DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
Usually constructive (10-16 HCP), but can be weak if partner has passed.	Lead		Lead			In Partner's Suit	
New suit forcing if pd unpassed	Suit			1-3-5			
Jump overcall – mini splinter	NT 1-3-5		1-3-5				
Responses: que is minimum good raise with support	Subseq 1-3-5		1-3-5				
Reopen: 11-14HCP 6+card suit		titude tl	hru dummy and	d declarer			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS		T				
15-18 (system on)				Vs. Suit		Vs. NT	
11-14 bal position (system on)	Ace		AKx, Ax		Same		
				KQx (x), Kx, AK		Same	
	Queen		Top or AOI(	Same			
HIMD OVED CALLS (Styles Degreeses Unyonel NT)	Jack Top or AQJ(x)			Same			
JUMP OVERCALLS (Style; Responses; Unusual NT) Sound 5-10 HCP with 6 card suit.	9	10 T9x, Tx, KJT		Same Same			
With a passed partner strength and suit length can vary, also pending	9 Hi-X		9x 1-3-5		Same		
vulnerability.							
	Lo-X		1-3-5		Same		
	SIGNAL		RDER OF PRIORITY		T		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			r's Lead	Declarer's Lea	<u>d</u>	Discarding	
At least opening values w/5 in highest unbid suit and another suit (5 card +). 2NT asks other suit			=DISCRG Count			Hi=DISCRG	
Double cue asks for stopper and normally shows an unknown solid suit	Suit 2	Hi=od	d, Low=even	Suit pref I		Hi/Lo=odd	
		Suit pi				Suit pref	
	1	Hi=DI	SCRG	Hi/Lo=odd		Hi=DISCRG	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Hi=od	d, Low=even			Hi/Lo=odd	
2♣= Both major (min 4-4). Wide range against strong NT.	3	Suit pi	it pref Count		Suit pref		
2♥/♠= Natural. Wide range against strong NT.	Signals (including Trumps): Suit preference where count/signal is of no interest (judged by situation)				nt/signal is of no		
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				DOUBLES			
Overcall against weak NT is constructive.							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
DBL=take out, Cue=one suiter, Jump is strong	11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution						
NT= nat	3 <sup>rd</sup> hand b	alancin	ng dbl requires	less (8+ HCP).			
4♣/♦ on a weak 2♦/♥/♠ opening shows suit + a major suit.							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24							
Against 1♣ NT= UnNT. DBL both Major. Against 2♣=club.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						
Bid natural but can be wide range (HCP), aggressive style.	Neg. DBL						
	Support DBL up to 2♥. Support RD						
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner	doubles	against games	and slams			
RD= 10+, after overcall=RD show honour	Most low level doubles T/O						
				NT= DBL penalty against that suit			
			our 1NT= Pen				

# EBL CONVENTION CARD CATEGORY: Green NCBO: SWEDEN PLAYERS: Sara ASPLUND SIVELIND – Karl ASPLUND EVENT Mixed SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1♣= min 2 card suit (with 4432 unless min 3+ card suit) 1 ♦= min 4 card suit $1 \checkmark / \spadesuit = \min 5 \text{ card suit}$ 1NT= (14) 15-17 (semi), stayman, transfer 2 = Multi $2 \checkmark / = 11-14$ with 6 card suit. 2NT = 5 + 4 + 5 + 4 + 8 - 13 HCP/ GF with both minor 2/1 game forcing SPECIAL BIDS THAT MAY REQUIRE DEFENSE $2 \leftarrow = Multi$ 2NT = 5 + 4 + 5 + 4 + 8 - 13 HCP / GF with both minor 2 ♥/♠ = 11-14 with 6 card suit (including distribution) 1♣ - 2♦/ $\checkmark$ /♠ = 3-7 with 6 card suit $1 \leftarrow 2 \checkmark / \triangleq 3-7$ with 6 card suit Drury by passed hand SPECIAL FORCING PASS SEQUENCES 1x - (DBL) - RD, After 2/1After 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<sup>rd</sup> hand openings has a wider range

**PSYCHICS:** Rare

E	E	)F	0 [						
OPENI NG	TICK IF ARTIFI CIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		2	3♠	(11) 12+HCP	1 ♦/♥/♠= Nat, 1NT=6-10HCP (deny 4 card major)	Nat. Reverse shows extra values	3♥/♠ void and support		
					2♣ inverted minor. 2NT inv	1.2.2.; 2NT min bal, 3. min unbal			
1♦		4	3♠	(11) 12+HCP	1 ♥/♠ = Nat, 1NT=6-10HCP (deny 4 card major)	Nat. Reverse shows extra values	3♥/♠ void and support		
					2♦ inverted minor. 2NT inv	1 ♦-2 ♦; 2NT min bal, 3 ♦ min unbal			
1♥		5	34	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+НСР	1NT 6-10 HCP, 2/1 GF, 2NT forcing with support, 3♣/♦=singleton and minimum invitational	1 \( -1\) NT; 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.	1			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♣=Puppet STAY 3♦/♥= TRF 3♠=minor stayman			
2 •	1			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 major3 ♦ / ♥=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 overcall 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 overcall penalty.		
2NT	<b>✓</b>			8-13 HCP with min 5-5 in minor	3♣/♦=play. 3♥/♠= nat, forcing				
		/ S. =		/GF with bot minors					
3 <b>.</b>		(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 <b>.</b>				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 <b>.</b>				Pre according to VUL		HIGH LEVEL BIDDING			
5♦				Pre according to VUL		1430			
5♥						DOPI, ROPI			
5 <b>^</b>						5NT is often pick a slam			
						Splinter			
				1	Q bids				

# **Supplemtary Sheet**

### NOTE 1

1 **v**-1 **♦**; 2 **♣**, 1 **v**-1NT; 2 **♣** or 1 **♦**-1NT; 2 **♣** 

Bid	Shows	Openers 2 <sup>nd</sup> bid	Responders 2 <sup>nd</sup> bid	Comments
2♦	9+ FG to 16+.	2M M+ <b>4</b> 11-16. 2NT 16+ does not need to be 5332.	After 2M; 2NT NAT INV. 3. To play other natural FG.	
		3♣/♦ 16+ often 10+cards. 3M Sets trump.		
2M	>8, Pref.			
2♥	>8 5+♥			
2 🏟	>8 (5)6+♠			
1 <b>♥</b> -1NT	>8 3 🌲	2NT F1. 3♣/◆ To play.		
2♣-2♠	54+minors.			
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	Openers 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 <b>∀/</b> ▲ 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.