

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Usually constructive (7)9-16 HCP but can be weak if partner has passed.
New suit F1 if pd unpassed
Responses: CUE is minimum good raise with support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP (system on)
11-14 HCP BAL position (system on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Sound 5-10 HCP with 6 card suit.
With a passed partner strength and suit length can vary, also pending vulnerability.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
At least opening values w/ 5 in highest unbid suit and another suit (5 card +). 2NT asks for the other suit and lowest suit is P/C
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣= Both major (min 5-4). Wide range against strong NT.
2♦/♥/♠= Natural. Wide range against strong NT.
2NT= Two suiter minors. Wide range against strong NT.
DBL= 15+ HCP
DBL against weak NT: 2 <sup>nd</sup> hand: 14+ HCP, 4 <sup>th</sup> hand 12+ HCP
Overcall against weak NT is constructive.
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O, CUE=two suiter; Jump is strong, NT=NAT
4♣/♦ on a weak 2♦/♥/♠ opening shows suit + a major suit.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT= both minors (54). DBL both Majors (54).
Other bids is natural but can be wide range (HCP), aggressive style.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD shows values

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5	1-3-5	
Subseq.	1-3-5	1-3-5	
<b>LEADS</b>			
Lead	vs. Suit	vs. NT	
Ace	AKx(x), Ax	Same	
King	KQx(x), Kx, AK.	Same, could be AKJT	
Queen	Top	Same, could be KQT9	
Jack	Top	Same	
10	Tx, KJT(x)	T9x(x), Same	
9	9x	Same	
Hi-X	1-3-5	Same	
Lo-X	1-3-5	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISC	Hi/Lo=odd	Hi=DISC
Suit 2	Hi=odd, Low=even		
3	Suit pref		
1	Hi=DISC	Hi/Lo=odd	Hi=DISC
NT 2	Hi=odd, Low=even		
3	Suit pref		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution			
3 <sup>rd</sup> hand balancing DBL requires less (8+ HCP).			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most low-level doubles, T/O			
Neg. DBL			
Support, 3-card supp DBL up to 2♥. Support RD			
Lightner doubles against games and slams			
NAT overcall on our NT, direct DBL is T/O			
ART overcall on our 1NT, direct DBL is T/O against showed suit(s)			
Optional DBL on 4 <sup>th</sup> or higher levels			
DBL against 1NT-3NT asks for shortest M as lead			

<b>EBL CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: SWEDEN</b>
<b>PLAYERS: Maya Lo BJÖRK HEED</b>
<b>Mikael WESTERLUND</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣= min 2 card suit
1♦= min 4 card suit
1♥/♠= min 5 card suit
1NT= 15-17 (rarely semibal), STAY, TRF, Smolen
2♦ Multi w/ (a) 6+ card suit, 6-10 hcp (b) 24-25 BAL
2♥/♠ shows ≥5M/4m, (3)6-10 hcp
2/1 game forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦= Multi
2♥/♠= WK w/ 5+ M and 4+ m
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x - (DBL) – RD, After 2/1
After opening and overcall pass might be a forcing pass but pd doesn't need to dbl with length in opps suit
When game forcing is established
<b>IMPORTANT NOTES</b>
New suit on any level after opponents overcall on partners opening bid is CONST but NF (example 1♠ - (2♣) - 2♥)
<b>PSYCHICS: Very rare</b>

