

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Usually 7-17 HCP And 5(4)+ Cards	
Responses: Cue = Limit Raise or better, Direct raise = less than limit;	
New Suit = Force except min and no fit (about 7-9 can pass)	
Jump new suit = Natural GF.	
Mixed raise if possible; 2NT= (3)4+ fit, limit raise+	
Reopening natural	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd pos.: 15 - 18 HCP 4 th pos.: 10 - 15 HCP/ 11-16; 1m/1M	
Responses: System on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Jumps = PRE; 1m-2♦ = Michaels (5-5 majors)	
1m-2NT = 2 lowest unbid suits	
Reopen: 2NT = 18-20 balance; jump suit = intermediate	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1M – 2M = (5oM-5m);	
Jump Cue = Ask for Stopper (but 1m-3m preemptive if opening suit not 4+cards)	
1♣-2♣=natural;	
VS. NT (vs. Strong/Weak; Reopening; PH)	
2♣ = majors; 2♦ = ♥ or ♠; 2M = M+m; 2NT = minors	
Double = Overcall in a minor or strong hand	
Reopening can be lighter overcalls and double	
Double as passed hand = Usually a minor	
Also (1m)-P-(1NT)->Same overcalls as vs NT opening	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double take out; 2M-3M ask for stopper, jump 4m m+major (5-5) 2m-3m majors	
2NT overcall around 16-18 hcp;	
3nt forced overcall can be many hands; Nonleaping Michaels after 3X opps preempt	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Double = majors (4+4+); 1NT = ♥+♣ or ♠+♦; 2♦ majors 5+5+; 2NT minors, other natural; vs 2♣: double majors, 2NT minors, other natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = 10+hcp except 1D-X-XX= 4+♥; 1M-X-transfers but 2M weak raise	
2NT= good raise, 4card support GF →same system as opps hadn't bid	
1suit-X-transfers (1m-X-1nt=natural; 1♦-X-1♠=clubs)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5 (2 nd from broken seq)	1/3/5	
NT	4 th if 4+ or 3 rd	1/3/5	
Subseq	Attitude or 3 rd /5 th	1/3/5 or attitude	
Other: Highest from bad suit vs NT, or 2 nd highest			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AK, AKx, AKxx	
King	AK, KQ, KQx	Kx, AKJT_x	
Queen	QJ, QJ_x(x), Q_x	KQ_x, KQT_x, QJ_x(x), Q_x	
Jack	JT(x) KJT(x)	KJT(x), JT(x), J_x	
10	HT₉(x), T₉_x(x) T_x	HT₉_x(x), T₉_x(x), T_x	
9	KG₉(x), 9_x	J₉8(x), 9_{xx}(x)	
Hi-X	xx	xx, xxx(x), xxxxx	
Lo-X	Hxx(xx), xxx(xx)	Hxxx, xxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encouraging	Low = Even num.	Low = Encouraging
Suit 2	Low = Even num.	Suit preference	Low = Even num.
3	Suit preference		
1	Low = Encouraging	High=switch pd!	Low = Encouraging
NT 2	Low = Even num.	Low = Even num.	Low = Even num.
3	Suit preference		
Signals (including Trumps): King ask for count or unblock vs NT			
In trump suit: High / Low = ruffing potential OR suit pref			
In NT declarer first lead: high from both → please find a switch!			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out through 4♥			
Jump = 8-10 hcp, after (1m)-double, cue can be 8-10 both majors or any strong. Jump to game distributional, not strong. Reopening double can be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double, Competitive double, Support Double if 1 st level			
1♣ - (1♦) - DBL shows 4+♥			
Responsive doubles, generally flexible doubles on high levels			
Double on multi 2♦ = 13-16 bal or any 17+			
If opps use transfers after 1♣, then double on transfer bid is as you would have overcalled that suit, bidding the transfer suit is takeout			
Lead directing. Lightner.			

EBL CONVENTION CARD	
CATEGORY: Green	
NCBO: Iceland	
PLAYERS: Ómar Olgeirsson – Stefán Jóhannsson	
EVENT: WBT and Reykjavik Bridgefestival 2024	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 2/1 (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣	
INT 15-17 except 10-14 4 th seat	
Points can be adjusted in any situation	
Judgement is allowed in any situation	
Light 3 rd hand openings allowed, light lead directing bids/doubles	
Light preempts allowed ACC VUL	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = Multi, weak with either major or strong bal.	
2♥/♠ = 5♥/♠ and 4+ minor	
2NT = Weak with minors or majors, at least 5-5	
SPECIAL FORCING PASS SEQUENCES	
After GF. After strong redouble. After cuebid or GF raise . When opps are in obvious "preemptive mode"	
IMPORTANT NOTES	
(1x) – 1y – (P) – 2NT =natural invit and 3x is mixed 4 card raise	
After partners PRE All Doubles = Penalty; Principle of fast arrival	
If opps bid and agreed major => 4m is 5m-5oM	
PSYCHICS: Very rare	

