

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
7-17 HCP And 5(4)+ Cards
Responses: Direct raise = Weak Cue = Limit Raise
New Suit = Force except min and no fit(about 7-9 can pass)
Jump new suit = Natural forcing
Reopening natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos.: 15 - 18 HCP 4 th pos.: 11 - 15HCP
Responses: System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jumps = PRE; 1m-2♦ = Michaels (5-5 majors)
1M-3♣=oM+♦
1m-2NT=2 lowest unbid except if opener not 3+ cards(then minors)
Reopen: 2NT=18-20 balance; jump suit= intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M – 2M = Highest and lowest(5oM-5♣);
Jump Cue = Ask for Stopper
1♣-2♣=natural
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣= majors; 2♦=♥ or♠; 2M=M+m; 2NT=minors
Double = at least as strong as NT
Reopening can be lighter overcalls and double
Double as passed hand = Usually a minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double take out; Cue ask for stopper, jump 4m m+major (5-5)
2NT overcall around 16-18 hcp;
3nt forced overcall can be many hands; Nonleaping Michaels after 3X opps preempt
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double=clubs; overcall natural on same level; higher overcall=suit above or other two suits
NT-bid=♥+♣ or♠+♦; Jump to game = natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+hcp; 1M-X-transfers but 2M bad raise
2NT= good raise, 4card support →3new suit features-3M min
New Suit = Forcing 1 st level. Not forcing 2 nd level.

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead In Partner's Suit
Suit 1/3/5 (2 nd from broken seq) 1/3
NT 4 th (zero or two higher)
Subseq Attitude or 3rd
Other: Highest from bad suit vs NT, or 2 nd highest
LEADS
Lead Vs. Suit Vs. NT
Ace AKx, Ax AK, AKx, AKxx
King AK, KQ, KQx Kx, AKJTx,
Queen QJ, QJx(x), Qx KQx, KQTx, QJx(x), Qx
Jack JT(x) KJT(x) KJT(x), JT(x)
10 HT9(x), T9x(x) Tx HT9x(x), T9x(x), Tx
9 KG9(x), 9x J98(x), 9xx(x)
Hi-X xx xx, xxx(x), xxxxx
Lo-X Hxx(xx), xxx(xx) Hxxx, xxxx
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
1 Low = Encourage Low = Even num. Low = Encourage
Suit 2 Low = Even num. Suit preference Low = Even num.
3 Suit preference
1 Low = Encourage High=switch pd! Low = Encourage
NT 2 Low = Even num. Low = Even num. Low = Even num.
3 Suit preference
Signals (including Trumps): King ask for count or unblock vs NT
In trump suit: High / Low = Desire to Trump OR Suit pref
In NT declarer first lead= high from both→ please find a switch!
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Take-out through 4♥
Jump = 8-10 hcp, after (1m)-double, cue can be 8-10 both majors or any strong. Jump to game distributional, not strong. Reopening double can be light with right shape
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support Double through 2♥
Lead directing, lightner
Responsive doubles, generally flexible doubles on high levels
Double on multi 2♦ = 13-16 bal or any 17+
If opps use transfers after 1♣, then double on transfer bid is similar to overcall but bidding the transfer suit is takeout, other suits or very strong hand.

