

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
5+ card at 1 level (good suit if weak). Sound at 2 level.
Responses: 1NT=8-11. 2NT=12-14 after 1 level overcall.
New suit F1. CUE=limit raise or FG. All direct raises=weak.
Jump in new suit=FIT
SPL if a double jump below game is available.
Jump cue=constructive 4 card raise.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT: 2 nd /4 th (live)=15-18.
Protective=10-14(m), 10-16(M). Respond as 1NT opener.
LEB-FAST with (1X)1NT(2X)DBL=T/O, (1X)1NT(2Y)=PEN.
Reopening 2NT=19-21 BAL. Responses as over 2NT opener.
(1X)-P-(2X)-2NT and (1X)-P-(2Y)-2NT = unbid suits.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: WEAK New suit = F1 2NT=relay for feature if max.
Intermediate in Protective seat.
2-suit: Constructive, 55+. [2]
Reopen: Intermediate + natural.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
2 Level Cue=2 suits [2]. (1M)-3♣=2 suits [2]. (1♦)-3♣=2 suits.
(1♦) - 3♦ & 1M-3M ASK FOR STOPPER (1m)-4m=Good M.
(1x)-P-(1y)-2x/y = NAT, STRONGER than Pass followed by 2x/y.
Reopen Cue and (1x)-P-(1NT)-2x = MICHAELS [2].
VS. NT (vs. Strong / Weak; Reopening; PH)
Jump overcall=weak. 2♣ = 44+ both majors (NF).
Responses: 2♦=relay, 3♣ asks for 5 card major.
DBL=PEN. DBL by PH = 2-suits not majors.
DBL of Stayman or transfer = bid suit v strong (14+) NT but a
DBL of 1NT v weak NT. (1NT)-2NT =minors.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O. LEB AFTER T/O DBL OF 2M [3]. (2x)-2NT=15-18.
3 level CUE asks for stopper. (2M)-4m=m+OM, 5-5.See [1]
"Non-leaping Michaels" after 3 level PRE [15].
See [16] for defences to high level preempts.
VS. ARTIFICIAL STRONG OPENINGS
DBL = ♥+♠ (54+). 1NT/2NT = ♣+♦.
Suits = NAT. Weak Jumps.
Defence to multi 2♦ [14]. See [21] v 2-card minor opening.
OVER OPPONENTS' TAKEOUT DOUBLE
Direct raise=weak. Fit jumps.
Double jump=SPL. 2NT=Limit+ raise with 4+ trumps.
RDBL=9+ penalty seeking. Suit F1 Pass then DBL=T/O

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Fourth best with an honour (10 is an honour).		
NT	Second with no honour.		
Subseq	Same / Current Count		
Other: Top of touching honours except lower for unblock v NT and A for attitude, K for count v suit. Trump leads are suit preference.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+),AK	AKx(+), Ax(+)	
King	AKx(+), KQ(+), Kx	KQx(+), Kx, AKJ10(+)	
Queen	QJ(+), Qx	QJ(+), Qx, KQ109(+)	
Jack	J10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+)	
10	109(+), H109(+), 10x	109(+), H109(+), 10x	
9	9x, H98(+)	9x, H98(+)	
Hi-x	xSx(+), Sx	xSx(+), Sx	
Lo-x	HxS, HxxS(+)	HxS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=even [6]	Hi=even [7]	Hi=ENCRG[8]
	2 Hi=ENCRG [6]	Suit preference[7]	Hi=even [8]
	3 Suit preference[6]		Suit preference[8]
NT	1 Hi=even [6]	Smith Peter [5]	Smith Peter [8]
	2 Hi=ENCRG [6]	Hi=even [7]	Hi=ENC/even [8]
	3 Suit preference[6]	Suit preference[7]	Suit preference[8]
Signals (including Trumps): TRUMP SIGNAL=Suit preference.			
Smith Peter v NT [5]			
STANDARD SIGNALS. REMAINDER COUNT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Any strong hand or 3+ card support for unbid suits,opening values.			
CUE forcing to suit agreement. RESP DBL=two 4-card suits.			
Reopening DBL=2HCP weaker.			
LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [3].			
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL: 1♣-(1♦)-DBL=4♥+4♠; 1♣-(1M)-DBL=4OM.			
T/O DBL: (a) If OPPT have agreed a suit and auction is live,			
(b) partner has overcalled and CUE is available below a direct raise,			
(c) after (1NT)-DBL-(2M), and (1NT)-DBL-(2M)-P-P.			
(d) OPPT overcall of our change of suit, (e) (1x) P-(1NT)-DBL.			
PEN DBL after (1NT)-DBL-(2m) and (1NT)-DBL-(2m)-P-P.			
MAXIMUM OVERCALL DOUBLE.			

