

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Usually 7-17 HCP And 5(4)+ Cards	
Responses: Cue = Usually limit Raise or better, Direct raise = less than limit;	
New Suit = 1 st level, 2 nd level+ Forcing (min and no fit (about 7-9 can pass)	
Jump 2 nd level new suit = Natural GF 5+. 3 rd preemptive	
Mixed raise if possible(jump cue);	
2NT= can be (3)4+ fit, limit raise or 13-14 bal(if 3 rd hand pass)	
1NT 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 2 nd pos 1NT,	
if 4 th hand 2♣ range asking, 2 ^{other} to play, 2NT inv vs medium	
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 3+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+oM (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 ♥+♣ or ♠+♦, 2♦ 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, 3card+ support GF →same system as opps hadn't bid	

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, AKJTx, KD109(x)	
Queen	QJ, QJx(x), Qx	KQx, KQTx, QJx(x),KQJ(x)	
Jack	JT(x) KJT(x)	KJT(x), JT(x), Jx	
10	HT9(x), T9x(x) Tx	HT9x(x), T9x(x), Tx	
9	KG9(x), 9x	H98(x), 9xx 98xx	
Hi-X	xx	xx, xxx(x), xxxxx	
Lo-X	Hxx(xx), xxx(xx)	Hxxx, Hxx 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 & Reykjavik Bridge Festival 2026	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 2/1 (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣	
1NT (14)15-17	
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(4) cards 11-14, or 14-16 with shortness and 3 card fit; INT=18-19; 2NT = (14)15-17, 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, 2♥=5+♠/4+♥ less than invit, 2♠=8-10 6 cards; 3M=preempt 4♣ = hearts, 4♦ = spades, 4M to play	1♦-1M-2NT = (14)15-17 6♦/3M or 4M; Now 3♣ forcing, 3♦/3M to play; 3♠ 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 ♣/♦/♠; 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♥	(14)15-17 HCP bal vul	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-5♠M) 1NT-2♣-2M-3♠M = 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->P or answer aces 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