

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	EBL CONVENTION CARD																																							
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening) 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	OPENING LEADS STYLE <table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>1-3-5</td> <td>1-3-5</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> </tbody> </table> LEADS <table border="1"> <thead> <tr> <th>Lead</th> <th>vs. Suit</th> <th>vs. NT</th> </tr> </thead> <tbody> <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, 3rd/LOW 3rd from xxx</td> <td>1st from xxx</td> </tr> <tr> <td>Lo-X</td> <td>1-3-5, 3rd from xxx</td> <td>4th if possible, 1st from xxx</td> </tr> </tbody> </table>		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	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, 3rd/LOW 3rd from xxx	1st from xxx	Lo-X	1-3-5, 3rd from xxx	4th if possible, 1st from xxx	CATEGORY: Green NCBO: SWEDEN PLAYERS: Maya Lo <u>BJÖRK HEED</u> – Andrea <u>NILSSON</u> .
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INT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18 HCP (system on) 11-14 HCP BAL position (system on)	SIGNALS IN ORDER OF PRIORITY <table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Hi=DISC</td> <td>Hi/Lo=odd</td> <td>Hi=DISC</td> </tr> <tr> <td>SUIT</td> <td>2 Hi=odd, Low=even</td> <td></td> <td></td> </tr> <tr> <td></td> <td>3 Suit pref</td> <td></td> <td></td> </tr> <tr> <td></td> <td>1 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></td> <td>3 Suit pref</td> <td></td> <td></td> </tr> </tbody> </table> Signals (including Trumps):		Partner's Lead	Declarer's Lead	Discarding	1	Hi=DISC	Hi/Lo=odd	Hi=DISC	SUIT	2 Hi=odd, Low=even				3 Suit pref				1 Hi=DISC	Hi/Lo=odd	Hi=DISC	NT	2 Hi=odd, Low=even				3 Suit pref			SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1♦= 2+ suit: (a) 11-13 HCP, BAL (b) 17-19 HCP, BAL (c) min 5 card suit or 4 card w/ 4414 1♦= min (4)5 card suit, 4 card w/ 1444, 4144, 4441 1♥/♦= min 5 card suit. 1NT= 14-16 (rarely semibal), STAY, TRF, Smolen 2♦ Multi; 6 card major, 6-10 HCP or FG with 5+♦ 2♥/♦ = 6+♥/♦ 10-13.											
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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.	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) 11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution 3 rd hand balancing DBL requires less (8+ HCP).	SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♦ Multi; 6 card major, 6-10 HCP or FG with 5+♦ 2♥/♦ = 6+♥/♦ 10-13.																																							
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	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Most low-level doubles, T/O Neg. DBL Support, 3-card supp DBL up to 2♦. Support RD 1♦-(1♦/♦)- DBL is TRF (sys on) 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 th or higher levels DBL against 1NT-3NT asks for shortest M as lead Lightner doubles against games and slams	SPECIAL FORCING PASS SEQUENCES 1x – (DBL) – RDBL, After 2/1. After opening and overcall pass might be a forcing pass but pd doesn't need to double with length in opps suit. When game forcing is established.																																							
VS. NT (vs. Strong/Weak; Reopening; PH) 2♦= Both major (min 5-4). Wide range against strong NT. 2♦/♦/♦= Natural. Wide range against strong NT. 2NT= Two suiter minors. 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.		IMPORTANT NOTES New suit on any level after opponent's overcall on partners opening bid is CONST but NF (example 1♦ - (2♦) - 2♦). PSYCHICS: Very rare																																							