European Bridge League Convention Card
System Category: Green
Conventions:
NCBO: ENGLAND
Event: Ladies –World Champs 2007
Players: Rhona <u>Goldenfield</u> & Michelle <u>Brunner</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural - 4 card majors.
1 bids usually follow rule of 19. Respond with 5+ HCP.
Artificial 2NT in COMP. Frequent use of non-penalty DBL.
Weak 2s in ♦/♥/♠, except 8 playing tricks in 4th.
Sound overcalls at 2 level. Sound preempts vulnerable.
Fit showing jumps by passed hand and in competition..
1NT Opening: (11)12-14.
2 OVER 1 Response: F1.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
GAMBLING 3NT.
Two suited overcalls [2].
LEBENSOHL-FAST after 1NT opening or overcall with DBL=Take Out if Natural or Values for 2NT+ if ART.
LEB-VARIATIONS after double of a major. [3]
SCRAMBLING 2NT after reopening double of 2M. [3]
COMPETITIVE CUE=LIMIT RAISE or better.
FIT-SHOWING JUMPS in COMP in response to our overcall and after opponent's overcall of our opening.
ART responses after opponent’s two suited overcall [4].
1NT-(DBL)-P-P-RDBL and 1NT-P-P-(DBL)-RDBL show a 5 card suit and a desire to rescue but Pass does not deny a 5 card suit.
SPECIAL FORCING PASS SEQUENCES
Opponents bid below 2x after 1x-(DBL)-RDBL.
Opponents bid 2♣/♦ after (1NT)-DBL.
After 4 level cue after partner opens.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
(1M)-P-(3x)-DBL=T/O if 3x is a M raise which isn’t FG.
1M-2M-3M asks responder to bid game with good T. May be weak.
PSYCHICS: Rare if at all.

