

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
May be light on 1-level.		
May be light 2-level when partner has passed.		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> : 15-18, system on		
4 <sup>th</sup> =(11)12-16 → 2C → 2NT=15-16		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
1minor: 2C=C, 2D=1 major normally weak (5)6+, 2H:H & S not so strong , 2S: H & S strong		
1C: 3C=C, 1D/H/S: 3D/H/S= asks for stopper		
2D/H/S: 3D/H/S= asks for stopper		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
X= at least the same strength as opener		
2C= Both majors		
2D: 1 major		
2H: 4(5) H and at least 5 in one minor.		
2S= 4(5) S and at least 5 in one minor		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
X=take out		
Against 2D (multi)/H/S: 4C/D= the suit and H/S GF		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
1C: yeslek. Also yeslek when 1C-p-1D		
2C: yeslek Also yeslek when 2C-p-2D		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
xx=9/10+ Forcing on 1-level. After 1C-x: transver		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> , 5 <sup>th</sup> , When supp: Low promise TH
NT	Attitude (at least T)	M: 3 <sup>rd</sup> /5 <sup>th</sup> , m(3+): attitude from at least T 3 <sup>rd</sup>
Subseq		
Other: From 5 level; K asks for count		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	EK+	EK+
King	KQ, KQ+, EK	KQ, KQ+, EK
Queen	DJ+	DJ+
Jack	(K)JT+	(E/K)JT+
10	(K/Q)T9+	(E/K/Q)T9+
9	9x	9x+, 98+, 9xx
Hi-X	3 <sup>rd</sup> /5 <sup>th</sup>	xx, xxx, 97xx
Lo-X	3 <sup>rd</sup> /5 <sup>th</sup>	Txx+, Hxx+, (9xxxx)
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	L=Enc, H=D	L=O, H=Ev
Suit 2	L=O, H=Ev	SP
		L=O, H=Ev
3	SP	SP
1	L=Enc, H=D	SP
NT 2	L=O, H=Ev	L=O, H=Ev
3	SP	SP
Signals (including Trumps):		
Lavinthal in trumpsuit.		
NT: Low from he who has played out, and high from partner indicates the that he likes the lead.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Conservative due to distribution.		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Support x & xx until 2 in the major.		

EBL CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Norway 9970 - 7000		
<b>PLAYERS:</b> Jo-Arne Ovesen – Sam Inge Høyland		
EVENT All		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
5M+, 3m+		
1M-2C 1) Nat, 2)inv in M, 3)artificial GF		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Transfer after 1C		
Vs 1m– 2C natural, 2D 1M normally weak (5) 6+, 2H both M not so very strong, 2S both M and strong		
Transver after 1C opening.		
1C – (1S) – 2D is 8/9+ with H and 2H is 9/10+ with D		
1D – (1S) – 2C is 8/9+ with H and 2H is 9/10+ with C		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	3S	(10)11-23	1D=4H+, 1H=4S+, 1S=6-9 NT or D, 1NT: 10-11, 2C=at least inv. with 4C+, 2D/H=transfer 6+ H/S 2-8 or 12+	xy, xyz,	1C- (1S)- 2D is H and 2H is D 1C-(x/1D)-2C=C, 2D/H=H/S, 2S=4C+9+
					2S=(4)5C+8-10, 2C=preemptive		1C-(1H)- 2C=C, 2D=D, 2H=S
1♦		3+	3S	(10)11-23	1H/S=nat, 1NT=6-11, 2D/H=transfer 6H/S 2-8 or 12+, 2S=4D+ at least inv, 3C=(4)5D+8-10, 3D=pre	xy, xyz	1D-(1S)-2C=H and 2H=C 1D-(x)- 2C NF, 2D/H=H/S, 2S=4D+ 9+
1♥		5+	3S	(10)11-23	1NT = 6-11, 2C = Nat or 3H 10-12 or artificial, 2NT = 4H+ at least inv, 2S/3C/3D=singel at least inv, 3H=preemptive,3S/4C/4D=void, 4H/5C/5D=to play	1H-2NT 3D=a bit more than minimum, or D and GF	1H-(x)- 2C ok raise to 2H 2H weak 1H 3 <sup>rd</sup> and 4 <sup>th</sup> seat then 2C=drury
					1NT=6-11, 2C=nat or 3S 10-12 or artificial, 2NT=4S+ at least inv., 3C/D/H=single at least inv, 3S=preemptive, 4C/D/H: void	1S-2NT 3H= a bit more than minimum or H and GF	1S-(x)- 2C ok raise to 2S 2S weak 1S in 3 <sup>rd</sup> or 4 <sup>th</sup> seat then 2C=drury
INT			3S	(14)15-17, may have singel	2C=stayman, 2D/H=transfer, 2S=asks for minor, 3C/D=short and 4-3/44 in H/S, 3H/S short and 4 in other major, 4C=H, 4D=S, 4H=5C+, 4S=5D+	1NT-2S 2NT longer D 3C at least the same length in C as D	
2♣	x	0		Strong/May be on good distribution	2D=waiting, 2H=S, 2S=H, 2NT=6C+, 3C=6D+, 3D=5C4D, 3H=5D4C, 3S=at least 55 in CD, 3NT=	2C-2D then 2H is either H or a strong NT	
2♦	x	0		NV: weak in 1 M	2H/S=pass or correct, 2NT=asks, 3D=preemptive in in partners H/S, 4D=bid your H/S, 4H/S=to play	2D-2NT then 3C=max with H or S, 3D=weak with H, 3H= weak with S	
				6	V: weak	2H/S/3C=not forcing, 2NT=asks	
2♥		5		NV: 5H weak (2) 5-10	2NT: asks for minor, 2S/3C/3D= not forcing	2H-2NT then 3H/S max with 5C/D	
				6	V: 6+H weak 5-10	2NT=C or strong with suit other than H, 3C=asks	
2♠		5		NV: 5S (2)5-10	2NT=asks for minor, 3C/D/H= not forcing	2S-2NT then 3H/S= max with 5C/D	
				6	V= 6S+ 5-10	2NT=C or strong with suit other than H, 3C=asks	
2NT		22-23			3C: Puppet Stayman, 3D/H=transver, 3S=asks for minor. 4C/D= transver H/S, 4H=5C+, 4S=5D+	Jump 4-level=at least a bit slaminterrest. Transver to M 3-level then 4M not slamint.	
					3D/H/S: F1, 4D=asks for A		
3♣		6+		(2)5-10	3H/S: F1, 4C=asks for A		
3♦		6+		(2)5-10	3S=nat, 4C/D= nat ot CB		
3♥		6+		(2)5-10	4C/D=nat or CB, 4H=to play		
3♠		6+		(2)5-10			
3NT	x			1th and 2 <sup>nd</sup> seat:Running minor.	4C=play partner minor, 4D: slaminterest, 4H/S=to play	3NT-4D then 4H/S=CB, 4NT=not control in other suit,5C/D the suit and control in other minor.	
4♣/♦/♥/♦		6+		Preemptive			
4 NT	x	6+		Preemptive/To play	5C=0, 5D/H/S=A og D/H/S, 5NT=A og C	HIGH LEVEL BIDDING	DOPI, ROPI exclusion
5♣♦		7+		Asks for special A		RKCB (5C=03), 5NT=void A odd A Splinter, CB, Jump to 5NT: choose a slam.	
				Preemtive/To play		4S: Asking for A when C is trump.	