


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive on 1-level, 7-15, may be on a 4 card suit (rare)
Sound on 2-level, 10-15 and 5+ suit
2 NT after 1-level M shows support and is G/T+ Cue shows a good raise+
New suit is NAT F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct:15-18, continuation as after 1NT opening
1- Suiter: Overcall = Highest suit + any 55+, 2NT = 5-5 in 2 lowest unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2- Suiter: 2M is weak
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Responses: 2NT=G/T NF
Jump Cue = Over M: Asking for stopper, normally a 7+ solid suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 $\clubsuit$ = At least 44+ in M
2NT=55+ in minors
D=PEN
2 $\heartsuit$ / $\spadesuit$ / $\clubsuit$ /3 $\clubsuit$ = TRF in second hand. Natural in fourth.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2 NT=15-18hcp natural balance
4NT overcalls 2-suited (5-5 in 2 lowest unbid suits)
Over 2 $\heartsuit$ multi DBL shows 13-15 NT or any 16+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1<math>\clubsuit</math> or 2<math>\clubsuit</math></b>
Against 1 $\clubsuit$ Strong we always bid our longest suit NF (can be weak and only 4c suit, but unusual)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M-(D) 1NT= 6-9hcp NF
1X=F1, 2 new suit =NF
1NT – (D) – RDL=Forcing to 2 $\clubsuit$ .

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	Same	
NT	1 <sup>st</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	Same	
Subseq	1 <sup>st</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	Same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx+, AKQ+, AKJT	Same	
King	Kx, AK, KQ+, KQJ+,AKQ+	Same	
Queen	Qx, QJ,QJ+	Same	
Jack	Jx, JT+, AQJ+	Same	
10	Tx, T9+, 3 <sup>rd</sup>	Same	
9	9x, or 3 <sup>rd</sup>	Same	
Hi-X	1 <sup>st</sup> or or even	Same	
Lo-X	3 <sup>rd</sup> ,5 <sup>th</sup>	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	LOW=ENCRG	LOW=EVEN	LOW=ENCRG
2	LOW=EVEN		LOW=EVEN
3			
NT 1	LOW=ENCRG	LOW=EVEN	LOW=ENCRG
2	LOW=EVEN		LOW=EVEN
3			
Low = lowest suit (unusual)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape.			
(1M)-D-(2M):2NT=minors			
A CUE on 2-level is G/T+ and F1			
RESP DBL to 4 $\heartsuit$			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner DBL			
INV DBL (Only when there is no other invitational bid)			
Support DBL and RDBL (3card support in pd suit)			