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	4♦	Most BAL 11 HCP hands	1M may be <5 HCP with long suit.	1x-1y-1NT=15-17 (singleton y poss) with 2♣ checkback[10]	FIT JUMPS
				are passed. UNBAL hands	1NT=5-9 (1♣-1NT=8-10).	1x-1y-2NT=18-19. 3♣ response is puppet to 3♦ [20]	
				usually follow rule of 19.	2 OVER 1 F1.	1x-2y-2NT=15+ FG (3♣ = enquiry for HCP). See [11] for	
				4-4 usually open major.	Limit raises.	3NT rebid. 4 th Suit Forcing (F1 at 2-level, FG at 3-level.)	
					2NT over 1m=16+ HCP BAL with 4+ fit [9].	After 1x-1/2y-2z-2NT: 3z shows 55 NF and 4 th suit shows	
					2NT over 1M="JACOBY" [9].	55 FG. Jump in 4th suit=nat/spl. New suit by responder F1.	
					3NT over 1m or 1M=11-15 HCP, no singleton	New suit after 2 level resp F1. Unnecessary jumps = SPL	
					and 4+ card support.	LONG SUIT (3+) GAME TRY. 1x-1y-2-level reverse is F1	
					Double jump=splinter; 8-11HCP over 1M.	then 2y is NF, 2NT is a LEB-variation & other resp FG.	
1NT				(11)12-14 BAL.	STAYMAN; promises 4 card major except 3m	LEB = 11+HCP. 1NT-2♣-2♦-2♥=NF P/C (5/4 5/5M).	
				5M,5422 or 6m	rebid. JACOBY TRANSFERS break with 4	1NT-2♣-2♦-3♥/♠=FG (5/3 min M).	
				possible but not common.	trumps [12]. 2♠=range enquiry, 11/12 HCP or	1NT-2♣-2x-2♠ 5/5 INV(2NTenq)TRF MAJ-MAJ=INV.	
					BAL slam try. 2NT PUP to 3♣ to play 3♣/♦ or	TRF MAJ-MIN=FG. T-O DBL after NAT-2 / 3 level	
					both minors FG. 3m=INV. 3M=splam try.	o'call. 1NT-2♣-2x-3m-FG 1NT-(DBL)-P-P-RDBL	
					4♣=GERBER. 4♦=55M. 4NT=QUANT (4333).	and 1NT-P-P-(DBL)-RDBL show a 5 card suit [13].	
2♣	4			23+ BAL or any FG	2♦ NEG or relay.	2♣-2♦-2NT=23-24 BAL, responses as over 2NT opening.	
					Suit bids show 7+HCP with 2 top honours if	2♣-2♦-2♥=25-28 BAL or ♥ with 2♠ relay. 2♣-2♦-3NT=	
					only 5 card.	29+ BAL with Stayman/TFRS as over 2NT opening, F4NT.	
						2♣-2♦-2♠-2NT=NEG. 2♣-2♦-3x-3 next suit=NEG.	
						2♣-(2x)-DBL=PEN. [17].	
2♦/				4-9 HCP, (5)6 cards NV	2♥/♠=NF. 3x=F1. Raise = PRE 2NT =relay.	Responses to 2NT relay same as after 2♥/♠ opening.	
				6-10 HCP, 6+ cards VUL	4♣=RKCB (only if no interference)	See below.	
2♥/		5		4-9 HCP, (5)6 cards NV.	2♠=NF. 3x= F1. Raise=PRE. 2NT=relay.	After 2♥/♠-2NT: 3x=min, 3y=feature, 3NT=good suit,	
2♠				6-10 HCP, 6+ cards VUL.	4♣=RKCB (only if no interference). 4M=NAT.	4m=SPL. A subsequent 4♣ by responder is RKCB.	
				8 playing tricks F1 (4th).	After 4th position opening, jump response=SPL.	See [18] for RKCB responses.	
2NT				(19)20-22 BAL. 5M,5422,	3♣=Stayman for 4 card M. 3♦/♥=TRF [12].	HIGH LEVEL BIDDING	
				or 6m poss. Sing H poss.	3♠=both minors 4x=NAT slam try.	CUE style = 1st or 2nd. Unnecessary jump=SPL. LIGHTNER DBL=usually dummy's 1st suit.	
3x		6		PRE. Weak NV, sound V.	3y=NAT F1. 4♦(over 3M)=CUE. 4M=NAT.	4NT=NAT when raise of NT or when same hand bid 3NT on previous round.	
					4♣ (over 3♦/♥/♠) and 4♦ (over 3♣)=RKCB.	4NT=RKCB, 14-30-25 without trump Q, when suit agreed or jump over suit. See [19] for	
					See [18] for RKCB responses.	continuations after the initial response. Modified D.O.P.I. (DBL=1st step, Pass=2nd, first	
3NT	4	7		Solid minor.	4/5♣=P/C. 4♦=asks for singleton. 4M=NAT.	suit=3rd etc) over RKCB when opponents interfere below 5 of trump suit. D.O.P.E. (DBL=odd,	
					4NT asks which minor.4♥/♠/5♦ to play.	Pass=even) when opponents interfere above 5 of trump suit.	
4m		7		Solid ♥/♠ (1/2 position).	4NT asks for specific kings.	A jump above the level of a splinter is exclusion KCB with step responses (0,1,2,3,4).	
				NAT PRE (3/4 position).		A jump to 5NT (5♠ if ♣ are trumps)=Grand Slam Force with reponses 6♣ (5NT if ♣ are	

