

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Sound	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd 15 – 17 balanced, 4 th 11 – 14 balanced	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Pre-emptive	
2NT on 1m shows 2 unknown suits - not both majors	
(see Michaels Cuebid below).	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels Cuebid (5-5)	
Jump cuebids = Asking for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
DONT	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Take out double, Natural	
Lebensohl 2NT on 2-level	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
New suit forcing	
Jump bid pre-emptive	
Double jump = Splinter	
RD 10+	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4 th	Attitude	
NT	4 th	Attitude	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK	Same	
King	AKx(+), Kx, KQ, KQx(+)	Same, AKJ10	
Queen	QJx(+), Qx, QJ	Same, AQJx(+)	
Jack	J10x(+), Jx, J10	Same	
10	109x(+), 10x, 109	Same	
9	9xx	Same	
Hi-X	Xxx	Same	
Lo-X	Xx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Low = enc	Hi = odd	Low = enc
Suit 2			
3			
1	Low = enc	Hi = odd	Low = enc
NT 2			
3			
Signals (including Trumps):			
We try to signal only when we feel partner needs to know something, then our priorities are (1) suit preference, (2) count.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, light with good distribution			
Response-cue = GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Supp dbl and RD			
Neg. dbl			
Lightner			

EBL CONVENTION CARD	
CATEGORY: Green NCBO: Faroe Islands (FBS) PLAYERS: Carl Mikkelsen – Arnbjørn Sivertsen EVENT (Senior)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-card Majors	
Short clubs	
Limit jump raises over majors	
1 NT respons = not forcing	
1 NT opening: 15-17	
2 over 1 respons: Promises rebid	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ Opening = strong, near Game Force – any suit(s), any shape	
2♦ Opening = weak ♦ 6+ (6-10 HCP)	
2♥ Opening = weak ♥ 6+ (6-10 HCP)	
2♠ Opening = weak ♠ 6+ (6-10 HCP)	
3NT opening = gambling	
Negative Doubles to 3♠	
Lebensohl	
SPECIAL FORCING PASS SEQUENCES	
1X – (1Y) – P = forcing / weak	
IMPORTANT NOTES	
PSYCHICS:	
Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	11 – 21 HCP	Single raise weaker than double raise Weak jump shift (1♣ - any)	4 th suit forcing, Revers forcing	
1♦		4	3♠	11 – 21 HCP	As above	As above	
1♥		5	3♠	11 – 21 HCP	1NT 6 – 9 2NT GF with trump support Bergen Raises, Splinter	3♣: 15+ hp, 3NT: 12-14 hcp, 3x shortness	
1♠		5	3♠	11 – 21 HCP	As for 1♥	As for 1♥	
INT				15 – 17 balanced	Stayman, Jacoby transfers		
2♣	x			Strong, any shape	2♦ 0-7, any other positive 8+ HCP		
2♦		6		5 – 10 HCP	New suit forcing, 2NT asks for min or max	New suit = max and values	
						3NT solid suit	
2♥		6		5 – 10 HCP	New suit forcing, 2NT asks for min or max	As above	
2♠		6		5 – 10 HCP	New suit forcing, 2NT asks for min or max	As above	
2NT				20 – 21 balanced	Stayman, Jacoby Transfers		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠				Pre-emptive	New suit forcing		
3NT	x			Solid minor	New suit not forcing, 4♣ P / C		
4♣				Pre-emptive			
4♦				Pre-emptive			
4♥				Pre-emptive			
4♠				Pre-emptive			
4NT							
5♣				Pre-emptive		HIGH LEVEL BIDDING	
5♦				Pre-emptive			
5♥						Cuebids	
5♠						RKCB 1430	
						Splinters	
						Gerber	