

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 major 1x - 2NT = Both minors (c+h over 1♦ if natural) 1M/2M - 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♠ + longer minor, 2♣ = Both majors 2♥/2♥ = Transfer ♥/♠, 2♠ = Clubs. Dbl = Take-out if 1NT weak (Max 14). Both have passed: Dbl = ♠ + another, 2♣ = ♣+♥, 2♦ = ♦+♥
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 1♥ - Dbl - 2♦ = Balanced INV with 3-card support 1♠ - Dbl - 2♥ = Balanced INV with 3-card support 1♥/1♠ - Dbl - 1NT = Unbal 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	Low = enc
2 nd	Suit pref (S/P)	S/P	S/P
3 rd	Count		Count
NT 1 st :	Same	Smith/count	Same
2 nd	Same		Same
3 rd	Same		Same
High-low = even, Low = encrg. 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			

 EBL	Convention Card	
System: Natural		
Category	Green	
Country	Norway	
Event		
Players	Christian Bakke	Bjørn Olav Ekren
System Summary		
General Approach and Style		
Light opening style 5-card majors, 1♣ = 2+, 1♦ = 4+ (usually not 3343) 1NT = 14-16 2♥/2♠ = NAT weak, 3-9		
Special opening bids that may require defense		
2♦ red = NAT weak, 3-9 2♦ green = At least 44 in the majors, 3-9		
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♣ - 2♦ = 6-card major, weak 1♣/1♦ - 2♥ = GF with support 1♣/1♦ - 2♠ = INV with support		
1♥/1♠ - 2♣ = a) INV+ with 3 card support b) Natural, F1 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 = 10-11, 2♣ = 8-11, 5+clubs, NF 2♦ = 6-card major, weak 2♥ = GF with 5+clubs, 2♠ = INV with 6+clubs, 2NT = BAL GF		
1♦		4	4♠	4+card, usually not 3343	2♣ = Natural, F1, 2♦ = 6-10, 4+diamonds, NF 2♥ = GF with 4+diamonds, 2♠ = INV with 4+diamonds, 2NT = BAL GF		
1♥		5 (4)	4♠	5+cards (may have 4 in 3.rd seat)	1NT = Nat, N. 2♣ = a) INV+ with 3 hearts b) Natural, F1 c) Balanced, GF 2♠ = 4H, 5-8 any singleton, 2NT = GF with 4+H 3♣ = 7-11 4+H, no singleton, 3♦ = 9-11, 4+H, any singleton;		2♣ = Toronto 3-card support
1♠		5 (4)	4♥	5+cards (may have 4 in 3.rd seat)	1NT = Nat, NF. 2♣ = a) INV+ with 3 spades b) Natural, F1 c) Balanced, GF 2♦/2♥ = 5+cards, F1 2NT = GF with 4+S, 3♣ = 4+S, 5-8 any singleton, 3♦ = 7-11, 4+S, no singleton, 3♥ = 9-11, 4+S, any singleton		2♣ = Toronto 3-card support
1NT		-	3♠	14-16, any 5332, 5422 & 6322 shape possible	2♣ = Stayman, 2♦/2♥ = Transfer, 2♠ = INV+ 6-card minor; 2NT = INV, 3x = Singleton GF; 4♦/4♥ = Transfer ♥/♠		
2♣	X	-	7NT	Strong artificial	2♦ = 0-7, 2NT = 8+ BAL, 3♥/3♠ = Singleton, 5-8, 3NT = 55 majors, 5-8		
2♦		6 (5) -		Green 4+♥ 4+♠, 3-9 Red Weak two, 3-9	Green : 2NT=F1, 3♣ = INV major or any GF, 3♦ = GF minor, 3♥/3♠ = Pre Red : 2NT=F1, 2♥/2♠ = Nat. NF, 3♣/3♥/3♠ = nat, INV, 3♦ = Pre	Red : 2♦ - 2NT → 3♣ = Bad suit, 3♦ = OK suit, 3♥/3♠ = Singleton max, 3NT = Max	
2♥		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT = F1, 2♠ = Nat. NF, 3♣ /3♦ = NF, 3♥ = Pre, 3♠ = NAT INV	2♥ - 2NT → 3♣/3♦/3♠ = Singleton	
2♠		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT = F1, 3♣ /3♦ = Nat, NF, 3♥ = F1, 3♠ = Pre	2♠ - 2NT → 3♣/3♦/3♥ = Singleton	
2NT		-	3♠	22-24 BAL	3♣ = Puppet, 3♦/3♥ = Transfer, 3♠ = Minor; 4♣ = Gerber, 4♦/4♥ = Transfer ♥/♠	Slam Conventions	
3x		6		Pre	3♥/3♠ = NF, 3♣ - 3♦ = Key-Card, 3♦/3♥/3♠ - 4♣ = 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		Gambling	New suit = Cue-bid, 4NT = KC		
4NT	X	-		Asks for specific aces	5♣ = 0 Aces, Suit = the Ace, 5NT = 2 Aces		