4M		6	PRE	New suit asks for control in suit above.	trumps)=0, 6X=1, 7♣=2. 6 AceRKCB 5♣=1/4 5♦=0/3 5♥=20Q 5♠=2LQ 5NT=2HQ 6♣=22Q
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NCBO: EnglandPLAYERS: Rhona Goldenfield & Michelle Brunner**NOTE 1: LEAPING MICHAELS DEFENCE TO WEAK 2♦,♥,♠ = 5-5+ GAME VALUES;**

2M-4♣/4♦ = 5m + 5OM

2M – 4M = minors

2♦ - 4♦ = Majors

2♦ - 4♣ = ♣ + M

2x - 4NT = Blackwood

NOTE 2: TWO-SUITED OVERCALLS.

A) In direct position: GHESTEM, 55+ constructive.

B) In 4th position: MICHAELS (constructive, 55+).

2NT = lowest 2 unbid suits.

(1M)- P - P - 2M = OM + a minor (2NT enquires for the minor – stronger than 3♣ = P/C

CUE = two highest suits.

(1M)-P-(1NT)-2M=OM + a minor (2NT enquires for the minor – stronger than 3♣ = P/C

3♣ = extremes

(1m)- P-(P)-2m=both majors

(1m)-P-(1NT)-2m=both majors

NOTE 3: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE

After a T/O of a major when at least one hand is not limited, eg (1M)-DBL (2M), then 2NT=PUP to 3♣. Direct suit bids are NF but show invitational values;

suit bids after the PUP are weaker. After a T/O of a major when both hands are limited, eg (1M)-P-(2M)-P-(P)-DBL, then 2NT is SCRAMBLE with any 2

suits below the M. After a T/O DBL of a minor 2NT = natural.

NOTE 4: DEVELOPMENTS AFTER OPPONENTS TWO-SUITED OVERCALL

BOTH SUITS KNOWN: Nearest cue below our suit=limit raise(+), other cue=unbid suit FG, bid of unbid suit is natural NF, direct raises are weak.

ONLY ONE SUIT KNOWN: Cue=limit raise, new suit=natural F1, 2NT=PUP to 3♣ with subsequent bids NF, direct raises are weak.

In both cases DBL is penalty seeking.

NOTE 5: SMITH PETERS

v NO TRUMPS: first signal by either defender:

a) HIGH-LOW in first suit played by declarer = likes the lead

b) If either defender has a singleton in first suit played by declarer then next suit/discard is used HIGH-LOW in same way to show the Smith Peter.

NOTE 6: SIGNALS ON PARTNER'S LEAD

The initial signal is almost always count. ENCRG/DISCG during play in cash out situations. Initial signal may be suit preference on lead of Ace in a suit contract

with singleton of that suit in dummy or after lead of AK showing a doubleton. FOSTER ECHO's.

Opening lead in suit contract Ace = Attitude, King = Count.

NOTE 7: SIGNALS ON DECLARER'S LEAD

The initial signal (if not Smith Peter) is count if it is safe to do so - unless partner is winning the trick and a switch is evident.

All trump signals are suit preference where possible.

NOTE 8: DISCARDING

The initial discard (if not Smith Peter) is ENCRG/DISCG, followed by count / suit preference.

NOTE 9: DEVELOPMENTS AFTER A 2NT RESPONSE TO A 1 LEVEL OPENING OVER A MAJOR OPENING

After 1M opening, 2NT=JACOBY, game values + with 4+ trumps, may have a singleton.

