# **Defensive and Competitive Bidding**

**OVERCALLS** (Style; Responses; 1/2 Level)

1-level: Aggressive 2-level: Sound Responses to 1-level overcalls:

Cue bid = a) Good raise b) BAL INV c) any GF 2NT = 4-card support major, Jump = Mini-Splinter

New suit at 2 level = NOT FORCING

1 over 1 = F1

#### 1NT OVERCALL (2ND/4TH Live; Responses)

15-18

#### **JUMP OVERCALLS** (Style; Responses)

1 **..** - 2 **..** = 55 majors 1x - 2NT = c+d.

1M/2M/3M - 4m = m+other M

# DIRECT and JUMP CUE BIDS (Style; Responses;)

1 **.** - 2 **.** = Natural

1 **.** √1 • - 2 • = 55 majors

1M-2M = Other major + Clubs

Jump cue-bid = Asks for stopper (1 - 3 = preemptive)

#### VS. NT (vs. Strong / Weak; Reopening; PH)

Dbl = 4 + minor, 2 = Both majors, 2 / 2 = Transfer h/s, 2 = 55 + c

1NT – p – p – 2 • = One maj "weak",

2♥/2♣ = Nat, opening values

After pass:  $2 \cdot /2 \cdot /2 = \text{Nat}$ , x=8-10 in balancing pos

#### **VS. PREEMPTS** ( Doubles; Cue-bids; Jumps; NT bids)

T/O doubles; 2NT: 15-18 HCP

Cue-bid; Asks for stopper at 3-level; 2-suiter at 4-level

4NT=Strong 2-suiter

#### **VS. ARTIFICIAL STRONG OPENINGS**

vs. 1.: Dbl = Majors; 1NT = 4s + minor; 3NT=To play

vs. 2♣: Dbl = Majors; 2NT = 4s + minor

#### OVER OPPONENTS' TAKE OUT DOUBLE

1-level bids = F1

1M – Dbl – Transfers starting at 1NT (clubs), transfer to 2M = INV with 3.card support

Leads and Signals
Opening Leads Style

Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Normally 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Normally 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Other	her Against 5- level contracts or higher: Ace: asks enc./disc. King: asks for count		

#### Leads

Lead	Vs. Suit	Vs. NT		
Ace	Ax(x), AKx(x), AKJTx	Ax(x), AKx(x)		
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJTx		
Queen	AQJ, QJ, QJT,	AQJ, QJ(x), QJT,KQ109		
Jack	HJT(x), JT(x)	HJT(x), JT(x)		
10	HT9x, AQT(x), T9x	HT9x, AQT(x), T9x		
9	H98x, 9x	H98x, 9x		
Х	Hxxxx, xxxxx	Hxxxx, xxxxx		

## Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1st	Low = enc	Count / SP	Low = enc
2 <sup>nd</sup>	Suit pref (SP)	SP	SP
3 <sup>rd</sup>	Count		Count
NT 1 <sup>st</sup> :	Same	Smith/count	Same
2 <sup>nd</sup>	Same		Same
3 <sup>rd</sup>	Same		Same

High-low = even, Low = encrg. Smith vs NT: High = Like

#### **Doubles**

Takeout Doubles (Style; Responses; Reopening)

Light style, Cue-bid only force

Special, Art. and Comp Dbl/Rdbl's

Negative/responsive thru 4◆

Competitive thru 4

Support doubles to show 3-card fit (through 4-level)



# Convention Card



**EBL** 

## **System: Natural**

Category	Green	
Country	Norway	
Event		
Players	Ole Berset	Bjørn Olav Ekren

# **System Summary**

#### **General Approach and Style**

Light opening style

**1**♣ = 2+

1 ◆ = 4+ (usually not 3343)

5-card majors

1NT = 14-16

2 + 17-19 NT (2NT with strong 19)

