DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				1	WBF Convention Card		
Level 1/2, 10+ hcp, 5 suit	Lead in Partner's Suit			ner's Suit	1			
Jump til level 2, 0-5 hcp, 6 suit	Suit Attitude Attitude			Category i.e.	Green / Blue / Red / HUM / Brown Sticker:			
			Attitude		Country: Faroe Islands			
				Attitude		Event:	EM Open 2024	
	Other:				Players:	Eyðun Anthoniussen & Dia Jacobsen		
1NT OVERCALL (2nd/4th Live; Responses; Reopening	LEADS					SYSTEM SUMMARY		
1NT: (14) 15-18, system on	Lead	Lead <b>Vs.Suit</b>		Vs. NT		GENERAL APPROACH AND STYLE		
4 <sup>th</sup> hand: 11-14 hcp, no transfers from partner	Ace	Ace AKx(+)		AK+		Natural system	n using transfer after NT	
	King	AK KD(+) Kx		KD(J)+				
	Queen	QJx Qx AQJ(+)	QJ		AQJ			
	Jack	J10(+) Jx		J109				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10,9,(8)+ 10x		10,9,8				
1-Suit:	9	9xx		9xx		1NT Openings	:: 15-17 hcp	
2-Suit: Jump to 2NT: 5-5 in lowest colours (unknown if allowed)	Hi-x					2 OVER 1 Res	ponses: 10+ hcp	
Jump to level 3 or 4 preemptive	Lo-x					SPECIAL BID	S THAT MAY REQUIRE DEFENCE	
Reopening:	SIGNA	SIGNALS IN ORDER OF PRIORITY						
DIRECT and JUMP CUE BIDS ( Style; Responses; Reop	ening)	Partner's Lead	Declarer's	Lead	Discarding			
Bidding opp's colour: Michale's Cuebid	Suit:1st	Low encourages	Odd/Even		Low encourages			
	2nd							
	3rd							
	NT: 1st	Low encourages	Odd/Even		Low encourages			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd							
D=15-17 hcp, system on	3rd							
Any colour is natural	Signals (including Trumps): UDCA							
2NT=5-5 in minor	Lavinthal when possible							
	DOUBLES							
	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)								
Take out dbl up to 3 hearts	4 <sup>th</sup> hand can double with approx 8 hcp							
Forcing pass up to 3 diamonds	If opp u	<mark>sing multi Lebensol</mark>	nl after Dbl.				RCING PASS SEQUENCES	
						Forcing pass up to 3 diamonds		
VS. ARTIFICIAL STRONG OPENINGS	SPECIA	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			OUBLES/REDOUBLES	-		
Natural	tural							
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
						x-y-nt		
	4					In comp. bid 2NT can be unbid suits		
OVER OPPONENTS' TAKE OUT DOUBLE	-					<b>L</b>		
System on	-					Psychics:		
	<u> </u>							
	I					1		

OPEN	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2		12-19 hcp	2♣ =6-9 hcp, 5+ suit	X-Y-NT	
- 12	_		1-2 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3	3. =10-12 hcp, 5+ suit		
				2 /  = 0.5  hcp,  6  suit		
				247772 0-5 nep, 0 sun		
1•	4		12-19 hcp	2 → =6-9 hcp, 5+ suit		
.,,	•		12 10 110	3♦ = 10-12 hcp, 5+ suit		
				2♥/♠ = 0-5 hcp, 6 suit		
				2 11 2 - 0-3 ncp, 0 suit		
1♥/♠ 5		11-19 hcp	2NT= Chips 2NT	3♣=12-14 any disttrib. 3♦=15+ no sgl		
		11 10 1100	Zivi – Cimps Zivi	$3\sqrt{4}/3NT = 15 + \text{single } 4 / \text{major}$		
				Bergen Raises		
				Dergen Haises	3♣=6-8 hp, 3♦=9-11 hcp, 4 suit	
1 NT			15-17 hcp	2≜ -Stayman	3/4 in opening suit=0-5hcp, 4/5 sui	•
1 111 1			10-17 Hop	2♣ =Stayman		
				2 • /♥/ • = transfer		
				3♣/•/•/• = singleton and 4-4-4, 7-10 hcp		
			00 . h	4NT/5NT = quantitative		
2 🏚			20+ hcp or 8,5 tricks	2•=relay, 2♥/•=5+suit, 6+hp, 3•/•=5+suit, 6+hp		
2 🔸			5-10 hcp, 6 suit (min. 2 of 3 top cards)	2NT=Ogust, new suit=not forcing	3♣=min/min, 3♦ =min strenght/max co	pl
					3♥ =max str/min col, 3♠= max/max,	
2 🔻			5-10 hcp, 6 suit	2NT=Ogust, new suit=not forcing	3NT=AKDxxx	
2 🏚			5-10 hcp, 6 suit	2NT=Ogust, new suit=not forcing		
2NT			20-21 hcp	3♣ Stayman, 3♦/♥ =transf, 3♠ =5/4 in major, 4♣=Gerber: 4♦=0/4	,4 <b>v</b> =1 etc.	
3 ♣			Preemtive	New suit=semi forcing		
3 ♦			-			
3 🔻			-			
3 ♠			-		High Level Bidding	
3NT			Solid minor		Double jump or new suit in level 4=Trelde (Asking control)	
4 🍨			Preemtive		4NT=RKCB (1430)	
4 🔸			-		Gerber after NT	
4 ♥			-			
4 🏚			-			
4NT			Both minors (min. 5-5). Could be weak or strong			
5 ♣			Preemtive			
5 🔸			-			
5 🔻			-			
5 🏚			-			
5NT			Both minors (min. 6-6)			