Opener's rebids are: singleton/void at 3 level (then cue by responder), 5-5 at 4 level with good 2nd suit, 3M=no singleton/void but mild slam interest,

3NT=no singleton/void with strong slam interest (16+ HCP), 4M=weak.

Over a 3M rebid responder bids 3NT to say no singleton but ask for a cue bid.

Over a 3NT rebid responder makes 4 level cue bid or jumps to 5 level with a splinter.

OVER A MINOR OPENING

After 1m opening, 2NT = 16+ HCP BAL with 4+ trumps. Opener's rebids are:- new suit at 3-level is splinter (then 3NT = to play); 3 of trump suit=minimum

opener; 3NT=15-16 BAL; 4 of trump suit=slam try without a singleton or void; new suit at 4 level=5-carder, min KJxxx 4NT = RKCB

NOTE 10: DEVELOPMENTS AFTER A 1NT REBID (15-17)

(CROWHURST 2♣) ARTIFICIAL CHECK-BACK asking for range/shape.

2♦/♥/♠ responses = minimum, natural where feasible, or 3 card support.

2NT response = any maximum except denies 3 card support for partner 3NT response = 4333 max. 3T = max + v.good 3-card support.

3 level responses = 3-card support for partner, maximum + feature in bid suit if not trump suit.

Sequences which do not start with 2♣ are to play at or below 2 of responder's suit and invitational above it.

NCBO: EnglandPLAYERS: Rhona Goldenfield & Michelle Brunner**NOTE 11: 3NT REBID IN CONSTRUCTIVE AUCTION**

1m-P-1y-P-3NT = based on m suit for playing tricks, then 4NT =RKCB for y. 1♥-P-1♠-P-3NT = 3433 with 19 HCP; a 4NT continuation is RKCB for ♠.

1x-P-2m-P-3NT = Hxxx in m and 17-19HCP.

1♠-P-2♥-P-3NT = 4/5♠+3♥ with 16-19 HCP. Continuations agree hearts.

1♠-P-2♥-P-4♥ = weak raise.

NOTE 12: TRANSFER BREAKS & RE-TRANSFERS

1NT-P-2♦/♥=always break with 4+ trumps. Jump to 3 of trump suit with a minimum, new suit = max + weak doubleton, 2NT = max 4333 or strong doubleton.

Re-transfer with suit below trumps if possible or 3NT. When re-transfer is available below 3 of trump suit then 3 of trump suit by responder is F.

2NT-P-3♦/♥=break with 4+ trumps into strong suit.

NOTE 13: CONTINUATIONS AFTER A RESPONSE TO 1NT IS DOUBLED

After 1NT-P-2♣-(DBL): RDBL = good ♣, pass = fair ♣, 2♦ = poor ♣, 2♥/♠=4-card suit.

After 1NT-P-2♦/♥-(DBL): RDBL = max with 3 card support, complete TFR = min with 3 card support, Pass = 2 card support.

After 1NT-P-2♠-(DBL): Pass = min with no ♠ stop, 2NT = min with a ♠ stop, RDBL = max with no ♠ stop, 3♣ = max with a ♠ stop.

After 1NT-(DBL)-P-(P)- or 1NT-(P)-P-(DBL)-RDBL by opener shows a 5-card suit and a desire to rescue. Pass does not deny 5-card suit.

NOTE 14: DEFENCE TO MULTI 2♦

DBL = 13-15 BAL or 19+ any shape. (2♦)-X-(2♥/♠) 3♥/♠ = nat, 2NT=Puppet to 3♣ for weak/inv options. (2♦)-X-(2♥/♠)-X = T/O. (2♦)-X-(3x)-X = T/O.

3♦ = cue after (2♦)-X-(P). 2NT = 15-18 BAL, responses as over 2NT opener. (Leaping Michaels after Major suit bid)

(2♦)-P-(2♥/♠) X=TO Lebensohl FAST.