2 √/2 = NAT weak. 3-9

## Special opening bids that may require defense

#### Special bids that may require defense

1 **..** - 1 • = a) 6-9 NT b) NAT c) Strong balanced

1 ♣ - 1 ♥/1 ♠ = May have longer diamonds

1 ... / 1 ♦ - 2 ♥ = GF with support

1 ... / 1 ♦ - 2 ... = INV with support

1 **v**/1 ♣ - 2 ♣ = a) INV+ with 3 card support

b) Natural, GF

c) Balanced GF

#### Important notes that don't fit

### **Psychics**

Rare

Opening	Artificial	Min. cards	Neg. dbl. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1.*	X	2	4.	44 majors if 2 clubs All 4333 shapes	1 ◆= a) 6-9 NT, b) Natural c) Strong balanced, 1NT = 10-12, 2 ♣= 8-11, 5+clubs, NF 2 ◆= Natural GF 2 ♥= GF with 5+clubs, 2 ♣= INV with 6+clubs, 2NT = BAL GF		
1 •		4	4.	4+card, usually not 3343	2♣= Natural GF, 3♣= Natural INV 2♠= 6-10, 4+diamonds, NF 2♥= GF with 4+diamonds, 2♠= INV with 4+diamonds, 2NT = BAL GF		
1♥		5 (4)	4.	5+cards (may have 4 in 3.rd seat)	1NT= Nat, N. 2♣=a) INV+ with 3 hearts b) Natural GF c) Balanced, GF 3♥ = 4H, 5-8 any singleton, 2NT= GF with 4+H, 3♣= Natural INV, 2♣ = 7-11 4+H, no singleton, 3♦= 9-11, 4+H, any singleton;		2♣ = Toronto 3-card support 2♦= Toronto 4-card support 3♣/3♦ = Nat, Inv
1.		5 (4)	4•	5+cards (may have 4 in 3.rd seat)	1NT=Nat, NF. 2*=a) INV+ with 3 spades b) Natural GF c) Balanced, GF $2 \cdot /2 = 5 + \text{cards}$ , F1, 3*= Natural INV 2NT= GF with 4+S, 3*= 4+S, 5-8 any singleton, $3 \cdot = 7 - 11$ , 4+S, no singleton, $3 \cdot = 9 - 11$ , 4+S, any singleton		2♣ = Toronto 3-card support 2♠ = Toronto 4-card support 3♣/3♠ = Nat, Inv
1NT		-	3^	14-16, BAL 5c-M or 6c-mi possible	$2 \stackrel{\bullet}{\bullet} = \text{Stayman}, \ 2 \stackrel{\bullet}{\bullet} / 2 \stackrel{\blacktriangledown}{\blacktriangledown} = \text{Transfer}, \ 2 \stackrel{\bullet}{\bullet} = \text{Artificial GF, 2NT} = \text{INV}, $ $3 \stackrel{\bullet}{\bullet} = \text{Puppet}, 3 \stackrel{\bullet}{\bullet} = \text{GF c+d}, 3 \stackrel{\blacktriangledown}{\blacktriangledown} / 3 \stackrel{\bullet}{\bullet} = \text{SI c/d}, 4 \stackrel{\bullet}{\bullet} / 4 \stackrel{\bullet}{\bullet} = \text{trans h/s}$		
2.	Х	-	7NT	Strong artificial	2 ◆= 0-7, 2NT= 8+ BAL, 3 ♥/3 ♠=Singleton, 5-8, 3NT = 55 majors, 5-8		
2•				17-19(-) NT 5c-M or 6c-mi possible	Pass = Weak 4+ diamonds, 2♥ = F1; includes sign-off sp/cl 2♣ = Transfer to 2NT (GF or to play 2NT), 2NT = 4+h hearts		
2♥		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT= F1, 2♣/3♣/3♦ = Not forcing, 3♥ = Pre, 3♣= NAT INV 4♣= Key-Card	2♥ - 2NT → 3♣/3♦/3♠=Singleton	
2.		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT= F1, 3♣/3♦/3♥ = Not forcing, 3♣=Pre, 4♣= Key-Card	2▲ - 2NT → 3♣/3 •/3 •=Singleton	
2NT		-	3^	19(+) - 21 BAL 5c-M or 6c-mi possible	3♣ = Puppet, 3♦/3♥ = Transfer, 3♠= Minor; 4♣/4♦/4♥/4♠ = SI two suits above (h/s/c/d)	Slam Conventions	
3x		6		Pre	3 <b>*</b> /3 <b>*</b> = Not forcing, 3 <b>*</b> /3 <b>*</b> /3 <b>*</b> - 4 <b>*</b> = Key-Card, 3 <b>*</b> - 3 <b>*</b> = Key-Card	Cue bids: 1st and 2nd round controls up the line	
3NT		-		Solid major		Splinter 5NT Key-Card Blackwood Exclusion Blackwood	
<b>4</b> ♣, <b>4</b> ♦		7		Pre-emptive	4♣ - 4♦ = KC, 4♦ - 5♣ = KC, 4NT = To play	DOPI/ROPI	
4♥, 4♠		6		Pre-emptive	New suit = Cue, 4NT=KC		
4NT	Χ	-		Asks for specific aces	5♣=0, Suit= the Ace, 5NT=2 Aces		