EBL CONVENTION CARD
CATEGORY: Blue (strong club)
NCBO: Iceland
PLAYERS: Ómar Olgeirsson – Ragnar Magnússon
EVENT: European Open Teams 2018 in Ostende
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club system
INT 10-13 nonvul. ; 14-16 vul
Points can be adjusted in any situation
Judgement is allowed in any situation
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
INT 10-13 nonvul and 14-16 vul
2♥ = 11-15 HCP Short ♦, 0-1
2NT = Weak with ♦ + ♣ or ♦ + ♥
1M - 2♣ is GF relay, ask distribution (Majors-then minors-control ask-spiral scan)
SPECIAL FORCING PASS SEQUENCES
After GF. After strong redouble. After cuebid or good raise to game. When opps bid 4♠ over 4♥ nonvul vs vul unless they "own" the hand
IMPORTANT NOTES
(1x) – 1y – (P) – 2NT =natural invit and 3x is the 4 card raise
After partners PRE All Doubles = Penalty; Principle of fast arrival
If opps has bid and agreed major =>4m is 5m-5oM
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Iceland open – Ómar Olgeirsson – Ragnar Magnússon			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	Strong, 16+HCP (can be less with good distribution)	1♦ = 0-7hcp, other GF 1♥ = 5+♠ or bal 11+hcp 1♠ = 5+♥; 1NT=5+♣; 2♣=5+♦; 2♦ = 8-10 bal 2♥ = 4441 any singel; 2♠ = 6 cards any suit, 4-7 hcp 2NT-3♥ = 7 cards suit above	After 1♣ and responses 1♥/1♠/1nt/2♣ next bid by opener =relay->next bid=extra values;other transfers. Transfers OFF if opener bids his own suit 1♣-2♦-2♥=relay;2NT=5+♥, other natural After 1♣ - 2♥/2♠, relays and responder transfers. Openers bid in singleton is control ask; 0-2,3...	If they overcall natural up to 2♦, double 5-7 Overcall 2♥+ then double is GF Double when overcall suit not known(crash) double is 5-7 (can be stonger if bal). In GF situation direct double is penalty but balancing double takeout-ish
1♦	X	2	4♥	11-15 HCP unbal or 11-13 bal vul/14-16 bal nonvul	Natural except 2♥=5♥4♠; 2♠=6+♦ or both minors (less then invit vs balance type-> superaccept allowed 1♦-3m=invit; 3M=preempt 1♦-1M-2NT=3M/6♦+	1♦-1M-2NT = 6♦-3M; Now 3♣ forcing, 3♦-D/3M to play; 3♠ 5+M slaminterest Jump to 3♦ denies fit	1♦-X-2NT minors, 2♠=♦ 2NT by limited opener in competition 6-4 usually
1♥ 1♠		5 5	4♦ 4♥	11-15 HCP	2♣ GF relay 2 under M=good raise 8-11 hcp, 2M weaker raise, 4-7 hcp 1♠-2♦=hearts, invit+ with 5+♥ or can be weaker with 6+♥; 2NT inv+4card fit; 3m natural invit 1♥-3S=any singel;3NT=void ♠ 4x void 1♠-3NT=any singel; 4x void (also 4♥!)	1M - 2♣ is GF relay, ask distribution (Majors-then minors-control ask-spiral scan)	Drury – transfers OFF 2NT in competition after major bid good 4+card raise, after that 3M bad hand, other features(sort of last train) 2NT by limited opener in competition 6-4 usually
INT			4♥	14-16 HCP bal vul 10-13 HCP bal nonvul	Stayman, transfers 3♣=weak with minors; 3♦ GF minors; 3M short M 4♣=hearts, 4♦=spades, 4M to play	1NT-2♣-2x-3minor=to play exc. if 1NT-2♣-2♠-3♣=relay. 2♠ is relay after stayman Smolen(1NT-2♣-2♦-3M=4M-5oM)	
2♣		6	4♥	11-15 HCP, 6+♣	2♦ = Artificial asking, invit or better 2M=F1; 2NT= natural invit; 3♣=weak raise 3♦=GF natural 3M=splinter; 4♦=RKCB	2♦ = Artificial-> 2♥ = hearts or maximum 2NT=2 stoppers, not maximum 3♣=1 stop, not maximum	
2♦	X	0		One major, weak Can be light nonvul vs vul or with 7 card suit but otherwise 6-10 hcp	2NT forcing->3♣ max with ♥; 3♦ max with ♠ 2M/3M=P/C; 4♣=ask for transfer; 4♦=bid your suit; 4M to play. 3m natural forcing		
2♥	X	3		11-15 Hcp short ♦	2 NT = Forcing 2♠,3♣, 3♦=To play	2NT-3♣=4414, 3♦ 4405, 3♥ 3415, 3♠ 4315, 3nt 4414 max, 4♣ 4405 max	
2♠		5		Weak, 6-10 hcp 5♠ + 5 another suit	2 NT= Forcing; 3♣/♦/♥ = Natural forcing		If they overcall, double penalty
2NT	X			Weak, 6-10 hcp with ♦ + ♣ or ♦ + ♥ 5-5	3♣/♥ = P/C, 3♦ to play, 3♠ forcing	3♠ – 3NT=hearts, 4♣=clubs	
3X		7(6)		Preempt, look at vul and seat	New suit= Natural, forcing		
3NT	X			Solid minor, no ace or king outside	4♣= Pass or correct; 4♦=ask for singleton		
4X		7		Preempt, look at vul and seat			
4NT	X			Minors, gambling 6-5+			
5m		8		Preempt, look at vul and seat			
						HIGH LEVEL BIDDING	
				In 3 rd seat preempter can have opening values		Cue Bids Splinters RKCB1403 Voidwood0314 4NT Quantum after any NT-bid 4NT Quantum in 1 st or 2 nd round of bidding after NT-opening 3NT non-serious slamtry sometimes	If opps disturb 4NT RCKB...X/XX 1 st step(1/4), pass 2 nd (0/3)