

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually 5+ cards at 1 level and good 5+cards at 2 level
Continuations: New suit = NF after 1 level overcall, F1 otherwise
Cue = value raise (normally exactly 3 cards of M) or very strong
2NT after 1M = 4-card value raise; jumps & double jumps = suit + fit
Jump cue = fit + shortage in their suit
Overcalls can be weaker in reopening position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in direct seat, continue as after 1NT opening
10-14 reopening after major, 11-14 reopening after minor
continuations as after 1NT opening
1NT after (1x)-P-(1y) = takeout with preference for higher unbid suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump = weak, 6+ card suit (usually 7+cards vul at 3 level)
Double jump = pre-empt. Jumps wider range facing a passed hand.
Continue as after weak opening 2NT=lowest suits 5+5+ weak/strong
Reopen: good 6+card suit 12-15, 2NT = 18-20 balanced
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1m, 2m = 5+5+ MM weak or strong
Over 1M, 2M = 5+ 5+ oM & a minor weak or strong
Over 1M, 3M = stopper ask; over 1m, 3m = 5+ 5+ om +♣ wk/str
Over 1m, 4m = strong 4M overcall, 1♥, 4♥ = strong 4♣, then F pass
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = both majors usually (54)+
2♠/♥/♣ = natural
2NT = 5+ 5+ minors or 5+ 5+ Mm strong (forcing to 4m)
Double = penalty by unpassed hand if their max is 16 or lower
Double = 5m + 4M if passed hand or if their max is 17 or higher
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double TO to 4♥, values higher. (2M)3M = stop ask. 4M cues strong
After (2/3M) or (2M) P (3M) 4m = 5+m & 5oM. (3♣)4♠=5♠+ & 5M
(2♠)3♠ & (3m)4m=5+5+MM. (2/3♠) or (2♠) P (3♠) 4♣=5+♣ & 5M.
4m if m+M NF. 2NT=16-18 (2nd) 14-16 (4th) (2♥)- 4♥ =strong+♣.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl=♥, 1♠=♣, 1♥/♠/NT= 2 suits same colour/rank/odd
Weak jumps. After our Dbl/1♠, next bid = value raise
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 9+ seeking penalty – most bids ignore double
Single raise = weak Jump raise = raise to 2.5
2NT = raise to 3+ level. Jumps & double jumps = suit shown + fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	K for count, 2nd (weak) 4th	3rd & 5th TON from 4 if sup	
NT	K unblock, 2nd (weak) 4th	3rd & 5th	
Subseq			
Other: 3rd & 5th if leading through declarer; suit pref if leading trumps			
K then switch against suit contract may be to singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx AKxx Ax Axx(x)	AKx AKxx AKJx	
King	AK AKxxx(x) KQ(x) Kx	KQ109 KQJ9 AKJ10 + (x)	
Queen	QJ(x)(x)(x) Qx	QJ(x) KQx(x) Qx AQJx(x)	
Jack	J10(x) KJ10(x) Jx AJ10(x)	J10(x) KJ10(x) AJ10(x) Jx	
10	A/K/Q109(x) 10x	A/K/Q109(x) 10x	
9	109x(x) 9x	109x(x) 9x	
Hi-X	xXx Xx	xXx Xx	
Lo-X	HxX HxxX HxxXx(x)	HxX HxxX HxxXx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High= encourage	High = even	High= encourage
Suit 2	High = even	High = high suit	High = current even
3	High = high suit		High = high suit
1	High= encourage	High T2= asks switch	High= encourage
NT 2	High = even	High = even	High = current even
3	High = high suit	High = high suit	High = high suit
Signals (including Trumps): in trumps: 1 high= high suit 2 hi-low for ruff			
In suit on K lead: high=even. In NT on K lead unblock or high=even			
In NT if partner leads own suit & dummy wins with J or lower: high=even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If minimum, tolerance for unbid major(s) and usually short in suit opened			
If 18+ points, can be balanced or be single suited			
In fourth seat, can be 9+ points			
Cue bid in response by unpassed hand = forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Responsive doubles to 4♥; game try doubles, competitive doubles to 4♥.			
