

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				EBL CONVENTION CARD																																			
OVERCALLS				OPENING LEADS STYLE				CATEGORY: Green																																			
Usually constructive (7)9-16 HCP but can be weak if partner has passed.				<table border="1"> <tr><td>Suit</td><td>Lead</td><td>In Partner's Suit</td></tr> <tr><td>NT</td><td>1-3-5</td><td>1-3-5</td></tr> <tr><td>Subseq.</td><td>1-3-5</td><td>1-3-5</td></tr> </table>				Suit	Lead	In Partner's Suit	NT	1-3-5	1-3-5	Subseq.	1-3-5	1-3-5	NCBO: SWEDEN																										
Suit	Lead	In Partner's Suit																																									
NT	1-3-5	1-3-5																																									
Subseq.	1-3-5	1-3-5																																									
New suit F1 if pd unpassed				PLAYERS: Leah ERIKSON – Sara BOO																																							
Responses: CUE is minimum good raise with support																																											
INT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY																																			
15-18 HCP (system on)				<table border="1"> <tr><td>Lead</td><td>vs. Suit</td><td>vs. NT</td></tr> <tr><td>Ace</td><td>AKx(x), Ax</td><td>Same</td></tr> <tr><td>King</td><td>KQx(x), Kx, AK.</td><td>Same, could be AKJT</td></tr> <tr><td>Queen</td><td>Top</td><td>Same, could be KQT9</td></tr> <tr><td>Jack</td><td>Top</td><td>Same</td></tr> <tr><td>10</td><td>Tx, KJT(x)</td><td>T9x(x), Same</td></tr> <tr><td>9</td><td>9x</td><td>Same</td></tr> <tr><td>Hi-X</td><td>1-3-5</td><td>Same</td></tr> <tr><td>Lo-X</td><td>1-3-5</td><td>Same</td></tr> </table>				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	GENERAL APPROACH AND STYLE								
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11-14 HCP BAL position (system on)								1♣ = min 3 card suit																																			
								1♦ = min 3 card suit																																			
								1♥/♠ = min 5 card suit																																			
JUMP OVERCALLS (Style; Responses; Unusual NT)								INT= 15-17 (rarely semibal), STAY, TRF, Smolen																																			
Sound 5-10 HCP with 6 card suit.								2♦ Multi w/ (a) 6+ card suit, 6-10 hcp (b) 24-25 BAL																																			
With a passed partner strength and suit length can vary, also pending vulnerability.								2/1 game forcing																																			
2NT shows the two unbid suits, UNT																																											
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENSE																																			
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				<table border="1"> <tr><td></td><td>Partner's Lead</td><td>Declarer's Lead</td><td>Discarding</td></tr> <tr><td>1</td><td>Hi=DISC</td><td>Hi/Lo=odd</td><td>Hi=DISC</td></tr> <tr><td>Suit</td><td>Hi=odd, Low=even</td><td></td><td></td></tr> <tr><td>2</td><td></td><td></td><td></td></tr> <tr><td>3</td><td>Suit pref</td><td></td><td></td></tr> <tr><td>1</td><td>Hi=DISC</td><td>Hi/Lo=odd</td><td>Hi=DISC</td></tr> <tr><td>NT</td><td>2 Hi=odd, Low=even</td><td></td><td></td></tr> <tr><td>3</td><td>Suit pref</td><td></td><td></td></tr> </table>					Partner's Lead	Declarer's Lead	Discarding	1	Hi=DISC	Hi/Lo=odd	Hi=DISC	Suit	Hi=odd, Low=even			2				3	Suit pref			1	Hi=DISC	Hi/Lo=odd	Hi=DISC	NT	2 Hi=odd, Low=even			3	Suit pref			2♦ = Multi			
	Partner's Lead	Declarer's Lead	Discarding																																								
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				Signals (including Trumps):																																							
VS. NT (vs. Strong/Weak; Reopening; PH)				DOUBLES				SPECIAL FORCING PASS SEQUENCES																																			
2♣= Both major (min 5-4). Wide range against strong NT.				TAKEOUT DOUBLES (Style; Responses; Reopening)				Ix - (DBL) – RD, After 2/1																																			
2♦=NAT				11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution				After opening and overcall, pass might be a forcing pass but pd doesn't need to dbl with length in opps suit																																			
2♥/♠= N, CONST				3 rd hand balancing DBL requires less (8+ HCP).				When game forcing is established																																			
2NT= Two suiter minors. Wide range against strong NT.				IMPORTANT NOTES																																							
DBL= 15+ HCP				New suit on any level after opponents overcall on partners opening bid is CONST but NF (example 1♠ - (2♣) - 2♥)																																							
DBL against weak NT: 2 nd hand: 14+ HCP, 4 th hand 12+ HCP				PSYCHICS : Very rare																																							
Overall 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																																											

