

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Agressive NV. Overcalling at 2-level shows better hand than 1-level
New suit is NF, Jumps are nat and GF unless by passed hand then fit.
2N after 1M overcall is often a 4-card raise.
Cuebids = fit
We play transfer if 1♥/♠ is doubled.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) – system on
10-14 over 1M and 11-16 over 1M in balancing.
2♣ = Range asking
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak but sound when vulnerable. 2N = ask for singleton
We play transfers if 2♥/♠ is doubled.
2N = 2 lowest unbid suits.
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ - 2♣ = nat , 2♦ = Majors, wide range
1M – 2M = Michaels , wide range
1M – 3M = shows solid suit and ask for stopper in M.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong or in balancing or passed: X = ♠+another , 2m = m+♥
2M = nat
Vs weak: x = 14+ , 2♣ = ♥+♠ , 2♦ = Multi , 2M = 5+M + 4+m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3♣ - 4♣ = ♦+M , 4♦ = Majors
3M – 4m = m + other major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vul: X = majors , 1/2N = minors
NonV: X = majors, 1N = ♣+♥/♦+♠
2X/3X = that suit or next 2
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX= 10+ except after 1♣-x then xx = 5+♦
We play transfers after 1M – x and 1♣ - x

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup>	1-3-5	
NT	4 <sup>th</sup>	1-3	
Subseq	1-3 or attitude vs NT		
Other: We lead 2 <sup>nd</sup> /4 <sup>th</sup> thru declarer if less than 10 in dummy			
We frequently lead second highest in NT with xxx or xxxx(x)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK <sub>x</sub> +	Ask for attitude	
King	KQ(x+), (AK)	Ask for unblock/count	
Queen	QJ(x+)	KQ(x+) QJ(x+)	
Jack	J10(x+)	AQJ(x+) JT(x+) HJx	
10	10x / KJT(x+)	A/KJT(x+) 109(x+) H10x	
9	H109(x+) 9x	A/K/Q109(x+)	
Hi-X	Xx	Second from xxx or xxxx	
Lo-X	3/5	4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count	attitude
Suit 2	SP	SP	count
3			
1	attitude	count	attitude
NT 2	count	SP	
3			
Signals (including Trumps): hi-lo is interest in ruff or SP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be aggressive NV. Normally support for unbid suits or 16+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles/redoubles			
Competitive doubles			
Some doubles are transfers after 1♣ opening			

EBL CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Iceland</b>
<b>PLAYERS: Sveinn Runar Eiriksson – Pröstur Ingimarsson</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 , 5-card majors , strong notrump
1♣ is natural or 11-14 balanced or 18-19 balanced
1♦ promises 4+ and denies 11-19 balanced
Opening style can be weak NV
We sometimes upgrade balanced hands.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfers after 1♣
Transfer preempts:
2♦ = Weak with ♥ or GF with 5+♥
2♥ = Weak with ♠ or GF with 5+♠
2♠ = Weak with ♣ or GF with 5+♣
2♣ = Weak with ♦ or GF with 5+♦
3♣ = Weak with ♦
3♦ = Weak with ♥ or GF with 6+♥ and a void
3♥ = Weak with ♠ or GF with 6+♠ and a void
3♠ = Solid minor with no A/K on side
3NT = Solid major with no A/K on side
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Frequent non-penalty doubles
<b>PSYCHICS:</b>

