LEADS AND SIGNALS						EBL CONVENTION CARD		
CRCALLS (Style: Responses: 1/2 Level; Reopening)  OPENING LEADS STYLE								
		Lead		In Part	ner's Suit	EM Herning 2024 CATEGORY: Green		
Suit	Suit		Attitude		e	NCBO: Faroe Islands Women,		
NT		Attitude		Attitud	e			
Subseq	Subseq Attitu		titude		e	Players: Marjun Restorff – Arnleyg E Mikkelsen		
LEADS						SYSTEM SUMMARY		
Lead		Vs. Suit		Vs. NT	1	5 Cards Majors		
Ace		Ax, AKx(+)	l	Same		GENERAL APPROACH AND STYLE		
King		AK, Kx, KQ	Q(+), AKx	Same,	AKJT			
Queen				Same,	AQJ, KQT9	5 Cars Majors, short clubs		
Jack		Jx, J10(+), H	HJ10(+)	Same		15-17 NT		
10				Same				
9		H9x (9x)		Same		1NT response 6-9 NF		
Hi-X		Xx(xx)		Same				
Lo-X		XX		Same				
SIGNAL	S IN OF	RDER OF P	RIORITY		3 <sup>rd</sup> seat opening bid can be very weak (NV)			
	Partner'	's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Suit 1	Hi = DI	ISCRG	Hi = ODD		Hi = DISCRG	Opening bids:		
Suit 2	Suit pre	ef.	(Suit pref.)		Hi = ODD	Wks 2♦/♥/♠ 6 cards 6-11 p		
Suit 3	Hi = OI	DD			Suit pref.			
NT 1	Hi = DI	ISCRG	Hi = ODD		Hi = DISCRG	Revideret Bergen raises, 2 NT GF		
NT 2	Hi = OI	DD			Hi = ODD	3 ♣ = 10-12p with 4 cards fit, $3 ♦ = 7-9p$		
NT 3						,		
Signals (i	ncludin	g Trumps):						
Up side de				uit pref. si	gnals at trick one			
1						3NT = Solid m		
			DOUBLES		SAT - Solid III			
TAKEOU	J <b>T DO</b> U	UBLES (Styl	le; Responses;	Reopeni				
Classic style, light w. good distribution,								
Response	-cue = Iî	NV+						
1						SPECIAL FORCING PASS SEQUENCES		
SPECIAL	L, ARTI	IFICIAL &	COMPETITI	VE DBL	S/RDLS			
						1X - (1Y) - P = forcing/weak		
INV in few defined sequences								
				e D/RD.	IMPORTANT NOTES			
0			•					
Lightner I	OBI				4 <sup>th</sup> suit forcing			
					PSYCHICS: rare			
	Suit NT Subseq  LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNAL  Suit 1 Suit 2 Suit 3 NT 1 NT 2 NT 3 Signals (i) Up side de  TAKEOU Classic sty Response	Suit NT Subseq  LEADS  Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS IN OI Partner Suit 1 Hi = Di Suit 2 Suit pre Suit 3 Hi = Oi NT 1 Hi = Di NT 2 Hi = Oi NT 3 Signals (includin Up side down (UI)  TAKEOUT DOI Classic style, ligh Response-cue = I  SPECIAL, ART Support dbl and F INV in few define	OPENING LEADS STYLE  Lead  Suit Attitude  NT Attitude  Subseq Attitude  LEADS  Lead Vs. Suit  Ace Ax, AKx(+)  King AK, Kx, KQ  Queen Qx, QJ(+), A  Jack Jx, J10(+), F  10 10x, 109(+), F  9 H9x (9x)  Hi-X Xx(xx)  Lo-X xx  SIGNALS IN ORDER OF P  Partner's Lead  Suit 1 Hi = DISCRG  Suit 2 Suit pref.  