After 1x-P-1y-1z/2w Dbl = 15+, can be 15-17 bal (with no stopper)			
X of slam asks for unusual lead			
Delayed X after opponents bid 3 suits asks partner to lead suit doubled			
Over Multi 2nd seat Dbl =TO, 4m weak; in 4th seat X = 5 of suit or shortage			
Dbl of Stayman/Transfer = either strong (dbl of 1NT) or the suit doubled			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: Wales
PLAYERS: Tony Ratcliff & Julian Pottage
EVENT (Camrose Home International 2024)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Benjamin Acol: 4-card majors, (11) 12-14 1NT, 2M weak
2NT = 22-23, 2♣ = artificial near game or 20-21/26-27 balanced
2♠ = artificial game force or 24-25/28-29+ balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening = solid minor 7+card suit little outside
2♣ and 2♠ both strong and artificial
SPECIAL FORCING PASS SEQUENCES
Not if we have bid only 1 suit, else at 4 level if only we vul
& always at 5 level
After we dbl 1NT for pen, first pass is forcing if partner is short
IMPORTANT NOTES
Overcalls can be lead directing
PSYCHICS: Rare
DOUBLES CONTINUED
If we X 1NT for pen, next X by either partner= TO, later X = pen
If they bid over our transfer, X = max & 3-card support
If they bid when we are FG, X= extras & no clear direction
If we stop with fit and they protect, X over = pen, X under =extras
If oppo open strong or show bal of power, X of art = lead direct
If oppo bidding weaker, X of art = TO of suit they have shown
If oppo make cue raise, X by opener = good hand & good suit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4 (3 rare)	4♥	Natural – rule of 19 5+ or 3334 or 4414	1NT=8-10; 2NT=16+ & 3+♣; 3NT=12/15 & 3+♣ 2♣=9+ F1 3♣=6-8 3♣/♥/♠=splinter 4♥/♠=Nat	1NT 15-17 2NT 18-19 Jump rev = short F1 After 1♣-2♣: 3♣ is nf, 2x=stopper, 2NT FG	1♣-(1♦)-X=4♥, 1♣-(1♥)-X=4♠ Fit Jumps 5/4 F1, 1/2/3NT nat
1♦		4	4♥	Natural – rule of 19 5+ or 3343, (23)44, (14)44	1NT=6-8; 2NT=16+ & 3+♣; 3NT=12/15 & 3+♦ 2♦=9+ F1 3♦=6-8 3♥/♠/4♣=splinter 4♥/♠=Nat	2NT non-jump=15+ 1♦-2NT-3♣=Baron 1♦-1NT-2♣ F1 & 1♦-1NT-3♣=5/5 pre-empt	cue = value raise, jump raise = 2.5 1♦-(1♥)-X=4♠ and as after 1♣
1♥		4	4♦	Natural – rule of 19 Can be 4441 or have 4(5)m/4♠	2NT = game with 4♥+ or 16+ with 3♥ 3♣=raise to 4+♥ & any void 3NT=raise with sing ♠	3NT over 2m=15-17&4♥ 1♥-3♣-3NT=? void 1♥-2N:3♣=enq, 3N=4♣(5,4) 4m=sing 13-14	P-1♥-2♣=3+♥ & as after 1♣
1♠		4	4♥	Natural – rule of 19 not 44(32)	2NT = game 4+♠ or 16+ with 3♠, 3NT any void	1♠-3NT-4♣ = asks for void & as after 1♥	P-1♠-2♣=3+♠ & as after 1♣
1NT			3♠	(11)12-14 Can have weak 5M	2♣=Stay.; 2♦/♥=transfer 2♠=range? 2NT=minor(s) 3 bids shortage; 4♣=Gerber	1NT-2♣-2♦: 2♥=♥&♠ weak, 2♠ inv 5♠/4♥ After 1NT-2NT-3♣: 3♥/♠=sing, 55+minors	2NT pupt 3♣:comp or inv or stop If X: XX=1 suit, 2♣/♦/♥=2suits
2♣	✓	0		20-21/26-27 bal or 8/9 tricks May be game if 2 suits incl ♥	2♦=relay, 2♥/♠ 5+&2TH +ve, 3♠=7+♠ incl A or K 2NT&3♣/♦/♥=6 cards trans with 2-3 top hon +ve	Jump=9 PT. 2♣-2♦-2NT then as 2NT opener 2♣-2♦-2♥/♠: next bid= neg; suit jump short	Pass by responder = relay Pass/NT=bal, X=♥+other, cue=A
