

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style Sound
Responses:
Pre raises
Cue F1, INV+ raise or new suit
Shift NF
R/O: Same, but intermediate jumps
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos 15-18
Responses: Bid as 1NT opening
4 <sup>th</sup> pos: 1m-p-p-1NT=11-14; 1M-p-p-1NT=11-16
Responses: 2♣ = ASK 4+-card suit, 2♦/2♥/2♠/2NT = TRF
R/O: T/O with unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WK
Reopen: 13-16, one-suiter
Unusual NT WK or STR
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: Two-suiter with highest unbid, WK or STR
2NT = asks lower suit F
Jump : asks stopper
Reopen: Strong unBAL
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong: DBL=any one-suiter, 2♣=two-suiter ♣ and ♦/♥/♠,
2♦= two-suiter ♦ and M, 2♥=two-suiter in MM,
2♠= ♠-suit, weaker than 2♣ after DBL
2NT=Strong two suiter in major and minor (6+c and 5+c),
3NT=Strong two suiter in majors (6+c and 5+c)
Vs Weak: Dbl=15+, 2♣= two-suiter in MM (11-14),
2NT= two suiter in minors (11-14)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles thru 4♥
4m=m and unbid M 55
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
against strong 1♣ or 1♦: 1NT=any one-suiter, other bids above 1NT are same than vs. Strong NT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL= 10+; 2NT=INV+ raise; pre raises; weak jumps, 1 any F1,
2 any NF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	3rd / 5th	3rd / 5th	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx(+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x); KQ109(+)	
Queen	QJ; QJx(x)	QJ; QJx(+); KQx(+)	
Jack	J10; J10x(+)	J10;J10x(+); AQJx(+)	
10	109; 109x(+); KJ10x(+); 10x	109; 109x(+); KJ10x(+)	
9	9x; 98x(+); H109x(+)	98x(+); H109x(+)	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = O	Same	Odd/Even Discards
Suit 2	Lo=encouraging		
3	S/P		
1	Hi/lo = O	Same	Odd/Even Discards
NT 2	Lo=encouraging		
3	S/P		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Limit bids			
Cue F1			
R/O:Same			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl thru 4♣			
Negative Dbl thru 3♣			
Support Dbl thru 2♣			

EBL CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO: FINLAND</b> <b>PLAYERS: Elina Laukkanen, Mirja Mäntylä</b> EVENT Women
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5542-card suits
1NT response = nonforcing
1NT Opening: 15 - 17
2 over 1 response: F2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT Opening = PRE in minor, 4th hand to play
4m Opening = Strong 4M opening
1m – 3m = 0-6, SUPP
1M – 3M = 0-5, SUPP
<b>SPECIAL FORCING PASS SEQUENCES</b>
Against opponent's weak no trump: (1NT)-dbl-(p)-p=F thru 2♥ (1NT)-dbl-(2♣/♦/♥, promises length in suit)-p= F thru 2♥
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	2♠	11-21 HCP	2♣ = FG, SUPP; 2♦=10-12, SUPP, 3♣ = 0-6, SUPP; 1NT = NF; Weak jump shift (1♣ - 2♥/♠)	After trump supp. stoppers, F to 3♣/3♦ 2 over 1 F2NT	After O/C: 2♣/2♦ = COMP;
1♦		4	2♠	11-21 HCP	2♦ = FG, SUPP; 3♣=10-12, SUPP 3♦ = 0-6, SUPP; 1NT = NF; Weak jump shift (1♦ - 2M)	1X - 1Y - 1NT:	CUE = SUPP, INV New suit F1
1♥		5	2♠	10-21 HCP	2♥/♠ = (5)6-9, 3c SUPP; 3♥/♠ = 0-5, SUPP; 1NT = NF; 2NT = 10+, 4c SUPP;	2♣ = TRF 2♣, to play / INV 2♦ = GF	Passed hand and after O/C: 2♣=9-11, 3c SUPP 2♦=9-11, 4c SUPP
1♠		5	2♠	10-21 HCP	3♣=6-9, 4c SUPP; 3♦=10-12, 3c SUPP Weak jump shift (1♥ - 2♠)		After O/C: New suit F1
INT				15-17 BAL, w/5M or 6m	2♣ = STAY; 2♦/2M/2NT = TRF; 3♣=minors, weak 3♦=minors, strong 3M = 8+, 6-4 MM; 4m = TRF to 4♥/4♠ 1NT-2♠=promises ♣ or minors and inv.	1NT - 2♣ - 2♦ - 2♥/2♠ = 5-4 MM, INV 1NT-2♦ - 2♥ - 2♠= 5-4/5 MM, TPV / 5-5 MM, INV	Lebensohl
2♣	x			23-24 BAL or FG	2♦ = 0-4/Relay; 2M/3m = 5+, 5+card; 2NT = 8+, BAL; 4♣♦♥♠ = 0-4, 7+card	2♣ - 2♦ - 2NT - 3♣ = Puppet Stayman; 3♦/3♥ = TRF, 3♠ = m/mm 2♣ - 2♦ - 2♥=ask to bid 2♠ (Kokish)	
2♦		6		5-9 HCP	2NT = ASK; PRE raises; New suit F1 4♣=ask aces	2♦/2♥/♠ - 2NT: 3♣ = MIN with a poor suit 3♦ = MIN, with a good suit 3♥ = MAX with a poor suit 3♠ = MAX with a good suit	Ogust is still on 2S-(p)-2NT-(3m/M/NT)-DBL= "you steal my bid"
2♥		6		5-9 HCP	Same as above		
2♠		6		5-9 HCP	Same as above		
2NT				20-22 BAL	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = m/mm		
3♣		6		PRE	New suit F1, 4♦=ask aces		
3♦		6		PRE	New suit F1, 4♠=ask aces		
3♥		6		PRE	New suit F1, 4♣=ask aces		
3♠		6		PRE	New suit F1, 4♠=ask aces		
3NT	x			PRE in m 4 <sup>th</sup> hand to play	4♣ = P/C; 4♦ = ASK SPL	3NT - 4♦ - 5♣ = ♦ S/S; 5♦ = ♣ S/S	
4♣	x			STR 4♥ opening	4♦ =2 aces, 4NT=ask cue (1 st), 4♠, 5♣, 5♦=ask losers in that suit		
4♦	x			STR 4♠ opening	4♥ =2 aces, 4NT=ask cue (1 st), 5♣, 5♦, 5♥=ask losers in that suit	<b>HIGH LEVEL BIDDING</b>	
4♥				PRE		Cuebids 1 <sup>st</sup> or 2 <sup>nd</sup> round control	
4♠				PRE		RCKB (0/3,1/4, 2 w/o Q, 2 w Q), XRKCB, Minorwood	
4NT	x			ASK Ases	5♣=0, 5NT=♣A, 6♣=2 aces	Splinters DOPI, ROPI, DEPO	
5♣/♦				PRE			
5♥/♠				PRE			

