

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
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	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-18 HCP (system on)	
11-14 HCP BAL position (system on)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Sound 5-10 HCP with 6 card suit.	
With a passed partner strength and suit length can vary, also pending vulnerability.	
2NT shows the two unbid suits, UNT	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
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	
vs. NT (vs. Strong/Weak; Reopening; PH)	
2♣= Both major (min 5-4). Wide range against strong NT.	
2♦=NAT, wide range against strong NT	
2♥/♠= NAT, wide range against strong NT	
2NT= Two suiter minors. Wide range against strong NT.	
DBL= 15+ HCP, penalty	
DBL against weak NT: 2 <sup>nd</sup> hand: 14+ HCP, 4 <sup>th</sup> hand 12+ HCP	
Overcall against weak NT is CONST	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL=T/O, CUE=two suiter; 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♣	
NT= both minors (54). DBL both Majors (54).	
Other bids are natural but can be wide range (HCP), aggressive style.	
OVER OPPONENTS' TAKEOUT DOUBLE	
RD shows values	

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		
LEADS				
Lead	vs. Suit	vs. NT		
Ace	AKx(x), Ax	Same		
King	KQx(x), Kx, KA. Ask for count on 5+ level	Same, could be AKJT		
Queen	Top	Same, could be KQT9		
Jack	Top	Same		
10	Tx, KJT(x)	T9x(x), Same		
9	9x	98x, 98xx, 9xx(x)		
Hi-x	1-3-5	Attitude		
Lo-x	1-3-5	Attitude		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
	1	Hi=DISC	Hi/Lo=odd	Hi=DISC
SUIT	2	Hi=odd, Low=even	S/P	Hi=odd, Low=even
	3	S/P		S/P
	1	Hi=DISC	Hi/Lo=odd	Hi=DISC
NT	2	Hi=odd, Low=even	S/P	Hi=odd, Low=even
	3	S/P		S/P
Signals (including Trumps): S/P				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution				
3 <sup>rd</sup> hand balancing DBL requires less (8+ HCP).				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
Most low-level doubles, T/O				
Neg. DBL				
Support, 3-card supp DBL up to 2♥. Support RD				
Lightner doubles against 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				

EBL CONVENTION CARD	
CATEGORY: Green	
NCBO: SWEDEN	
PLAYERS: Sara BOO – Lars-Anders CALLENBERG	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣= min 3 card suit	
1♦= min 3 card suit	
1♥/♠= min 5 card suit	
1NT= 15-17 rarely semibal could include 5c M	
2♦ Multi w/ (a) 6+ card suit, 6-10 hcp (b) 24-25 BAL	
2/1 FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦= Multi	
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 CONST but NF (example 1♠ - (2♣) - 2♥)	
PSYCHICS: Very rare	

OPENING	ART	MIN # CARDS	Neg DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	(11) 12-21 HCP	1♦/♥/♠= NAT, 1NT=6-11(12) HCP (deny 4c major) 2♣ FG w/ SUPP, 2NT INV w/ SUPP, 3♣ PRE 5+c ♣	Nat. reverse shows extra values 1♣-1X-1M shows unbal	New suit over OPPT overcall on 2 level is NF (approx. 8-11 HCP). On 3 level FG Direct CUE over OPPT overcall shows SUPP and INV+ on lowest level.
1♦		3	3♠	(11) 12-21 HCP	1♦/♥/♠= NAT, 1NT=6-11(12) HCP (deny 4c major) 2♦ FG w/ SUPP, 2NT INV w/ SUPP, 3♦ PRE 5+c ♦	Nat. reverse shows extra values 1♦-1♥-1♠ shows unbal	
1♥		5	3♠	11-21 HCP	1NT 6-11(12) HCP, could include 3c SUPP, 5-7 HCP 2M=8-11 HCP w/ 3c SUPP, 2/1 FG, 2NT INV+ w/ 4c SUPP, 3♣/♦=S/S, INV	1♥-1♠/1NT-2♣=F1, ART, Gazzilli style, 1♥-1♠/1NT-3m=12-15 HCP, 55, NF 1♥-2NT-3♣ MIN	
1♠		5	3♥	11-21 HCP	1NT 6-11(12) HCP, could include 3c SUPP, 5-7 HCP 2M=8-11 HCP w/ 3c SUPP, 2/1 FG, 2NT INV+ w/ 4c SUPP, 3♣/♦=S/S, INV	1♠-1NT-2♣=F1, ART, Gazzilli style 1♠/1NT-3m=12-15 HCP, 55, NF 1♠-2NT-3♣ MIN	
INT				15-17 HCP, BAL, rarely semibal (5 card major or 6 card minor or 4441)	2♣=STAY, 2♦/♥=TRF, 2♠=6+ ♣. 2NT=6+ ♦ 3♣=ASK for 5c M, 3♦=55m, 3M is S/S and 54m, 4♣=55M, S/T, 4♦=55M w/ limited values, 4M=to play	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 1NT-2♠-3♣ shows honour 1NT-2NT-3♦ shows honour	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) 22-23 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, 3♠=S/T, ART	
2♦	✓			(a) 6-9 HCP (6c ♥ or ♠) (b) 24-25 HCP, BAL	2♥=MAX 2-card hearts 2♠=MAX 2-card spades, MIN 3-cards hearts 2NT=F1, 3M=P/C	2♦-2NT-3♣, MIN w/ hearts 2♦-2NT-3♦, MIN w/ spades 2♦-2NT-3M, MAX w/ oM	DBL on OPPT overcall penalty
2♥		6		10-13 HCP, 6c+ ♥	2NT=ART INQ, 3♣ INV+ w/ SUPP	2M-2NT-3♣ any 4c side suit 2M-2NT-3♦, semibal	DBL on OPPT overcall penalty
2♠		6		10-13 HCP, 6c+ ♠	2NT=ART INQ, 3♣ INV+ w/ SUPP	2M-2NT-3♥, S/S ♣, 2M-2NT-3♠, S/S ♦, 2M-2NT-3NT, short oM	DBL on OPPT overcall penalty
2NT				20-21 HCP, BAL	3♣ ask for 5card M, 3♦/♥= TRF, 3♠=S/T, ART 4♣=55M, S/T 4♦=55M 4♥=6+c ♣, 4♠=6+c ♦	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, 4m is control, S/T in ♥		
3♠		7		PRE according to VUL	New suit forcing, 4m is control, S/T in ♠		
3NT				Not discussed			
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 and Q-bids	
						Voidwood with answer 0314	
						4NT on NT-bids is QUANT (not if a Major trump is set)	