EBL CONVENTION CARD

<b>CATEGORY: BLUE</b>
<b>NCBO: SWEDEN</b>
<b>PLAYERS: Michael LEMBORN and Suzanne LEMBORN</b>
<b>EVENT Mixed Teams</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong $\clubsuit$ (16+)
1 $\heartsuit$ = 4+ $\heartsuit$ Unbalanced
1M=5+M 11-15 hcp
2M=6M 10-13 hcp
Generally aggressive style
Frequent use of non-PEN DBL
1NT Openings: 13-15 hcp
2-over-1 Responses= Game Forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening 1 $\heartsuit$
1 $\heartsuit$ -2 X=FG
1 $\heartsuit$ -2M is weak, (4-9), 6+
1 $\heartsuit$ -2 $\spadesuit$ is weak, (4-9), 6+
1 $\heartsuit$ /1 $\spadesuit$ -3 $\clubsuit$ / $\heartsuit$ =Splinter w support (4+)
1 $\heartsuit$ -2NT = Natural balance (Invite)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Unusual</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	√	0	4♥	16+hcp any distribution	1♦=0-8 hcp 1♥=9+hcp (No 5-card Major or 6-card minor), 1♠=9+hcp 5+♥, 1NT=9+hcp 5+♠ 2♣/♦=9+hcp 6+suit, 2♥/♠=0-8, 6+suit 2NT=9+hcp 5+ both minors, 3X=5-8 hcp, 7+suit	1♣-1♦; 1♥=any 19+ 1♣-1♥; 1♠=any 19+ 1♣-1X; 1NT=16-18 bal		
1♦	√	0	4♥	a) 11-13 hcp balance b) 11-15 hcp 4+♦ (5+♣ possible) c) 11-15 hcp any 4441	1M=6+ hcp 4+suit, 1NT=6-11 hcp nat NF, 2m=FG 4+ suit, 2M=4-9hcp 6+suit NF, 2NT=Nat GI	1♦-1♥: 1♠=11-15 hcp, 4♦+4♠ 1♦-1♥: 1NT=11-13 hcp Short ♥ 1♦-1X; 2♣=4+ both minors unbalanced, (5+♣ possible) 1♦-1♥/♠: 2NT=14-16hcp, 3card support and 6+♦		
1♥		5	4♦	11-15, 5+suit	1♠=Nat 4+suit, 1NT=6-11hcp NF, 2♣/♦=4+suit FG, 2♥=6-9 hcp 3(4)-card support, 2♠=6-9hcp 6+♠ NF, 2NT=10+hcp GT 3+♥ support, 3m=G/T w/ 4+♥ support and singleton in minor, 3♥=G/T w/ 4+♥ support and no singleton 3♠=6-10hcp w/ 4+♥ support and Void♠, 3NT=Nat 13-15 hcp, 4m=Void	1♥-1♠-1NT: 2♣= a) 10-13 GT any distribution b) 6-10 hcp w 6+♦. 1♥-1♠-1NT: 2♦= a) Rely 13+ GF 1♥-2NT: 3♣= minimum, 3♦ maximum no singleton, 3♥= singleton ♣, 3♠= singleton ♦, 3NT= singleton ♠	2♦= Rely	
1♠		5	4♥	11-15, 5+suit	Same as after 1♥ but 3♥=G/T w/ 4+♠ support and singleton ♥, 3♠=GT w/ support and no singleton	1♠-2NT: 3♣= minimum, 3♦ maximum no singleton, 3♥= singleton ♣, 3♠= singleton ♦, 3NT= singleton ♠		
INT			4♥	13-15 hcp balanced	2♣=Stayman, doesn't promise a M, 2♦=TRF to ♥, 2♥=TRF to ♠, 2♠=ART one minor 6+suit (NF or slamtry) or both minors (GF), 2NT=FG asking for weak 2card suit, 3♣/♦=GT w 6+cardsuit	1NT-2♠: a) 2NT=33m or 3(4)+♦ b) 3♣=3+♣ shorter ♦ 1NT-2NT: 3X=weak two	a) 3m=NF b) Pass or 3♦ NF	
2♣		5	4♥	a) 11-15 hcp, 5♣+4M b) 6+♣ (4+♦ possible when 6+♣ but unusual)	2♦=GT (R), 2M=Nat 5+suit. 2NT=GT w/ 3+♣, 3♦/♥/♠=GF w Good suit, 3NT= Natural balance 13-15 hcp, 4♣=PRE	2♣-2♦: 2♥/2♠= Nat, 2NT=14-16hcp w 6♣+suit, 3♣=11-13hcp w 6+suit, 3♦=14-16 hcp 4+♦ and 6+♣		
2♦	√	0		4-9 hcp 6+M	2♥=Relay, 2♠=P/C, 2NT=F1, 3♣=F1, 3M=GF Good suit, 4♣= Asking for TRF to openers M, 4♦=Relay	2♦-2NT; 3♣=4-6 hcp 6+♥, 3♦=4-6 hcp 6+♠ 3♥=7-9 hcp 6+♠, 3♠=7-9 hcp 6+♥,		
2♥		6		10-13 and 6-suit, freer in 3rd	2NT=G/T+, 3X=Nat F, Raise=PRE, 4m=SPL, 4♠ to play	2♥-2NT: 3♣= minimum, 3♦ maximum no single, 3♥= single ♣ 3♠= single ♦, 3NT= single ♠	DBL=PEN	
2♠		6		10-13 and 6-suit, freer in 3rd	2NT=G/T+, 3X=Nat F, Raise=PRE, 4m=SPL, 4♥ to play	2♠-2NT: 3♣= minimum, 3♦ maximum no single, 3♥= single ♣ 3♠= single ♦, 3NT= single ♥	DBL=PEN	
2NT				22-24 hcp balance	3♣=Stayman, 3♥=TRF, 3♠=ART GF w both m or one 6card+ m	2NT-3♠: 3NT=no 4c minor	DBL=PEN	
3X		(6)7		PRE	3X= Nat NF, 3NT= NAT		DBL=PEN	
3NT				Solid minor (the most 1 Q on side)	4♣=P/C		DBL=PEN	
4X		(7)8		PRE	4NT=RKCB		DBL=PEN	
4NT	√			Asking for specific aces	5♣=0 Aces, 5♦=♦ Ace, 5♥=♥ Ace, 5♠=♠ Ace, 5NT=♣ Ace, 6NT=2			
5X				PRE	1 step = RKCB			
<b>HIGH LEVEL BIDDING</b>								
							RKCB 1430. Splinters. CUE=1 <sup>st</sup> or 2 <sup>nd</sup> round control, Voidwood	