OPENING	ART	MIN # CARDS	Neg DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	(11) 12-21 HCP	1♦/♥/♠= Nat, 1NT=6-11(12) HCP (deny 4 card major) 2♣ FG w/ SUPP, 2NT INV w/ SUPP, 3♣ PRE 5+c ♣	Nat. reverse shows extra values	New suit over OPPT overcall is NF (approx. 7-11 HCP) Direct CUE over OPPT overcall shows SUPP and INV+ on lowest level.
1♦		4	3♠	(11) 12-21 HCP	1♦/♥/♠= Nat, 1NT=6-11(12) HCP (deny 4 card major) 2♦ FG w/ SUPP, 2NT INV w/ SUPP, 3♦ PRE 5+ c ♦	Nat. reverse shows extra values	
1♥		5	3♠	11-21 HCP	1NT 6-11(12) HCP, 2/1 FG, 2NT FG w/ SUPP 3♣/♦=singleton and minimum invitational	1♥-2NT (Note 2); 1♥-1NT; 2♣=nat minimum or forcing (Note 1)	
1♠		5	3♥	11-21 HCP	1NT 6-11(12) HCP, 2/1 FG, 2NT FG w/ SUPP 3♣/♦=singleton and minimum invitational	1♠-2NT (Note 2); 1♠-1NT; 2♣=nat minimum or forcing (Note 1)	
INT				15-17 HCP, BAL, rarely semibal (5 card major or 6 card minor or 4441)	2♣=STAY, 2♦/♥=TRF, 2♠=TRF to 3♣. 2NT=INV. 3♣=TRF to 3♦, 3♦=INV to 3NT, 3M is singleton and 54+ minors	1NT-2♣-2♥-2♠=S/T in ♥ w/o shortness 1NT-2♣-2♠-3♥=S/T in ♠ w/o shortness 1NT-2♣-2♦-3♥ shows 5c♠+4c♥, FG	DBL on OPPT overcall is T/O 2X on OPPT overcall is to play 3X on OPPT overcall is INV 2NT on OPPT overcall asks opener to bid 3♣
2♣	✓			(a) 20-21 HCP, BAL (b) any strong hand	2♦=0-6 HCP, 2♥=7+ HCP, denies 5+ M/6+ m 2♠=7+ HCP, MIN 5-cards ♥, 2NT=7+, MIN 5-cards ♠	2♣-2♦; 2NT -3♣=STAY (ask for 5c M) 3♦/♥= TRF	
2♦	✓			(a) 6-10 HCP (6c ♥ or ♠) (b) 24-25 HCP, BAL	2♥=MAX 2-card hearts 2♠=MAX 2-card spades, MIN 3-cards hearts 2NT=F1	2♦-2NT-3♣, 8-10 HCP w/ hearts 2♦-2NT-3♦, 8-10 HCP w/ spades	
2♥		5		6-10 HCP, 5+ ♥, 4+ m PRE according to VUL	New suit F1, raise PRE, 2NT ask for m, 3♣ is P/C	2♥-2NT-3♥ MAX w/ clubs 2♥-2NT-3♠ MAX w/ diamonds	DBL on OPPT overcall penalty
2♠		5		6-10 HCP, 5+ ♠, 4+ m PRE according to VUL	New suit F1, raise PRE, 2NT ask for m, 3♣ is P/C	2♠-2NT-3♥ MAX w/ clubs 2♠-2NT-3♠ MAX w/ diamonds	DBL on OPPT overcall penalty
2NT				22-23 HCP, BAL	STAY (ask for 5card M) and TRF	2NT-3♣-3♦ at least one 4c M 2NT-3♣-3♦-3♥ shows 4c spades	
3♣		(6) 7		PRE according to VUL	3♦/♥/♠=forcing, 4♥/♠ to play		
3♦		(6) 7		PRE according to VUL	3♥/♠=forcing, 4♥/♠ to play		
3♥		7		PRE according to VUL	3♠= forcing, 4♥/♠ to play		
3♠		7		PRE according to VUL	New suit forcing		
3NT	✓			Solid minor w/o side ace or king			
4♣				PRE according to VUL	4M to play		
4♦				PRE according to VUL	4M to play		
4♥				PRE according to VUL			
4♠				PRE according to VUL			
4NT							
5♣				PRE according to VUL		<b>HIGH LEVEL BIDDING</b>	
5♦				PRE according to VUL		RKC 1430	
						5NT is often grand slam try	
						Splinter	
						Q-bids	
						4NT on NT-bids is QUANT (not if a Major trump is set)	