2♦	✓	0		24-25/28-29+ bal or any FG	2♥=relay, 2♠ 5+&2TH +ve, 3♠=7+♠ incl A or K 2NT&3♣/♦/♥ 6 cards trans with 2-3 top 3 hon +ve	After 2♦-2♥-2♠: 3♣=neg ;2♦-2♥-2NT as 2N 2♦-2♥-3♣ : 3♦= neg/waiting with 4M; 3M=5	Pass by responder = relay Pass/NT=bal, X = TO cue =A
2♥		6 (5)		Weak two Usually 5-9 (8-12 in 4th)	2♠/3m = nat, inv, NF; 2NT=enq; 3♥=pre-empt 3♠/4m=nat,FG; 4♠/5♠/5♦ EKCB	After 2♥-2NT: 3♣/♦=lower, suit poor/good; 3♥/♠=upper, suit poor/good; then suit =cue	After X: new suit rescue sign-off XX= strong if x T/O, SOS if pen
2♠		6 (5)		Weak two Usually 5-9 (8-12 in 4th)	2NT=enq; 3♥/m nat, inv, NF ; 4♥ NAT 4m=NAT,FG; 5♠/5♦/5♥ EKCB; 3♠=pre-empt	After 2♠-2NT: as 2♥-2NT; then suit = cue	As for 2♥ incl. jump to 4m = fit & jump in OM = fit only after X
2NT				22-23 balanced Can have 5M or 6m	3♣=Stay for 5M; 3♦/♥=trans; 3♠=both m; 4 any: nat, slam try; 5N=F1 Grand try	2N-3♣: 3N=3♠<4♥; 3♦=4M or <3♠, then 3♥=<4♥, 3♠=4♥ & <4♠, 3N=4♥&4/5♠ weak	If 3♣ X: XX=no stop, bid 5-card ... if opener P/3♦/3♥/XX, puppet
3♣		6/7		Pre-empt	3any nat, F1; 4♦=agree ♣, 4M nat, 5♦/5M EKCB	4NT by pre-emptor after 4♦ = good trumps	
3♦		6/7		Pre-empt	3M nat F1; 4♣=agree ♦, 4M nat; 5♠/5M EKCB	4NT by pre-emptor after 4♣ = good trumps	
3♥		6/7		Pre-empt	3♠ nat F1, 4♠/♦ = cue, 4♠ nat; 5♠/♦/♠ EKCB		
3♠		6/7		Pre-empt	4♥ nat, 4♠/♦ = cue, 5♠/♦/♥ EKCB		
3NT	✓			Solid minor, little outside	4♦ = enq for sing (then 5m=sing in other m)		
4♣		7		Pre-empt	4♦ = enq for sing, 4♥/♠ = Nat, 4NT = RKCB	HIGH LEVEL BIDDING	
4♦		7		Pre-empt	4♥/♠ Nat, 4NT= RKCB, 5♣ = need ♣ control **	4NT: RKCB: 5♣ = 1 or 4*; 5♦ = 0 or 3*; 5♥ = 2 or 5, not Q; 5♠ = 2 or 5, + Q	
4♥		7		Pre-empt	4NT = RKCB, 4♠/5♠/5♦ = need control here **	* If responder asks and opener has shown 15+ points, 5♣ = 0 or 3; 5♦ = 1 or 4	
4♠		7		Pre-empt	4NT= RKCB, 5♠/5♦/5♥ = need control here **	5NT= 1 key + useful void (uv); 6♣ = 2 keys + (uv); 6♦ = 3 keys + (uv)	
4NT	✓			Specific ace ask	5♣ = 0 5NT = 2; 5♦/♥/♠/6♣ = cue only ace	After 5♠/ 5♦ reply: relay asks for trump Q then 5 trumps denies (5NT if cheaper)	
5♣		8		Pre-empt		5NT from 4NT bidder is for specific kings then resp shows bid king or the other 2	
5♦		8		Pre-empt		If opponents bid after RKCB: Dble/ReX= 0 key, Pass = 1 key ie DOPI and RDOPI	
5♥		7		Asking for A K trumps		Exclusion KCB jump above 4 trumps: Step 1=0 or 3 keys; then 1 or 4; then 2, no Q.	
5♠		7		Asking for A K trumps		Then 5NT asks for kings (1K;6Tr=no K,7Tr=2Ks).After 1/2 step:other cheap=Q ask	
					** then 5NT=2 top hon+1st, raise of ask= 1TH+1st other non-sign off = 2nd round control in asked suit	Double RKCB if we have known 8+fit in two suits, both kings count as key cards 5NT, no 4NT: GSF (trumps = worst) 6♣=1 of top 3, where room 6♦= A/Kxxxx 5NT = pick a slam (5NT also pick a slam where final trump suit is in doubt)	