 <sup>th</sup> position or passed hand, X = 1m or both M's, V15+ in 4 <sup>th</sup> : 2m =m+M, 2M natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid OM/m less strong. After 3 minor: cue = 5/5M 4om =5om + 5M. After 3M: 4m =5m + 5OM and 4M/4NT = minor 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. Other XX =10+. 1NT to 2 under =transfers ( NF or F1), 1♥ (x) 1♣ =4/4+minors 4-9 After 1M: TRFS to opening suit=support 4-7 or GF, 2M 8-10

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	4 <sup>th</sup> ( 2nd from bad suits)	Low from odd	
<b>NT</b>	4 <sup>th</sup> ( 2nd from bad suits)	Low from odd	
<b>Subseq</b>	Attitude V NT, low from odd V suit		
<b>Other:</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Akx(+) Ax(+)	Akx(+) Ax(+)	
<b>King</b>	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ	
<b>Queen</b>	KQx(+)	KQx(+)	
<b>Jack</b>	QJx(+) QJ	QJx(+) QJ	
<b>10</b>	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
<b>9</b>	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	
<b>Hi-X</b>	xSxx xSx Sx	xSxx xSx	
<b>Lo-X</b>	HxxS HxS	HxxS HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>Suit 2</b>	Hi/Lo = E	S/P	
<b>3</b>	S/P		
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>NT 2</b>	Hi/Lo = E	S/P	E = ENCRG, O =SP
<b>3</b>	SP		
<b>Signals (including Trumps):</b>			
Smith Signal vs NT (low enc or neutral) Remainder Count = Standard SP in trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with perfect shape. Equal level conversion Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Jumps to 3M weak. Double in re-opening position may be weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) Most low level DBLs = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

EBL CONVENTION CARD	
<b>CATEGORY</b>	
Open 2022 European Championships <b>PLAYERS</b> Hugh Mc Gann & Tom Hanlon	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1♣ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF Fairly aggressive style  <b>1NT Openings:</b> 14 - 16	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣ Opening and canapé responses 2♦ Opening = 11 – 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 <sup>st</sup> & 2 <sup>nd</sup> position  1♣ - 2♥ = both minors GF, 2♠ = one minor GF or 19-21 balanced [Note 2] 1M-2♣ = GF relay, 2 under= 3 card support inv+. 2♦ over 1♠ =♥s: 9+	
Transfers in most competitive auctions and in some constructive auctions – Note 1 Defence to nebulous & polish club opening – Note 10	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Seldom	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18  1♥/♠ =8+ hcp (may have minor suit canape)2♣/♦ =8-13 NF 2♥ = GF both minors [note 2] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards  1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3M 4&5+♦, 4♣/♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠ = 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♠= ART GF [Note 4], 2NT= 4+ support 17+	2♥/♠ Weak (<2M opening) 2NT both minors  3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play ,  Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1M[note6] 1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4  After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠ Fit 3♣ = Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 7],2♦=3card supp 1nv+,2M=5-9 2♠=weak, 2NT/3♣/♦ = 4 card support 3♣= void spl, 3NT = ♠ spl(N9)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 8]	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥= good suit inv, 3NT = void splinters 4♣/♦/♥ =limited Spl	After 1♠ - 2♦: [note 8] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♦(4+)/♥/♠/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♦/♥ = Transfers , 4♠ = 4 - 4 minors invitational	2♣ - 2X then 2♠/NT (3 ♣ over 2♠) transfers to minors  After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	4♦	10 - 16, 6♣ or 5+♠ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF. 4♦ RKCB	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9] 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♠:optional KC	[ Note 11]	
2♠	No	5		Wide range in 3 <sup>rd</sup> , 11-13 in 4th	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦	[ Note 11]	
2NT	No		4♦	19-21	Puppet Stayman, 3♦/♥:TRF, 3♠ =m's, 4♣/4♦ Heart/spade slam try and 4♥/4♠= club/diamond slam try	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦,  4NT to play	
3♣		6		Pre - empt,	3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦:optional KC		
3♦		6		As 3♣	4♣: optional KC , other as above		
3♥		6		Pre - empt	As above, 4NT 1 minor to play game, 5m optional exclusion KCB		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦To play in 3 <sup>rd</sup> /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 <sup>rd</sup>	4♦ = Ask slam try	<b>High Level Bidding</b>	
4♦		7		Strong 4♠ opening. Nat 3 <sup>rd</sup>	4♥ = Ask slam try	CUE:1 <sup>st</sup> & 2nd round. Void priority. 3NT can be game choice, non shortage or serious	
4♥		6		Pre - empt	New suit asks control	4NT KCB but also non 4NT (1430) Exclusion (0,1) Optional KC and exclusion KC	
4♠		6		Pre - emp	New suit asks control	. Optional KCB after pre-empts with special responses according to vul. After 4NT , 5♠	
4NT				6/5+ minors < opening values		except if spades when 5NT. 5NT up can be 3 <sup>rd</sup> round asks. DOPI,DEPO, 5NT pick a slam	

