

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat but somewhat aggressive style based on vulnerability
2N after 1M overcall=4c raise exc. (1x)-1M-(p)-2N=NAT
1M-(dbl) transfers
1♥-(1♠)=transfers
Mixed raise if possible(jump cue); after 1M overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th pos.: 15-18, system on after 1m, after 1M, 2♣ puppet to 2♦
Reopening vs 1m 10-15, vs 1M 11-16 - 2♣ asks about strength+M cue=GF, other nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak but generally sound, based upon vulnerability, (Ghestem)
... transfers if 3 rd hand dbl 2M
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣=Nat / (1♦)-2♦=5+♠,5+♥ / (1♥)-2♥=♠+♣ / (1♠)-2♠=♥+♣
(1♣)-3♣=♠+♦ (Ghestem)
(1♦) - 3♦=stopper asking if 3+, Nat weak
(1♦precision) - 2♦=NAT, 2♥=5+5+ M's, 3♦=5+5+ M's, good hand+
VS. NT (vs. Strong/Weak; Reopening; PH)
strong: dbl=♠+another suit, 2♣=nat+♥, 2M=nat, 2N=m's
weak: dbl=nat, 2♣=Landy, 2♦=1 Major, 2M=M+m, 2N= m's
strong defense always if passed hand
14-16 we play strong NT def..
Rule is if 1N average is 15 or higher then strong def
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3♣-4♣=♦+M,
(2M)-3M=stopper asking or strong m's, 4m=5+m 5+OM
(3M)-non leaping Michaels,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: dbl=M's, 1N=minors, 2♦=5+5+ M's, 2N=more minors
Vs 2♣: dbl=M-s, 2N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(dbl)-transfers, 3x under M=mixed raise, rdbl 10+
1♣-(dbl)-rdbl=5+♦, 1♠=5+♣, 2♣=4+4+ m's
1♦-(dbl)- rdbl=5+♥, 1♥=5+♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	1/3	
NT	attitude	1/3 (attitude)	
Subseq	1-3, att-ish vs NT, (2-4)		
Other: 2/4 th through declarer (attitude-ish), including honours, unless 10			
Or higher card in dummy.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)+ Ax	AK(x)+	
King	AK, KQ(x)+, Kx (AKx+)	KQ(x)+, AKJT(x)+	
Queen	QJ(x)+ AQJx(x)+, Qx	QJ(x)+,KQT9(x),AQJ+ KQJ(x)	
Jack	JT(x)+ KJT(x), Jx	KJT(x)+, JT(x)+	
10	QT9(x), T9x(x)+ Tx	QT9x(x), T9x(x), AJT(x)+	
9	KG9(x), 9x, A/K109 (x)+	A/K109 (x), 9xx 98xx	
Hi-X	x	Top or 2 nd from nothing, attitude	
Lo-X	3 rd and low	attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count / SP	attitude
Suit 2	SP	SP / count	Attitude (count)
3	count		
1	Attitude / count	SP / count	attitude
NT 2	Count / SP	SP / count	Attitude / count
3			
Signals (including Trumps): hi-lo in trumps usually interested in ruff, otherwise SP (possibly count).. We always play UDCA except Standard count/attitude on ace lead trick one.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Relatively liberal style, ELC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double, Competitive double, Support Double, responsive Dbl's			
1♣ - (1♦) - DBL shows 4+ ♥			
1♦ - (dbl) - Rdbl = 5+♥			
Stopper asking Dbl			
I want to bid more dbl (progressive dbl).			
Lead directing. Lightner.			

EBL CONVENTION CARD
CATEGORY: Red
NCBO: Iceland
PLAYERS: Magnús Eiður Magnússon – Sigurbjörn Haraldsson
EVENT: European National Teams Championship 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=2+, bal or ♣, 1♦=4+ unbal/semib, 5+Majors, 15-17 no-trump
3 rd seat openings can be rarely (very) light, vul based
No trump hands can possibly incl (usually H) singleton
Regular upgrades of balanced hands
Preemptive Style is sound (but can be wild) VUL based
Lots of transfers in competition
Points can be adjusted in any situation.
Judgment is allowed in any situation.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=w2 in ♥ or GF in ♥ (when weak; can be 5 NV vs V)
2♥=w2 in ♠ or GF in ♠ (when weak; can be 5 NV vs V)
2♠=at least 55 ♠+minor can be 54 when NV vs VUL
3N= good 4M opening bid.. in 1 st and 2 nd seat
3N=NAT to play in 3 rd and 4 th seat, based on suit (minor usually)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
4414 hands can be problematic for us
We might open club and respond 1N if pd bids 1♠
PSYCHICS: Very rare

