

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 = Two lowest unbid. 1M/2M/3M – 4m = m+other major
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 = Strong, 2♣ = Both majors, 2♦ = Stronger bid than 2M PH: x=5+suit; 2♣=C+Other, 2♦=D+Major, 2♥= Major.
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♣: Yeslek to 2♠ vs. 2♣: Dbl = Major + Minor; 2NT = Majors or minors
OVER OPPONENTS' TAKE OUT DOUBLE
1-level bids = Transfers. 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	2 nd or 4 th through declarer 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)			

 EBL	Convention Card	
System: Natural		
Category	Green	
Country	Norway	
Event		
Players	Berset	Tundal
System Summary		
General Approach and Style		
1♣ = 2+ 1♦ = 4+ (usually not 3343) 5-card majors 1NT = 15-17 bal. 2♦ = 18-19 bal. 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) 5+diamonds 1♣ - 1♥/1♠ = May have longer diamonds 1♣/1♦ - 2♥ = GF with support 1♣/1♦ - 2♠ = INV with support 1♥/1♠ - 2♣ = a) Invitational hands 		

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 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 = Invitational.		
1♥		5 (4)	4♠	5+cards (may have 4 in 3rd seat)	1NT= Nat, NF. 2♣=a) Invitational hands b) Natural GF 2♦ = Natural GF or balanced GF 2♠ = Mini-Splinter 6-8/9 with unknown single. 2NT = GF with 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) Invitational hands b) Natural GF 2♦ = Natural GF or balanced GF 2♥ = 5+cards, GF 2NT= GF with 4+S		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♠ = 6+C or short minor, 2NT = 6+D or both minors. 3♣ = Short major. 3♦ = Asks for 5c major 3♥/3♠ = Nat Slam try.		
2♣	X	-	7NT	Strong artificial	2♦ = All hands that do not fit with other bids 2♥ = 11+hp, any hand. 2♠ = Short C or D. 2NT= 6+M or 55M, 6-10hp, 3♣ = 6+D, 6-10hp, 3♦ = 6+C 6-10hp 3♥/3♠=45/54/55 minors 6-10hp		
2♦	X	-		18-19, bal.	2♥ = a) Sign-off S/C/H b) Slam try any suit) Inv. with 6-c major 2♠ = Transfer to 2NT 3♣ = 54/45/55 major 3♦ = 55 minor		
2♥		6 (5)		Weak two, 3-9 (may have 5 in 3rd seat)	2NT= F1, 3♣ = Asks for suit quality and strength, New suit is F1	2♥ - 2NT → 3♣/3♦/3♠=Singleton	
2♠		6 (5)		Weak two, 3-9 (may have 5 in 3rd seat)	2NT= F1, 3♣ = Asks for suit quality and strength, New suit is F1	2♠ - 2NT → 3♣/3♦/3♥=Singleton	
2NT		-	3♠	20 - 21 BAL 5c-M or 6c-mi possible	3♣ = Puppet, 3♦/3♥ = Transfer, 3♠ = Minor;	Slam Conventions	
3x		6		Pre	3♣ - 3♦ = Asks for 3♥ → 3♠ = Slam try 3♦ - 3♥ = Asks for strength 3♥/3♠ - 4♣ = Slam try		
3NT		-		Strong 4M bid	4♣ = Slam try		
4♣, 4♦		7		Pre-emptive	4♣ - 4♦ = KC, 4♦ - 5♣ = KC, 4NT = To play		
4♥, 4♠		6		Pre-emptive	5x = Cue, 4NT=KC		
4NT	X	-		Asks for specific aces	5♣=0, Suit= the Ace, 5NT=2 Aces		