



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 s+c
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 = 4♠ + minor; 3NT=To play vs. 2♣: Dbl = Majors; 2NT = 4♠ + 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			
	Lead	In Partner's Suit	
Suit	Normally 3 rd -5 th	3 rd -5 th	
NT	Normally 3 rd -5 th	3 rd -5 th	
Subseq	Attitude when opening a new suit		
Other	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	
X	Hxxxx, xxxxx	Hxxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Low = enc	Count / SP	Low = enc
2 nd	Suit pref. (SP)	SP	SP
3 rd	Count		Count
NT 1 st :	Same	Smith/count	Same
2 nd	Same		Same
3 rd	Same		Same
High-low = even, Low = enc. 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	Ulf	Boek, Ole, Kinds, Roar
System Summary		
General Approach and Style		
Light opening style 1♣ = 2+ 1♦ = 4+ (usually not 3343) 5-card majors 1NT = 15-17 2♦/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♣ = 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 2NT = BAL GF		
1♦		4	4♠	4+card, usually not 3343	2♣ = Natural GF, 3♣ = Natural INV 2♦ = 6-10, 4+diamonds, NF 2NT = BAL GF		
1♥		5 (4)	4♠	5+cards (may have 4 in 3rd seat)	1NT = Nat, N. 2♣ = a) INV+ with 3 hearts b) Natural GF c) Balanced, GF Jump, new suit = Mini-Splinter 3♥ = Inv, 2NT = GF 4+H		2♣ = Toronto 3-card support 2♦ = Toronto 4-card support 3♣/3♦ = Nat, Inv
1♠		5 (4)	4♥	5+cards (may have 4 in 3rd seat)	1NT = Nat, NF. 2♣ = a) INV+ with 3 spades b) Natural GF c) Balanced, GF 2♦/2♥ = 5+cards, F1 2NT = GF with 4+S, 3♠ = Inv, Jump, new suit = Mini-Splinter		2♣ = Toronto 3-card support 2♦ = Toronto 4-card support 3♣/3♦ = Nat, Inv
1NT		-	3♠	15-17, BAL 5c-M or 6c-mi possible	2♣ = Stayman, 2♦/2♥ = Transfer, 2♠ = Minor, 2NT = INV, 3♣ = Puppet, 3♦/3♥/3♠ = Nat SI		
2♣	X	-	7NT	Strong artificial	2♦ = 0-7, 2NT = 8+ BAL, 3♥/3♠ = Singleton, 5-8, 3NT = 55 majors, 5-8		
2♦		6(5)		Weak two, 3-9 (may have 5 in 3rd seat)	New suit = Not forcing. 2NT = F1, 3♥/3♠ = Nat Inv, 4♣ = Key-Card		
2♥		6 (5)		Weak two, 3-9 (may have 5 in 3rd 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 3rd 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;	Slam Conventions	
3x		6		Pre	3♥/3♠ = Not forcing, 3♦/3♥/3♠ - 4♣ = Key-Card, 3♣ - 3♦ = Key-Card	Cue bids: 1 st and 2 nd round controls up the line Splinter 5NT Key-Card Blackwood Exclusion Blackwood DOPI/ROPI	
3NT		-	Solid major				
4♣, 4♦		7		Pre-emptive	4♣ - 4♦ = KC, 4♦ - 5♣ = KC, 4NT = To play		
4♥, 4♠		6		Pre-emptive	New suit = Cue, 4NT = KC		
4NT	X	-		Asks for specific aces	5♣ = 0, Suit = the Ace, 5NT = 2 Aces		