Ómar Olgeirsson – Stefán Jóhannsson

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Ómar Olgeirsson – Stefán Jóhannsson			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11 ⁺ -21 (can have longer ♦ with 18-19 bal)	1♦/♥ = 4+ ♥/♠ 1♠ = no major except when 5+♦/4M GF 1NT = invit, 11-12 bal 2♣ = GF nat (5+♣), 2♦ = GF nat (no major), 2M = 8-10 6 card suit 2NT= 16+bal 4♣ = hearts, 4♦ = spades, 4M to play	1♣-1red; 1red+1 = 2-3 cards 11-14; 1NT=18-19; 2NT = 15+, 6♣3M or 4+M 3M = 11-14 unbal 1♣-1♠-1NT; 3 minor = natural invit; 2m NF, 2M= 4M/5+♦ GF	Transfers in competition and jump to 2NT 5-5 unbid suits 7-10 hcp
1♦		4	4♥	11 ⁺ -21 (not 18-19 bal)	Natural except 3♣=invit with diamonds; 2♦=GF, 2M=8-10 6 cards; 3M=preempt 4♣ = hearts, 4♦ = spades, 4M to play	1♦-1M-2NT = 15+ 6♦/3M or 4M; Now 3♣ forcing, 3♦/3M to play; 3 oM 5+M slaminterest Jump to 3♦ denies fit (same theme for 1♣-1red-2NT)	1♦-X-transfers (XX= hearts); 1♠=no major, 1NT 7-10 bal, 2NT weak raise. 1♦-(1S)-Swap, 2♣ is hearts, 2♥ is clubs
1♥ 1♠		5 5	4♦ 4♥	11 ⁺ -21	2/1. 2♣ GF nat or bal-ish; 2♦=nat GF(decent 4 cards or 5+) 2NT GF+3card fit; 3♣ inv raise, 3♦ mixed raise Splinters with 3-4 controls	1M-2NT; 3♣ = min; 3♦ = 15+ no shortness; 3♥/♠/NT = short ♣/♦/oM; 4x=5-5 good side suit	Drury; 2♣ 3 card fit, 2♦ 2 card fit. 2NT in competition after major bid good 4+card raise, after that system ON. (But OFF if we are overcalling)
INT			4♥	15-17 HCP bal vul 10-14 4 th seat	Stayman, transfers 3♣ = Puppet Stayman; 3♦ GF minors; 3M short M 4♣ = hearts, 4♦ = spades, 4M to play	1NT-2♣-2♦-2♠ = weak, both M's, longer spades. Smolen (1NT-2♣-2♦-3M = 4M-5oM) 1NT-2♣-2M-3oM = slamish with fit (not splinter)	
2♣	X		4♥	Any GF or 20-21 bal, 24-25 bal or 28+bal	2♦ = waiting, 2♥/♠ & 3♣/♦ nat to play vs. 20-21 bal, 2NT weak with both minors	2♣-2♦-2♥ = 5+hearts or bal, 2♠ then enquiry (Kokish) After strong 2NT bid->puppet stayman, 4♣/♦/♥/♠ is transfer to ♦/♥/♠/♣ and optional key card	2C- (bid) – pass = 5+ hcp, double 0-4+hcp, 2M to play, 2NT+transfer lebensohl
2♦	X	0		One major weak, 22-23 bal or 26-27 bal	2NT forcing 2M/3M=P/C; 4♣ = ask for transfer; 4♦ = bid your suit; 4M to play. 3m natural forcing	2NT forcing->3♣ hearts, 3♦ = spades, 3M nat max Minimum NT bid=22-23 bal; jump NT=26-27 bal 4♣ miniblackwood (mBW)	
2♥		5		Weak (usually sound style) 5♥/4+minor	2 NT = Forcing; 3/4/5♣= P/C; 3♦ = invit to 4♥;	2NT-3♣ = 4+♣; 3♦ = 5♦; 3♥ = 1543; 3♠ = 3541; 3NT = 2542	If opps overcall NT or M, double is penalty, P/C if 3m; minor bids P/C; 3♦ = invit to 4♥;
2♠		5		Weak (usually sound style) 5♠/4+minor	2 NT = Forcing; 3♣/4/5= P/C; 3♦ = invit to 4♠	2NT-3♣ = 4+♣; 3♦ = 5♦; 3♥ = 5341; 3♠ = 5143; 3NT = 5242 4 minor then mBW, other minor mBW for the major	If opps overcall NT or M, double is penalty; P/C if 3m; minor bids P/C; 3♦ = invit to 4♠
2NT	X			Weak, minors or majors	3♥ = enquiry, 4M to play	3♥ enquiry -> 3♠ = minors; 3NT = majors	
3X		7(6)		Preempt, look at vul and seat	New suit = Natural, forcing, 4♣ after 3♦/♥/♠ ask for KC		
3NT	X			Solid minor, no A/K in other suit	4♣ = P/C; 4♦ = ask for shortness, 4M to play		
4X		7		Preempt, look at vul and seat			
4NT	X			Ask for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣ = That Ace		
5m		8		Preempt, look at vul and seat			
						HIGH LEVEL BIDDING	
				In 3 rd seat preempt can have opening values		Cue Bids, Splinters RKCB 14/03, Voidwood 03/14 4NT Quantum after any NT-bid 4NT Quantum in 1 st or 2 nd round of bidding after NT-opening 3NT non-serious slamtry, may be better/tactical 4 minor optional key card in lot of situation	If opps disturb 4NT RCKB...X/XX Pass=1st step (1/4), double=2nd (0/3) NT bid ->5♠ = bid 5 card suit or 5NT if no 5 card suit