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 is 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♣	✓	2	3♠	(a) 11-13 HCP, BAL (b) 17-19 HCP, BAL (c) 5+ card ♣ if not 4414	1♦/♥=TRF, 4+ ♥/♠, 1♠= 6-11 HCP, denies 4+ M, 13-HCP, BAL no 4+ M, 6-c m, INV to 11-13 HCP, BAL, 1NT=GF, 4+ ♣, 2♣=FG, 6+ ♦, 2♦/♥=TRF, 6+ ♥/♠, 3-7 HCP or 14+ HCP, 2NT=12-13 HCP, BAL no 4+ M 3m decent PRE 6+c m, 3M=7+ M, decent PRE	1♣-1♦/♥-1♥/♠=11-13 HCP, BAL 1♣-1♦/♥-1NT=17-19 HCP, BAL 1♣-1♦/♥-2NT (note 3) Nat. reverse shows extra values	New suit over OPPT overcall is NF approx. 7-11 HCP except 1♣-(1♦/♥)-2m is NAT, GF 1♣-(1♦/♥)- DBL is TRF (sys on)
1♦		4	3♠	11-21 HCP, 5+ ♦ if not 1444, 4144, 4441 Always UNBAL	1♦/♥/♠= Nat, 1NT=6-11(12) HCP (deny 4 card major) 2♦ FG w/ SUPP, 2NT INV w/ SUPP, 3♦ PRE 4+ c ♦	1♦-1M-1NT=4+ ♣, 1♦-1M-2♣=4+ ♦ 1♦-1♥-2♦=3c SUPP, 1♦-1♠-2♦=4+♥, 11-15 HCP, 1♦-1M-2NT (note 3)	New suit over OPPT overcall is NF (approx. 7-11 HCP)
1♥		5	3♠	11-21 HCP	1NT 6-11(12) HCP or 5-7 HCP w/ 3-card SUPP, 2/1 FG, 2NT FG w/ SUPP, 2♥=8-11 HCP, 3/4 SUPP, 3♣=7-9 4+support. 3♦= 10-11 3-card support. 3♥=PRE	1♥-2NT (Note 2); 1♥-1NT; 2♣=nat minimum or forcing (Note 1)	Direct CUE over OPPT overcall shows SUPP and INV+ on lowest level.
1♠		5	3♥	11-21 HCP	1NT 6-11(12) HCP or 5-7 HCP w/ 3-card SUPP, 2/1 FG, 2NT FG w/ SUPP, 2♠=8-11 HCP, 3/4 SUPP, 3♣=7-9 4+support. 3♦= 10-11 3-card support. 3♠=PRE	1♠-2NT (Note 2); 1♠-1NT; 2♣=nat minimum or forcing (Note 1)	
INT				14-16 HCP, BAL, rarely semibal (5 card M or 6 card m 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, 4♣=55M S/T, 4♦=55M	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) 24-25 HCP, BAL. (c) any strong hand	2♦=Relay, 2♥/♠ = 0-3 HCP 5+suit, signoff if 20-21 BAL.	2♣-2♦; 2H; 24-25 BAL or hearts.	
2♦	✓			(a) 6-10 HCP (6c ♥ or ♠) (b) FG with 5+♦	2♥=MAX 2-card hearts 2♠=MAX 2-card spades, MIN 3-cards hearts 2NT=F1, 3M=P/C, 4♦=ask for suit, 4M=own suit	2♦-2NT-3♣, 8-10 HCP w/ hearts 2♦-2NT-3♦, 8-10 HCP w/ spades	
2♥		6		10-13 HCP, 6+♥.	2♠= INV+ 5+♠. 2NT = FG+, usually support. 3♣ = Natural or game-try in hearts.		DBL on OPPT overcall penalty
2♠		6		10-13 HCP, 6♠.	2NT = FG+, usually support. 3♣ = Natural or game-try in spades.		DBL on OPPT overcall penalty
2NT				22-23 HCP, BAL	STAY (ask for 5card M) and TRF	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		DBL on OPPT overcall penalty
3♦		(6) 7		PRE according to VUL	3♥/♠=forcing, 4♥/♠ to play		DBL on OPPT overcall penalty
3♥		7		PRE according to VUL	3♣= forcing, 4♥/♠ to play		DBL on OPPT overcall penalty
3♠		7		PRE according to VUL	New suit forcing		DBL on OPPT overcall penalty
3NT	✓			Solid minor w/o side ace or king			
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, PLAYERS: Maya Lo Björk Heed – Andrea Nilsson

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
2♦	8+ HCP, FG to 16+.	2M M+♣ 11-16. 2NT 15-16 HCP, 5332. 3♣/♦ 16+ often 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	No other suitable call	
3♣/♦	≤8 HCP, 6+ ♣/♦	

NOTE 3

1♣-1♦/♥-2NT shows (a) 15+ HCP, 6+m w/ 0-2c M, (b) 15+ HCP, 4+ M
1♦-1M-2NT shows (a) 15+ HCP, 6+m w/ 0-2c M, (b) 15+ HCP, 4+ M

Bid, i/e RESP 2 nd bid	Shows	Openers 3 rd bid
3m	S/O, 0-8 HCP	
3om	9+ HCP, ask opener, GF	3M=15+ HCP, 4+ M, no S/S 3m/3NT=15+ HCP, 6+m w/ 0-2c M
3M	8-13 HCP, 6+ M, GF	
3oM	8+ HCP, NAT, GF	

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
3♣	MIN, 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 oM	New suit is CTRL	
4♣/♦	VOID		
4♥	VOID oM		

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