

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Usually constructive (10-16 HCP), but can be weak if partner has passed.
New suit forcing if pd unpassed
Jump overcall – mini splinter
Responses: que is minimum good raise with support
Reopen: 11-14HCP 6+card suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (system on)
11-14 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 other suit
Double cue asks for stopper and normally shows an unknown solid suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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 <sup>nd</sup> hand: 14+ HCP, 4 <sup>th</sup> hand 12+HCP
Overcall against weak NT is constructive.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=take out, Cue=one 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= UnNT
Bid natural but can be wide range (HCP)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD= 10+, after overcall=RD show honour

LEADS AND SIGNALS			
<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	
Other: Attitude thru dummy and declarer			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	Same	
King	KQx (x), Kx, AK	Same	
Queen	Top	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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Count	Hi=DISCRG
Suit 2	Hi=odd, Low=even	Suit pref	Hi/Lo=odd
3	Suit pref		Suit pref
1	Hi=DISCRG	Hi/Lo=odd	Hi=DISCRG
NT 2	Hi=odd, Low=even		Hi/Lo=odd
3	Suit pref	Count	Suit pref
Signals (including Trumps): Suit preference where count/signal is of no interest (judged by situation)			
<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>			
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 penalty against that suit			
NAT overcall on our 1NT= Penalty DBL			

EBL CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: SWEDEN</b>
<b>PLAYERS: Sara ASPLUND SIVELIND – Karl ASPLUND</b>
<b>EVENT Mixed</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
2♥/♠= 11-14 with 6 card suit.
2NT= 5+♣ 5+♦ 8-13 HCP/ GF with both minor
2/1 game forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦= Multi
2NT= 5+♣ 5+♦ 8-13 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
Drury by passed hand
<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 2-level after opponents overcall on partners opening bid is not forcing (example 1♠ - (2♣) - 2♥)
3 <sup>rd</sup> hand openings has a wider range
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		4	3♠	(11) 12+HCP	1♥/♠= Nat, 1NT=6-10HCP (deny 4 card major) 2♦ inverted minor. 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 forcing with support. 3♣/♦=singleton and minimum invitational	1♥-1NT; 2♣=nat minimum or forcing (Note 1) 1♥-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton and minimum invitational
1♠		5	3♥	11+HCP	1NT 6-10 HCP, 2/1 GF, 2NT forcing with support, 3♣/♦=singleton and minimum invitational	1♠-1NT; 2♣=nat minimum or forcing (Note 1) 1♠-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton and minimum invitational
INT				(14) 15-17 semi (5 card major Or 6 card minor)	2♣=STAY, 2♦/♥=TRF, 2♠=ART either weak or strong with minor interest. 2NT=INV. 3♣/♦=INV 3♥/♠ = shortness with 5-4+ minor, 4♣ both major, 4♦/♥ transfer	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♣, 2♦-2♠=INV 1NT-2♣, 2x-3♣♦/=NAT	
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	2♣-2♦; 2NT -3♣=STAY 3♦/♥= TRF 3♠=minor stayman	
2♦	✓			Multi (6-10HCP with a 6 card major or 22-24 NT)	2♥/♠=pass or correct, 2NT forcing, 3♣/♦/♠ forcing ♥ P/C, 4♣ asking for transfer, 4♦ choose major	2♦-2♥; 2NT- 3♣= asking for 4 and 5 card major. -3♦/♥=transfer	
2♥		6		11-14 HCP including distribution	New suit forcing, raise Pre, 2NT artificial forcing asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponents overall penalty.
2♠		6		11-14 HCP including distribution	New suit forcing, raise Pre, 2NT artificial forcing asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponents overall penalty.
2NT	✓			8-13 HCP with min 5-5 in minor /GF with bot minors	3♣/♦=play. 3♥/♠= nat, forcing		
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, gambling	4♣ pass or correct, 4♦=ask for control	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		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre according to VUL		1430	
5♥						DOPI, ROPI	
5♠						5NT is often pick a slam	
						Splinter	
						Q bids	

## Supplementary Sheet

NOTE 1

1♥-1♠; 2♣, 1♥-1NT; 2♣ or 1♠-1NT; 2♣

Bid	Shows	Opener's 2 <sup>nd</sup> bid	Responder's 2 <sup>nd</sup> bid	Comments
2♦	9+ FG to 16+.	2M M+♣ 11-16. 2NT 16+ does not need to be 5332. 3♣/♦ 16+ often 10+cards. 3M Sets trump.	After 2M; 2NT NAT INV. 3♣ To play other natural FG.	
2M	>8, Pref.			
2♥	>8 5+♥			
2♠	>8 (5)6+♠			
1♥-1NT 2♣-2♠	>8 3♣ 54+minors.	2NT F1. 3♣/♦ To play.		
2NT	>8 ♣+♦.			
3♣/♦	>8 6+			

NOTE 2

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

Bid	Shows	Resp 2 <sup>nd</sup> bid	Opener's 3 <sup>rd</sup> 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. New suit = Shortage.		
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. Rebid of our suit shows minimum and shortage in opponent's suit. 4M shows extras without shortage. New suit are cue-bid with. Dbl are for penalty.