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 4 card 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 is NF (approx. 8-11 HCP) 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 4 card 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, 2M=8-11 HCP w/ 3c SUPP 2/1 FG, 2NT INV+ w/ 4c SUPP 3♣/♦=singleton, INV	1♥-2NT-3♣ MIN; 1♥-1♠/INT; 2♣=F1, ART, Gazzilli style	
1♠		5	3♥	11-21 HCP	1NT 6-11(12) HCP, 2M=8-11 HCP w/ 3c SUPP 2/1 FG, 2NT INV+ w/ 4c SUPP 3♣/♦=singleton, INV	1♠-2NT-3♣ MIN; 1♠-1NT; 2♣=F1, ART, Gazzilli style	
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♦=ART, 2♥/2♠=S/O vs 20-21 HCP, BAL	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	2♦-2NT-3♣, MIN w/ hearts 2♦-2NT-3♦, MIN w/ spades 2♦-2NT-3M, MAX w/ oM	
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				22-23 HCP, BAL	3♣ ask for 5card M, 3♦/♥= TRF, 3♠=S/T, ART	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	✓						
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		HIGH LEVEL BIDDING	
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)	

Supplementary Sheet

NOTE 1

1♥-1♠; 2♣ or 1♥-1NT; 2♣ or 1♠-1NT; 2♣

Bid, i/e RESP 2 nd bid	Shows	Openers 3 rd bid	Comments
2♦	8+ HCP, FG to 16+.	2M 6c+ M+♣ 14-15 HCP 2NT 15-16 HCP, 5332. 3♣/♦ 16+ 54 M+♣/♦ 3M 18+ HCP, 6+ M	
2M	≤ 7 HCP, pref.	Bid is 18+ HCP, FG	
2♥	6-11 HCP, NEU 5+♥	2♥ is INV	
2♠	≤8 HCP, (5)6+♠		
1♥-1NT 2♣-2♠	≤8 HCP, 3♠ 54+minors.		
2NT	6-7 HCP, no other suitable call		
3♣/♦	≤8 HCP, 6+ ♣/♦		

NOTE 2

After 1♥/♠-2NT FG, 1♥/♠-(DBL/1X/2X)-2NT FG

Bid Openers 2 nd bid	Shows	RESP 2 nd bid	Openers 3 rd bid	Comments
3♣	MINIMUM, 11-15 HCP	3♦= Asking for shortage. 3♥ shows S/S ♣ 3♠ shows S/S ♦ 3NT shows S/S other M	1M-2NT; 3♣-3♦; 3♥ shows S/S ♣ 3♠ shows S/S ♦ 3NT shows S/S other M	
3♦	EXTRAS, 16+ HCP No shortage	3♥ shows S/S ♣ 3♠ shows S/S ♦ 3NT shows S/S other M 4X is CTRL w/o S/S 4M is MIN	New suit is CTRL	
3♥	16+ HCP, S/S ♣	New suit is CTRL		
3♠	16+ HCP, S/S ♦	New suit is CTRL		
3NT	16+ HCP, S/S other M	New suit is CTRL		
4♣/♦	VOID			
4♥	VOID oM			

Contested (overcall on 2NT bid): On 3♣/3♦ system is on