NOTE 15: NON-LEAPING MICHAELS OVER OPPONENTS 3 LEVEL PREEMPT

Over 3M: 4m=minor+OM, Cue=♣+♦, 4NT=BLACKWOOD.

Over 3m: Cue=♥+♠.

NOTE 16: DEFENCES TO HIGH LEVEL PREEMPTS

Over 3NT = solid minor: DBL = PEN; 4♣ = both majors with longer ♥ or equal length; 4♦ = both majors with longer ♠.

Over 4♣/♦ = solid ♥/♠: DBL = strong balanced; DBL then DBL suggests T/O; Pass then DBL = penalty; CUE ♥/♠ = shortage & T/O;

4NT = 2-suiter ; Pass then 4NT = weak 2-suiter.

In 2nd position: (4♥)-DBL=T/O, (4♠)-DBL=T/O (4♥)-4NT=♣+♦, (4♠)-4NT=T/O (2 suits)

NOTE 17: OTHER CONTINUATIONS AFTER A 2♣ OPENING

2♣-2♦-2♥-2NT = 55, ♣+♦, 0-3 HCP. 2♣-2♦-2♥-3♣/♦ = Qxxxxxx and nothing else.

2♣-(DBL)-P = 0-3 HCP and 2♣-(DBL)-RDBL = 4-6 HCP or 7+HCP with no good suit. In both cases opener's 2♥ rebid = 25-28 BAL or ♥ if 4th hand passes.

2♣-(DBL)-2♦ = NAT, 7+ HCP with minimum of HHxxx and natural continuations.

After 2♣-(2x)-P-P: DBL = 23-24 BAL (system 'on') 2NT = 25+ BAL and 3NT = long running suit.

If 4th hand bids then DBL by opener = PEN, 2NT rebid=23-24 BAL, Pass = BAL FG and a jump to 3NT = long running suit.

Jump rebid in new suit by responder is a splinter, eg 2♣-P-2♦-P-2♠-P-4♣.

NOTE 18: RESPONSES TO 4♣/♦ RKCB AFTER OUR PRE-EMPT

4♣ is RKCB in the sequences 2♦/♥/♠-P-4♣, 2♦/♥/♠-P-2NT-P-3any-P-4♣ and 3♦/♥/♠-P-4♣. 4♦ is RKCB in the sequence 3♣-P-4♦.

The responses to 4♣ are 4♦ = 0, 4♥ = 1 without trump Q, 4♠ = 1 + trump Q, 4NT = 2 without trump Q, 5♣ = 2 + trump Q.

A 5♣ continuation asks for specific kings with 6 of the trump suit = 0 kings.

If 4♣ is doubled then the responses are unchanged. Similar step responses apply after 3♣-P-4♦ and a 5♦ continuation asks for specific kings

NOTE 19: CONTINUATIONS AFTER A RKCB RESPONSE

After an initial RKCB response: Next step asks for trump Q;

5NT asks for specific side kings with 6 of a side suit = 1 side king in the bid suit or 2 side kings excluding the bid suit;

6 of suit = grand slam try looking for 2nd/3rd round control in the bid suit (Exception: 2NT-3♣-3X-4NT-5Y-6Z = to play).

After a 5♣/♦ response, a return to the trump suit is a Queen ask opposite 3 or 4 keycards. If 5♣/5♦ is doubled, re-double shows QT and all key cards.

NOTE 20 ; DEVELOPMENTS AFTER A 2NT REBID SHOWING 18-19 HCP. (1x – 1y – 2NT)

3♣ = PUPPET TO 3♦ (can be passed) Then, 3 responders suit is TO PLAY, 3NT shows clubs. OTHER RESPONSES ARE GAME

FORCING. 1x-1y-2NT-3y = GF with 5-card suit.

NOTE 21: DEFENCE TO A 2-CARD MINOR OPENING (typically a weak 1NT) Defence in 4th 'live' seat only:

(1m)-P-(1x)-bids by us are ignoring the opening bid. Treat as if 1x opened.