

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Nat 8-16p 5+ cards.
Responses: New suit f1, Cuebid in openers suit good raise.
After our Major overcall, 2NT is 4 card raise, 7+hcp
Jumps are preemptive.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct: 15-17hcp bal , stayman , transfers.
In reopening position: 10-15hcp. 2c asking about strength, transfers.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak
Unusual 2NT two lowest unbid.
Reopen: Intermediate.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bids. Responses; 2NT asking, showing values, 3c=p/c
3m over 1minor opening= nat, preempt
3M over 1M= ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = good hand.
2c = majors
2d = one major, multi style responses
2H/2S = 5M and 4+minor
2NT = both minors or strong twosuit (major and minor).
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout doubles, Cuebid on 3 <sup>rd</sup> level = stopper ask.
Other Cuebids = twosuit. Jumps showing one suiter are weak, but
Jumps showing twosuit are normally strong.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
After 1c: 1NT and 2NT show h and c or s and d. Other bids up to 2S
show either the next suit or two higher.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Weak jumps, redouble= 9+hcp, transfers after 1M openings.
2NT= 7+hcp and 4+fit after 1M openings.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup> ,	3 <sup>rd</sup> , HI from doubleton	
NT	4 <sup>th</sup> , hi from 2-4 small	3 <sup>rd</sup> , HI from doubleton	
Subseq	Attitude/3rd	Attitude/3rd	
Other: High from 3-4 small from promised length.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax	AKx, Ax	
King	KQ+, AK, Kx	AKJ10+, KQ109+, Kx	
Queen	QJ+, Qx	KQ+, QJ+, Qx	
Jack	J10+, HJ10+, Jx	HJ10+, J10+, Jx	
10	109+, H109+,10x	109+, H109+,10x	
9	doubleton	top from nothing	
Hi-X	doubleton	4 <sup>th</sup> best or top from nothing	
Lo-X	3 <sup>rd</sup> or 5 <sup>th</sup> 1	4 <sup>th</sup> , or 3 <sup>rd</sup> from honor	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low= Encour.	count.	low=enc.
Suit 2	suit preference		
3			
1	Low= Encour.	count	low=enc.
NT 2	count	suit pref	count
3	suit pref.		
Signals (including Trumps): Lavinthal in trump. Smith.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
a) 11+ support with the other suits			
b) 17+ and 5+ in other suit.			
c) 18+ balanced			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
takeout doubles, lead direct doubles.			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: ICELANDIC BRIDGE FEDERATION</b>
<b>PLAYERS:</b>
<b>ADALSTEINN JÖRGENSEN</b>
<b>BIRKIR JÓN JÓNSSON</b>
<b>SYSTEM SUMMARY</b>
General approach and style.
Precision.
1NT = 13-15 NT.
1D = 11-15, can be void in diamonds.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = multi (weak in heart or spades)
2H = 5H with 4+minor, 5-10hcp.
2S = 5S with 4+minor, 5-10hcp.
2NT = 5-5 minors, 9-13hcp.
3NT = Solid minor, no stopper in 1 <sup>st</sup> / 2 <sup>nd</sup> , but stopper in 3 <sup>rd</sup> /4 <sup>th</sup> .
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 gameforce.
After 1c and pre-empt to the 5 level+
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	16+	1D = 0-7, other bids GF	1C – 1D/ 1H = relay	
1♦	X	0	4♥	11-15, can be void in diamonds.	2H = both majors weak, 2S= a)solid minor,b)inwit 6+minor,c)5-5 minors GF	Two-way Checkback.	
1♥		5	4♥	11-15.	1♠=nat4+cars.1NT= forcing”, 2♣♦=GF raise=8-10p 3cards.2♠ = 6s,8-10, 2NT=Jacoby, 3♣/♦=inwit. 3♥=weak, 3♠/4m=splint (void).	Two-way Checkback.	2c = Drury Jumps = fit-showing.
1♠		5	4♥	11-15	Same as after 1♥. Exc, 3♥=nat, inwit. 4♥=void.		
INT			4♥	13-15bal, (14-15 in third hand).	2♣=stayman, transfers to all suits. 3c=minors, weak 3d = 5-5 majors inwit+. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play 1NT-2C, 2D-2S=asking	
2♣		5	4♥	11-15, 5+c	2♦ = relay. 2H/2S= 5+cards, nf, 2NT= inwit or 5M GF, 3D/3H/3S =transfers, 4D = RKCB	2c-2d / 2M-2NT = GF relay. 2c-2d / 2NT =6+c, max. 2c-2d / 3c = 6+c,max	
2♦	X		2h/s/3hs	Weak 2 in H or S, 5-10 hcp	2NT inwit+, ask. 3C/3D=GF, 4c=ask for transfer 2H/2S/3H/3S/4H = Pass/Correct	2D-2NT: 3c=max h, 3d=max s, 3h=min h, 3s=min s	
2♥		5	Penalty	5H and 4+ minor, 5-10 hcp	3C = Pass/Correct, 2NT = inwit+ ask,	2M-2NT: 3c=min clubs, 3d=min diamonds, 3h=max 5+clubs, 3s=max 5+diam, 3NT=max with 4 in minor.	
2♠		5	Penalty	5S and 4+ minor, 5-10 hcp	2S-3D=heart, inwit +, 2S-3H=raise,inwit+		
2NT	X		Penalty	5-5 minors, 9-13hcp	3C/3D = to play, 3H = asking, 4C/4D preempt	2NT-3H: 3S=2/3 hearts, 3NT=2/3spades. 2NT-3H, 3S/3NT: 4C/4D=RKCB 2NT-3S= natural, NF	
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 5-10p	New suit on 3 <sup>rd</sup> level= nat forcing, 3C-4D=RKCB new minor on 4 <sup>th</sup> level=Cuebid, slamtry in your suit raise=to play, preemptive 4♥♠= natural, to play 4NT= RKCB	In competitive action new suit not forcing.	New suit NF.
3NT	X		pen	Solid 7+ in either minor No stopper in 1 <sup>st</sup> or 2 <sup>nd</sup> .	4♣/5♣= Pass correct 4♦= Ask, for singleton	3NT – 4D: 4H/4S = short, 4NT = no short, 5C/5D= the suit with shortness in other minor	
4♣ 4♦		(7)8 (7)8	pen pen	Natural preemptive,	4M= to play. 4NT= RKCB		
4♥ 4♠		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♠/5m= cuebid, slamtry. 4NT= RKCB		
4NT				Acol Ace asking	5C=no ace, 5D/5H/5S/6C=ace in suit, 5NT=2 aces	<b>HIGH LEVEL BIDDING</b>	
5♣ 5♦		8 8		Preemptive long suit		4NT after 4M openings by opponents= 2 suits 4NT after partners 1x opening and 4M overcall= 2 suits 4NT after partners doubles of 4M opening= 2 suits 4NT after opponents 1/2/3M openings= MINORS RKCB=0314 5NT=general grand slam try	