Magnús Eíður Magnússon – Sigurbjörn Haraldsson							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	Bal or NAT, bal hands can incl. 5♦, even 5♦422 hands (5♦422 hands can also open 1♦)	1♦/♥ = 4+ ♥/♠ 1♠ = no Major 1NT = GF BAL or GF w/ ♣ 2♣ = GF nat (5♦+sidesuit), 2♦ = GF 6+ 2M = 8-11 6c 2NT = inv, 3x=preemptive 4♣ = hearts, 4♦ = spades, 4M to play	1♣-1red; 1red+1 = usually bal 11-14; 1NT=18-19; 2NT = (14)15-17, 6♣3M or 4+M, 3♦=4M w/(17)-19 bal or singleton spl 3M = (11)-14 unbal 1♣-1♦-2♦=2way, reverse or ♣ and strong Transfer checkback	Transfers in competition and jump to 2NT 5-5 unbid suits 7+ hcp PH: 1N=10-11hcp, 2m=6c constr 2M: 5M4+♣
1♦		4	4♥	4+ unbal or semibal	1♥♠=nat, 1N=♣ weak+, 2♣=3♦ 5+hcp, 2♦=5+♠4+♥ (5-9) 2♠=6♠ 8-11 2N=GF4♦♦, 3♣=inv	1♦-1M-1N=F1, 3card raise, or strong hands 1-♦1M-2N=4M (16)17+hcp	1♦-X-transfers (XX= hearts); 2NT weak raise. 1♦-(1♥)-2♥=5+♠ PH: 2N3m=all ♦ raises, 2M=5M4+♦
1♥ 1♠		5 5	4♦ 4♥	(10)11-22, 5+ (can be 4 in 3 rd seat)	semiF 1N, 2♣=GF bal or ♣, 2♦=GF 5+ 2♠=6♠ 8-11 2N=GF Steinberg, 3♣=mixed-inv Raise, 3♦=3(4) invitational raise (min GF) 9-13 hcp 3N=void other M, 4m=void spl	1M-1N-2N=6M4+sidesuit 13-16hcp 1M-1N-2♣=hexan (also called gazilli) 1M-2♣; 2♦=10-14, 2♥=both M 10+, 2♠=15+ w/ M+c or 6+M w/shortness, 2N=15+ singlesuited, 3♦♦=15+ 4♦/5♦	1♥-(1♠)-transfers, 1M-(2M)- transfers, 1M-(3x)-4♣=GF fit PH: 2♣=Drury, 2♦=2c drury 2N=4c fit, 3♣=5+5+ m's, 3♦=5♦5+OM
INT			4♥	15-17 Can rarely include 5M/6m/short	2♣=stayman, 2♥♦=xfer 5+(4+if GF) 2♠=range ask; Invit bal/♣/CONFIT, 2N=m's weak or ♦ 3♣=puppetstayman, 3♦=5+5+m's GF, 3♥♠=short OM ca 1354/45, 4m=SA texas	2♣>2♥>2♠=invit 5-6♣ 2♦>2♥>2♠=any invit transfer to M then 2N=GF 4cM	Transfer leb over M overcall 2N=m's over Majors overcall t/o dbl's, 4m jump still SA Texas
2♣	X		4♥	22+ bal/semibal or GF (Major hands open 2♦/2♥)	2♦=wait, 2♥♠=NAT+other suit 3♦♦=NAT, 2N=5+5+ m's 0+hcp, 3♥♠N=7+ undisclosed suit	2♣-2♦-2♥=kokish	2♣- (2♦M) – pass = 4+ hcp, double 0-3hcp, Nat GF suit bids 2♣-(2N+) dbl=GF 2♣-(3♣/4♣)- transfers
2♦	X	5		W2 ♥ or GF with ♥ (10-12 4 th) Can be 5 NV vs V	2♠=NF NV vs V, F1 otherwise, 2N=ask,	When can be 5, 2N: 3♣=5cM, 3♦=6M max 3M=6c min, when 6: 3♣=min, 3♦=bal max	Transfers after dbl.
2♥	X	5		W2 ♠ or GF with ♠ (10-12 4 th) Can be 5 NV vs V	2N=ask, 3♣=GF 5+♥, 3♥=GF 5+♣	3♥♠N=Max short ♣♦OM	Transfers after dbl.
2♠	X	5		Weak, ♠+m, 55, (54 NV vs V) 55 and 10-12 in 4th	2N=ask, 3/4/5♣=p/c, 3♦=INV+ with 6+♥ 3♥=INV to 4♠	NV: 2N-3♣=4+♣, 3♦=5♦, 3♥=ca 5341, 3♠=ca 5143, 3N=ca 5242 VUL: 2N-3m=55 min, 3♥♠=55 max	Penalty dbl's over all overcalls.
2NT				20-bad 22 bal/semibal	3♣=romex, 3♥♦=xfer, 3♠=m's, 4x=transf. slamish		Transfers over 3♣/4♣
3X		6		nat 6-7	3♣-3♦=ask for 3card Major	3♣-3♦-3♥=3♠, 3♠=3♥, 4♦=33 both M's	Penalty dbl-s
3NT	X			Good 4M bid 1st/2nd NAT in 3/4	4♣=slamish, 4♦=bid suit, 4M=p/c a little slamish.		
4X		7		NAT	4♥-4♠ to play NV, cue if VUL,		
4NT	X			specific ace ask	5♣=0 aces, 5♥♦♠♣=the ace in the bid suit, 5N=2		
5m		(7) 8		NAT			
						HIGH LEVEL BIDDING	
						Cue Bids, Splinters RKCB 03-14, Voidwood, optional voidwood 4NT Quantum Kickback in minor fit, 4m optional rkcb 3NT serious slamtry in M fit	Dopi-Ropi, DEPO