

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually constructive (10-16 HCP) but can be weak if partner has passed.
New suit forcing if pd unpassed
Jump new suit – mini splinter
Responses: que is minimum good raise with support
Reopen: 10-17HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (system on)
11-14 bal position (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-10 HCP with 6+ card suit.
With a passed partner strength and suit length can vary, also pending vulnerability.
2NT 5-5 lowest unbid (when 3+ otherwise any 5-5 except spade)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
At least opening values w/5 in highest unbid suit and 5+ other suit.
2NT asks other suit (when 3+, otherwise natural)
Double cue asks for stopper and normally shows an unknown solid suit
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣= Both major (min 4-4). Wide range against strong NT.
2♥/♠= Natural. Wide range against strong NT.
2NT= Two suiter. Wide range against strong NT.
DBL= 15+HCP
DBL against weak NT: 2 nd hand: 14+ HCP, 4 th hand 12+HCP
Overcall against weak NT is constructive.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=take out, Cue=asking for stoppers, Jump is strong
NT= nat
4♣/♦ on a weak 2♦/♥/♠ opening shows suit + a major suit.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against 1♣ 1NT=♣/♦ (OR♦/♥), DBL both M. Against 2♣- dbl= club.
Bid natural but can be wide range (HCP), aggressive style.
OVER OPPONENTS' TAKEOUT DOUBLE
RD= 10

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax(+)	Same	
King	KQx (x), Kx, AK	Same	
Queen	DJx, Dx	Same	
Jack	Top or AQJ(x)	Same	
10	T9x, Tx, KJT(x)	Same	
9	9x	Same	
Hi-X	1-3-5	Same	
Lo-X	1-3-5	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc Hi disc	Low even, Hi odd	Low enc Hi disc
Suit 2	Low even, Hi odd	Suit pref	Low even, Hi odd
3	Suit pref		Suit pref
1	Low enc Hi disc	Low even, Hi odd	Low enc Hi disc
NT 2	Low even, Hi odd	Suit pref	Low even, Hi odd
3	Suit pref		Suit pref
Signals (including Trumps): Suit preference where count/signal is of no interest (judged by situation)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution			
4 th hand balancing dbl requires less (8+ HCP).			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg. DBL			
Support DBL up to 2♥. Support RD.			
Lightner doubles against games and slams			
Most low-level doubles T/O			
ART overcall on our 1NT= DBL strength			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: SWEDEN
PLAYERS: Sara ASPLUND SIVELIND Marie JOHANSSON
EVENT: WOMEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣= min 2 card suit (with 4432 unless min 3+ card suit)
1♦= min 4 card suit
1♥/♠= min 5 card suit
1NT= (14) 15-17 (semi), stayman, transfer
2♦= Multi (Weak Major 5-10hcp or 22-24NT)
2♥/♠= 11-14 with 6 card suit.
2NT= 5+♣ 5+♦ 9-13 HCP/ GF with both minor
2/1 game forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦= Multi
2NT= 5+♣ 5+♦ 9-13 HCP / GF with both minor
2♥/♠= 11-14 with 6 card suit (including distribution)
1♣ - 2♦/♥/♠= 3-7 with 6 card suit
1♦ - 2♥/♠= 3-7 with 6 card suit
P-1M;2C=3+ support 8-11hcp (drury)
SPECIAL FORCING PASS SEQUENCES
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
IMPORTANT NOTES
New suit on 2-level after opponents overcall on partners opening bid is not forcing (example 1♣ - (2♣) - 2♥)
3 rd hand openings have a wider range