### Note 1: Transfers in competitive auctions

#### After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1NT Natural 8-11

#### After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

#### After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support , 4-7 or GF

#### After 1♦ and 1M opening and opponents overcall at the 1 level, 2M or 2♣ over 1♦ : Multiple transfers

#### After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

#### After 1NT opening and opponents intervene:

After penalty double by LHO: Redouble is penalty try, 2♣ to play but could be start of an escape. Opener only finds out if doubled, 2X natural.

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is shortness 4-4-4 or 3-4-5

3 spades is both minors GF

### Note 2: 1♣-2M auctions

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors 2NT: No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask After 2♠: 2NT:5+/5+ minors, 3♣/♦ :6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless 1 suiter semisolid+ 3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

**Note 3: Ghestem**

2 suits 5+5+ tyle: Non vul: usually weak or strong. Vul: intermediate

+

Wide ranging with both Majors

2NT = lowest suits, Cue = Extreme suits

After 1M -3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue= Majors and 3♣ shows clubs and spades

After 1 club showing 2+ we play 2♣=10-14 5/4M and 2♦=5/5M

After I diamond <3 cards we play 2♥ is both Majors 5/5

**Note 4: 1♣ -1M:2♣ -artificial GF: usually clubs or balanced**

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

**Note 5: 1♣ -1M - 2♣: artificial GF: usually clubs or balanced**

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

**Note 6: 1♦-1M : openers rebid**

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

**Note 7: 1M-2♣ GF usually not 4 card M support (but this is possible)**

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

**Note 8: 1M-2 under and 1♠-2♦:**

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

**Note 9 : Response to 2♣ opening**

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

**Note 10: Defence to 1♣ opening which can be 2 cards**

X= 12-14 or 17+ then subsequent bidding as if we opened 1♣

1♦ = take out of clubs, 3♦ NF

2♣ = 5/4 Majors 10-14

2♦ = 5/5 Majors

2NT = 5/5 minors

3 minor = intermediate

### Note 11: Bidding after 2 Major Opening

2NT enquiry

3 new shortage non minimum

3NT good non shortage

4♣/♦ =6M/5m

2♠ after 2♥ opening is F1.

3♣ after 2♠ opening is 5+ hearts F1

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitational.

Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

### Note 12: Response to 1M overcall ([Non passed hand)

#### 1) 3<sup>rd</sup> hand passes

Responses to 1♥ overcall

1♠ : 4+ cards F1

2♣ asks range then

2♦ : shows 12 plus

2♦ : 9-12, 5+ cards in unbid minor

2♠ : 6 cards 7-10

Responses to 1♠ overcall

2♣ : asks range

2♦ : 5+ hearts 9-12 or 13+

2♥ : 9-12, 5+ cards in unbid minor

#### 2) 3<sup>rd</sup> hand bids below 1NT

Transfers from 1NT to 2 under

Transfer shows 8-11 ( 6m or 5+H) or stronger with 5+ suit

#### 3) 3<sup>rd</sup> hand bids 1NT or higher

X: Take out

New suit natural F1

UCB usually has 3+ support

Passed Hand: New suits natural constructive and standard UCB