

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5+ Card, 7-16 Hcp
Responses: 1nt = 6-9 (10) Hcp
Cue = Fit showing
P – (1x) – 1sp – (p), 2nt = Fit showing with unknown singleton
P – (1x) – 1h – (p), 2sp = Fit showing with unknown singleton
P – (1x) – 1M – (p), Jump cue = Fit showing with suit (4-5)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 Hcp; 4 <sup>th</sup> : 11-14 Hcp
Responses: Stayman, Transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Pre-emptive with 6-card
After 1c (nat): 2d = Multi; 2M = Intermediate with 6-card M
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: Constructive style. After 1m = 5-5M, After 1M = 5-5 OM/m
After 1d artificial: 2d = natural
Jump: 2nt = Two lowest unbid suits
<b>VS. NT (vs. Strong/Weak; Re-opening; PH)</b>
Vs 14+ NT: Dbl = One suiter; 2c/d/h = bid suit and a higher suit
2sp = 5+ spades.
Response: Pass/Correct NF.
Vs weak NT: Dbl = 14+ Hcp; Cue = natural NF
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = (13)-14+ Hcp; 2nt = 15-18 Hcp, balanced
Cue-bids = Strong unbalanced
Jumps = Natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = Unbalanced with Majors; 1nt = Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2nt = 4-card support with 10+ hcp; Jumps = Pre-emptive
1h – (dbl) – 2d & 1s – (dbl) – 2h = 7-9 Hcp with 3 card support
RD = 10+ Hcp. First dbl after RD = Take-out.

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>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> thru declarer	3 <sup>rd</sup> /5 <sup>th</sup>	
Other: Top of nothing			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> K, <u>A</u> Kx	<u>A</u> K, <u>A</u> Kx	
King	<u>K</u> D <u>B</u> , <u>K</u> D <u>x</u>	<u>K</u> D <u>B</u> , <u>K</u> D <u>x</u>	
Queen	<u>Q</u> B <u>10</u> , <u>Q</u> B <u>x</u>	<u>Q</u> B <u>10</u> , <u>Q</u> B <u>x</u>	
Jack	<u>J</u> 109, <u>J</u> 10x	<u>J</u> 109, <u>J</u> 10x	
10	<u>10</u> x	<u>10</u> 98, <u>10</u> 9x, <u>10</u> x	
9	<u>9</u> x		
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
	1 Attitude Low = Enc	Count (low = even)	Attitude Low = Enc
<b>Suit</b>	2 Count (low = even)		Count (low = even)
	3		
	1 Attitude Low = Enc	Count (low = even)	Attitude Low = Enc
<b>NT</b>	2 Count (low = even)		Count (low = even)
	3		
Smith Vs NT: High = E, Low = D			
Trump – Echo, Lavinthal suit-preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O doubles = 11+, more if bad shape. May be lighter in 4 <sup>th</sup>			
Negative doubles at 1 <sup>st</sup> , 2 <sup>nd</sup> and part of 3 <sup>rd</sup> level.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Optional doubles at 3 <sup>rd</sup> /4 <sup>th</sup> level.			

EBL CONVENTION CARD
<b>CATEGORY:</b> i.e. <b>Green</b> / Blue / Red / HUM / Brown Sticker:
<b>NCBO: Faroe Islands</b>
<b>PLAYERS: Arne Mikkelsen / Bogi Simonsen</b>
EVENT Nordic Championships 2019
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard with 5 card M openings
1nt = 12-14 hcp.
3 <sup>rd</sup> position vulnerable against non-vulnerable = 15-17 hcp.
2o1 = 10+ hcp
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2d (also after opponents 1c natural opening):
a) 6-card M with 3-7 hp
b) Strong balanced (24-25 hcp)
2M = 6 card with 8-11 hcp
4c = Strong hand with h (Namyats).
4d = Strong hand with s (Namyats).
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x – (1y) – p = Natural weak or penalty of 1y
<b>IMPORTANT NOTES</b>
1x-1y-1nt-2c = Weak diamond or any invitational, 2d = GF Ask
1x-1y-1z-2c = Weak diamond or any invitational, 2d = GF Ask
1x-1y-1z-2nt = Transfer to 3c

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL THRU	NCBO: Faroe Islands		PLAYERS: Arne Mikkelsen – Bogi Simonsen	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	3h	11+ hcp, at least 2 card	2d = Invitational with 5 card support 2M = Pre-emptive, Weak jump supports		
1♦		4	3h	11+ hcp	2M = Pre-emptive, Weak jump supports		
1♥		5	3h	11+ hcp	1nt = 6-9 hp. 2h = 6-9 hcp with 3 card support 2nt = GF, 3c = 10-12 hcp with 3 card support 3d = 8-11 hcp with 4 card support		p-(p)-1h-(p)-2s = Inv. with unknown singleton
1♠		5	3h	11+ hcp	Same as 1h opening. 1s-3h = GF with h		p-(p)-1s-(p)-2nt = Inv.
1NT				12-14 hcp. 3 <sup>rd</sup> position vulnerable against non-vulnerable = 15-17 hcp. No 5 card M	Stayman, Transfers 3c/d/h/s = Slam invitational		with unknown singleton
2♣	x	0		Strong in suit or 22-23 / 26-27 hcp bal.	2d = Relay; 2M/3m = 5-6 card constructive hand		
2♦	x	0		a) 6 card M with 3-7 hcp b) Strong balanced 24-25 hp	2/3h = p/c; 2s invitational if opener has s, 3m = F1 2nt = Forcing asks, 4c = SI, 4d = to play game in openers suit	2d-4c: 4d = min with h; 4h = min with s; 4nt = RCKB with h 5m = ace showing with s	
2♥		6		Intermediate – 6 card h with 8-11 hcp	2nt = Forcing asks, 2s/3m = F1	2h-2nt-3c = minimum 3d = max balanced; 3M/nt = singleton	
2♠		6		Intermediate – 6 card sp with 8-11 hcp	2nt = Forcing asks, 3m/h = F1	Same as 2h opening	
2NT				Strong balanced 20-21 hp	3c = asks for 4/5 card M. Transfers 4m = Slam invitational		
3♣		6		Pre-emptive 5-11 hcp. May be weaker in 3 <sup>rd</sup>	New suit = F1; 3nt = to play; 4 level = Cue bid		
3♦		6		Pre-emptive 5-11 hcp. May be weaker in 3 <sup>rd</sup>	New suit = F1; 3nt = to play; 4 level = Cue bid		
3♥		6		Pre-emptive 5-11 hcp. May be weaker in 3 <sup>rd</sup>	New suit = F1; 3nt = to play; 4 level = Cue bid		
3♠		6		Pre-emptive 5-11 hcp. May be weaker in 3 <sup>rd</sup>	New suit = F1; 3nt = to play; 4 level = Cue bid 4h = to play		
3NT	x			Solid minor. Max one side stopper	4c = p/c; 4d = transfer to h, 4M = cue-bid		
4♣	x	0		Strong hand with h	4d = aksing, 4s = demands cue-bid	4c-4d: 4h = min, 4s = A or K in a side suit, 4nt = spade void, 5m = void 4c-4s: 4nt = cue in s, 5m = cue	
4♦	x	0		Strong hand with s	4h = asking, 4nt = demands cue-bid	4d-4h-4nt = A or K in a side suit, 5c/d/h = void 4d-4nt-5m = cue-bid	
4♥		(6) 7		Gambling			
4♠		(6) 7		Gambling			
4NT	x			Strong hand with both minors			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Cue-bids, RCKB 1430, Splinter	
5♥/♠							