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		4	3♣	11-14/18-19bal or nat	1♥/♠= Nat, 1NT=6-10HCP (deny 4 card M) 2♦ GF 4+ suit, 2NT inv	Nat. Reverse shows extra values 1♦-2♦; 2NT min bal, 3♦ min unbal	3♥/♠ void and support
1♥		5	3♣	11+HCP	1NT 6-10 HCP, 2/1 GF, 2NT INV+ (Note 2) 3♣/♦=singleton and INV	1♥-1NT; 2♣=nat minimum or any strong (Note 1) 1♥-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton INV
1♠		5	3♥	11+HCP	1NT 6-10 HCP, 2/1 GF, 2NT INV+(Note 2), 3♣/♦=singleton and INV	1♠-1NT; 2♣=nat minimum or any strong (Note 1) 1♠-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton INV
INT				(14) 15-17 semi (possible 5 card major or 6 card minor)	2♣=STAYMAN(doesn't promise 4c M), 2♦/♥=TRF, 2♠=ART either weak or strong with at least one minor interest. 2NT=INV. 3♣/♦=INV 3♥/♠ = shortness with 5-4+ minor GF, 4♣ both M 5+/5+, 4♦/♥ transfer	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♣, 2♦-2♠=To play, 5+ sp 1NT-2♣, 2x-3♣♦/=NAT GF	
2♣	✓			20-21NT or any strong hand	2♦=weak or waiting, 2M to play against 20-21NT, 3mi=6+HCP 5+ card suit GF. 2NT both minor GF, 6M=6+HCP 6+suit GF	2♣-2♦; 2NT -3♣=asking for 4c M 3♦/♥= TRF, 3♠=minor ask	
2♦	✓			Multi (5-10HCP with a 6 card M or 22-24 NT)	2♥/♠=pass or correct, 2NT INV+ asking, 3♣/♦/♠ GF nat, 3♥ P/C, 4♣ asking for transfer, 4♦ bid your M	2♦-2X; 2NT system on 2♦-2NT; 3♣/3♦ (min w H/S) 2♦-2NT; 3♥/♠ (max w S/H)	
2♥		6		11-14 HCP including distribution	New suit forcing, raise Pre, 2NT INV+ asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponent's overall penalty.
2♠		6		11-14 HCP including distribution	New suit forcing, raise Pre, 2NT INV+ asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponent's overall penalty.
2NT	✓			9-13 HCP/GF with min 5-5 in minors	3♣/♦=play. 3♥ asking, 3♠= nat, forcing	2NT-3♥; 3♠=min, 3NT=max 5-5 4♣=6c+ club, 4♦=6c+ diamond	
3♣		(6) 7		Pre according to VUL	3♦/♥/♠=forcing, 4♥/♠ to play 4om=slamINV		
3♦		(6) 7		Pre according to VUL	3♥/♠=forcing, 4♥/♠ to play 4om=slamINV		
3♥		7		Pre according to VUL	3♠= natural F1, 4m=cue with supp, 4♥/♠ to play		
3♠		7		Pre according to VUL	4m=cue with supp		
3NT	✓			Solid Minor, gambling	4♣ pass or correct, 4♦=ask for control. 4M nat	3NT-4♦; 4♥/♠=control in that suit, 4NT=control other minor	
4♣				Pre according to VUL	4M to play		
4♦				Pre according to VUL	4M to play		
4♥				Pre according to VUL	4♠ slam try with control		
4♠				Pre according to VUL			
4NT	✓			Asks for specific Aces	5♣=0, 5NT=2, 5♦/♥/♠That Ace, 6♠=Club A		
5♣				Pre according to VUL		HIGH LEVEL BIDDING	
5♦				Pre according to VUL		1430	
5♥						DOPI, ROPI	
5♠						Splinters	
						Q bids (first or second)	

Supplementary sheet

NOTE 1

1♥-1♠; 2♣, 1♥-1NT; 2♣ or 1♠-1NT; 2♣

Bid	Shows	Openers 3 rd bid	Responders 3 rd bid	Comments
2♦	9+hcp	2M M+♣ 11-16. 2NT 18-19 3♣/♦ 4c suit, 16+ 3M Sets trump.	After 2M; 2NT NAT INV.	
2M	<8, Pref.			
2♥	<8 5+♥			
1♥-1♠ 2♣-2♠	<8 (5)6+♠			
1♥-1NT 2♣-2♠	<8 3♣ 54+minors.	2NT F1. 3♣/♦ To play.		
2NT	<8 ♣+♦.F1			
3♣/♦	<8 6+			

NOTE 2

After 1♥/♠-2NT INV+ w sup, 1♥/♠ (Dbl/1X/2X) 2NT FG w sup, 2♥/♠=2NT INV+ w sup

Bid	Shows	Resp 3 rd bid	Openers 3 rd bid	Comments
3♣	MINIMUM	3♦= Asking for shortage. 3M= INV. 3NT= Choice of games. New suit= Shortage.	1M-2NT; 3♣-3♦; Step-wise shortage is shown. 3♥ Single ♣, 3♠ Single ♦, 3NT Single other major, 4X Cue with no singleton	
3♦	EXTRAS No shortage	3M= Forcing. 3NT= Choice of games.		
3♥/♠ 3NT	EXTRAS Step-wise shortage	New suit= Cue.		
4♣/♦	VOID			
4♥	VOID oM			When ♥ trump; 4♥ MIN with ♠ void.
4♠	VOID oM			When ♠ trump; 4♠ MIN with ♥ void.

Contested (overcall on 2NT bid):

Pass shows a minimum but denies shortage in opponent's suit. 4M (our suit) shows minimum and shortage in opponent's suit. 3NT shows extras without shortage in opps suit (may contain other single). New suit are cue-bid and single in opps suit. Cuebid in opps suit are void. Dbl are for penalty.