DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	ADS STYLE			1		
Nat 8-16p 5+ cards	Lead In Partner's Suit					CATEGORY: GREEN	
•	Suit	3rd 5th, Hi fr	om doubleton	3 <sup>rd</sup> , HI fi	om doubleton	NCBO: ICELANDIC BRIDGE FEDERATION	
	NT	4 <sup>th</sup> , hi from 2	2-4 small	3 <sup>rd</sup> , HI fi	om doubleton	PLAYERS:	
	Subseq		Attitude, 3 <sup>rd</sup> /5 <sup>th</sup> .		3 <sup>rd</sup> /5 <sup>th</sup> .	SVALA K. PÁLSDÓTTIR	
	Other: High fro	m 3-4 small fro	om promised le	nght.	Aðalsteinn Jörgensen		
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
Direct: 15-18 bal (Stayman, Transfers).	Lead	Vs. Suit		Vs. NT			
	Ace	AKx+, Ax		AKx, Ax		GENERAL APPROACH AND STYLE	
th: 10-15 (2C =strength asking, Transfers)	King	KQ+, AK, K			, KQ109+, Kx	5 card majors, 1D unbal with 4+ diamonds, 1C = 2+ cards.	
	Queen	QJ+, Qx		KQ+, Q.		14-16 NT.	
	Jack	J10+, KJ10+	<u> </u>	HJ10+, J		2♥/2♠ =6 cards, 10-12 HCP.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, H109-		109+, H	109+, 10x	2D = weak two in either major.	
weak	9	Normally do		top			
Unusual 2NT	Hi-X	Normally do	oubleton	top from	nothing	UDCA	
	Lo-X	3 <sup>rd</sup> 5 <sup>th</sup>		4 <sup>th</sup> ,			
Reopen: weak	SIGNALS IN	ORDER OF P	RIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partn	er's Lead	Declarer's Le	ad I	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels cue bids	1 Low=	= Encour.	count.	1	ow=enc.		
Bm over 1minor opening= nat, preempt	Suit 2 suit p	reference				After we open 1C (We use transfers).	
BM over 1M= ask for stopper	3						
Over natural 1C (2C =natural, 2D=Majors).	_	= Encour.	count	1	ow=enc.		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 count						
Obl = strong.	3 suit p	oref.					
2C = Majors.	Signals (includi	ing Trumps):				7	
2D = One major.							
2H = 5 + Hearts and $4 + minor$ .							
2S = 5 + Spades and $4 + minor$ .			DOUBLES				
2NT = Both minors.							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	OUBLES (Styl	e: Responses:	Reopening	<u>r)</u>		
Γakeout doubles,	a) 11+ support						
Cuebid = Two suiter.  b) 17+ and 5+ in other suit.						1	
	c) 19+ balanced						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
VS. 1C (Double =both majors, 1NT/2NT =both minors.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						
· · · · · · · · · · · · · · · · · · ·	takeout doubles			~.			
	tancour doubles	,					
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
Weak jumps, redouble= 10+							
2NT= 7-12p and 4+fitt after 1M openings.							
Over double of 1M (1NT, 2C, 2D, (2H) transfers).						PSYCHICS: Very rare	

OPENING	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND – MIXED PAIR: SVALA K. PÁLSDÓTTIR-AÐALSTEINN JÖRGENSEN.						
	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
14		2	4♥	11-21p, (diamonds can be longer, if balanced)	1 ♦ / ♥ / ♠ / NT/2C = Transfers 2 ♦ / ♥ / ♠ = 8-10 HCP, 6+cards. 2NT=weak minors	Two way checkback.				
1♦		4	4♥	11-21, 4+card, unbalanced	2♣=GF, 2♦= Forcing 1 round, 2H/2S=8-10,6cards	After 1D-1M, the 1NT rebid is ART				
1♥		5	4♥	11-21.	1 ♣=nat4+cars.1NT= "Semi forcing", 2 ♣ ♦ =GF raise=8-10p 3cards.2 ♠ jump=8-10, 2NT=Jacoby, 3 ♣/♦=bergen. 3 ♥=weak, 3 ♠/4m=splint.	Two way checkback.	2/1= max pass			
1♠		5	4♥	11-21	Same as after 1 ♥. Exc, 3 ♥=nat invit. 4 ♥=splinter.		1			
INT			4♥	14-16 bal, (normally not 5 card major,but 6 card minor possible	2♣=stayman, transfers to all suits. 3x= Strong slamish. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play				
2.	X	0	4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards.					
2*	X			Weak 2 in hearts or spades	Bids in Majors are pass/correct. 2NT = ask, invit+.	In competative action new suit not forcing	New suit NF			
2♥		6	Penalty	10 - 12, 6 hearts.	2NT = asking, invitational+ Raise = preempting Jump to 4 new suit= splinter.					
2♠ 2NT		6	Penalty 4♥	10 – 12, 6 spades 20-22bal	3♣=Puppet stayman, 3♠♥=transfer, 3NT= to play 3♣=minors slam try.4m=slamtry, 4M= To play					
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3 <sup>rd</sup> level= nat forcing 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 forcing.	New suit NF.			
3NT	X		pen	Solid 7+ in either minor little outside.	4*/5*= Pass correct, 4 ◆=Askshort,(4H,4S=short)(5C,5D=sh other minor					
<b>4♣ 4♦</b>		(7)8 (7)8	pen pen	Natural preemptive,	All natural. 4M= to play. 4 ♦= cuebid. 4NT= RKCB					
4 <b>∀</b> 4 <b>♠</b>		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♣/5m= cuebid, slamtry. 4NT= RKCB					
4NT			Ace asking			HIGH LEVEL B 4NT after 4M openings by opponents= 2 suits				
5 <b>♣</b> 5 <b>♦</b>		8 8		Preeptive long suit		4NT after 4M openings by opponents = 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				