Suit 3 Hi = ODD  NT 1 Hi = DISCRG  NT 2 Hi = ODD  NT 3 Signals (including Trumps):  Up side down (UDCA), somet  TAKEOUT DOUBLES (Sty)  Classic style, light w. good dis  Response-cue = INV+  SPECIAL, ARTIFICIAL &  Support dbl and RD  INV in few defined sequences  Most low-level doubles are T/  To	OPENING LEADS STYLE  Lead Suit Attitude NT Attitude Subseq Attitude  LEADS Lead Vs. Suit Ace Ax, AKx(+) King AK, Kx, KQ(+), AKx Queen Qx, QJ(+), AQJ(+) Jack Jx, J10(+), HJ10(+) 10 10x, 109(+), H109(+) 9 H9x (9x) Hi-X Xx(xx) Lo-X xx  SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's L Suit 1 Hi = DISCRG Hi = ODD Suit 2 Suit pref. (Suit pref.) Suit 3 Hi = ODD NT 1 Hi = DISCRG Hi = ODD NT 2 Hi = ODD NT 2 Hi = ODD NT 3  Signals (including Trumps): Up side down (UDCA), sometimes special su  DOUBLES  TAKEOUT DOUBLES (Style; Responses; Classic style, light w. good distribution, Response-cue = INV+  SPECIAL, ARTIFICIAL & COMPETITI Support dbl and RD INV in few defined sequences Most low-level doubles are T/O. Competitive	DPENING LEADS STYLE  Lead In Particular In In Particular In Particular In In Particular In Particular In	DPENING LEADS STYLE		

	AL	)F	THRU	Marjun- Arnleyg						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1♣		2	3♠	11+	WJS., 1nt= 6-10p	We can bypass a major w/ 4333.	1x (1y) 2y INV+ w/ fit			
19		2	32	11+	2 $\clubsuit$ strong with clubs, 3 $\clubsuit$ = 5 cards $\clubsuit$ max 12 p.	We can bypass a major w/ 4333.	1X (1y) 2y 11 V + W/ 11t			
1•		4	3♠	11+,	WJS.	2-way checkback after 1x – 1y – 1NT				
1		4	32	11+,	2 ♦ strong with diamond, 3 ♦ week with ♦ max 10p	2-way checkback after 1x - 1y - 11v1				
1♥		5	3♠	11+	Bergen 4 cards fit,:2NT GF raise, 3♣10-12p, 3♦ 7-9, 3♥ 3-6p,					
1♥					3♠= unknown reonce, Splinters	3NT= ask				
1♠		5	3♥	11+	As after 1♥, 3 NT = unknown renonce	4 <b>♣</b> = ask				
INT			3♠	15-17, 5M/6m OK	Puppet STAY, TRSF,					
2♣	X	0		20+ bal, or any strong suit	2♦ = relay. 2♥/♠/3♣ = weak 5+ suit	Herbert -signoff				
2♦		6(5)		Wk 2 in ♦ 6-10 6+♦	2NT = ASK, New suit F1	2 ◆ -2 NT: New suit = Hx(xx)				
						2♦ (overcall) D = penalty				
2♥		6(5)		Wk 2 in ♥ 6-10 6+♥	2NT = ASK, New suit F1	2M (overcall) D = penalty				
						2 <b>V</b> - 2 NT: New suit = Hx(xx)				
2♠		6(5)		Wk 2 in ♠ 6-10 6+♠	2NT = ASK, New suit F1	2M (overcall) D = penalty				
						2♠-2 NT: New suit = Hx(xx)				
2NT				22-24 BAL 5M and 6m possible	Puppet Stayman, transfers					
3♣		7(6)			New suit F1					
3♦		7(6)								
3♥		7(6)		Preemptive rule of 2-3	New suit F1					
3♠		7(6)		•						
3NT	X			1. / 2. seat solid minor	4♣/5/ = P/C, 4♦ ASK splinter, 4M to play					
				3. / 4. Gambling						
4♣		7		-						
4 <b>₹</b> 4 <b>♦</b>		7	1	Preemptive	4M to play					
4 <b>v</b>		(6) 7	1		4M to play					
4 <b>▼</b>		(6) 7	1	1						
4NT	X	(0) /	+							
4N1 5 <b>♣</b>	Λ	7	+	Preemptive		HIGH LEVEL BIDD	INC			
5 <b>♦</b>		7	1	Preemptive		Cuebids Cuebids	1110			
J.		<u>'</u>	+	Treempuve		RKCB 1430				
			†			Splinters				
			†			Trelde				
			1			Gerber				