DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE					
Nat 8-16p 5+ cards		Lead		In Partner's Suit	CATEGORY: GREEN	
•	Suit	3 rd 5 th , Hi fre	om doubleton	3 rd , HI from doubleton	NCBO: ICELANDIC BRIDGE FEDERATION	
	NT	4th, SECON	D FROM GAR	3 rd , HI from doubleton	PLAYERS:	
	Subseq	Тор		Тор	BRYNDÍS ÞORSTEINSDÓTTIR	
	Other: High fro	om 3-4 small fro	m promised len	ght.		
					GUNNLAUGUR SÆVARSSON	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Direct: 15-18 bal	Lead	Vs. Suit		Vs. NT		
Direct. 13-16 bai	Ace	AKx+, Ax		AKx, Ax	GENERAL APPROACH AND STYLE	
	King	KQ+, AK, K	x	AKJ10+, KQ109+, Kx	Nat 2/1 GF.	
	Queen	QJ+, Qx	A	KQ+, QJ+, Qx	15-17 NT.	
	Jack	J10+, KJ10+	. Jx	HJ10+, J10+, Jx	weak 2 in ♦♥♠	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, H109+		109+, H109+, 10x	UDCA	
weak	9	3 rd or double		top or 2 nd from top	00011	
Unusual 2NT	Hi-X	4 or doubleto		4 th best or top from nothing		
Olidoddi 2111	Lo-X	3rd 5th	,,,,	4 th , or 3 rd from honor		
Reopen: weak		ORDER OF PI	RIORITY	, , , , , , , , , , , , , , , , , , , ,		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels cue bids	1 Low	= Encour.	no signals or s	uit pref. low=enc.		
3m over 1minor opening= nat, preempt	Suit 2 suit 1			•		
3M over 1M= ask for stopper	3					
	1 Low	= Encour.	count	low=enc.		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 coun	t	suit pref	count		
	3 suit į	oref.				
Dbl strong	Signals (includ	ing Trumps): Hi	-low in trumpf	for intrest for a ruff or count.		
2 club = Mayors rest nat						
•						
		DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		OUBLES (Style		keopening)		
Takeout doubles, splinters		a) 11+ support with the other suits b) 17+ and 5+ in other suit.				
Cuebid=Good raise in partners suit.	b) 17+ and 5+ 1 c) 19+ balance				1	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	c) 19+ barance	u			SPECIAL FORCING PASS SEQUENCES	
Natural	SDECIAL AD	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		T DRI S/RDI S	After 2/1 gameforce.	
vaturar		s, lead direct do		E DULNIKULÖ	And 21 gameroice.	
	takeout double	s, reau urrect doi	ioies.		1	
OVER OPPONENTS' TAKEOUT DOUBLE	\dashv				IMPORTANT NOTES	
Weak jumps, redouble= 10+	-					
2NT= 7-12p and 4+fitt after 1M openings.						
					PSYCHICS: Very rare	
	1 1					

OPENING	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND - BRYNDÍS AND GUNNLAUGUR					
	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*		3	4♥	11-21p, 2 ♣minors or longer.	1 ◆ ♥ ♠=nat 4+cards, 6+hcp.1NT=6-10bal, 2♣=GF 2 ◆ ♥ ♠=INWITE+, 6+cards. 2NT= inv. 3x=weak	1m-1M-1NT: Two Gun 1m 1M 1M: Two Gun			
1♦		4	4♥	11-21, 4+card	same as 1♣ exc, 2♣/♦= GF				
1♥		5	4♥	11-21.	1 ♣=nat4+cars.1NT= "forcing", 2 ♣ ♦=GF raise=8-11p 3cards.2 ♠jump=strong, 2NT=STENBERG, 3 ♣/ ♦=INWITE. 3 ♥=weak, 3 ♠/4m=splint.	Drury	2/1= max pass		
14		5	4♥	11-21	Same as after 1 ♥. Exc, 3 ♥=weak nat. 4 ♥=nat.	Same as aftir 1♥			
INT			4♥	15-17bal, 4432, 4333 or 3325 with 5 in a minor	2♣=stayman, transfers to all suits. 3x= Strong slamish. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play 1NT – 4cl = H and 4 dim = sp exfer			
2*	X	0	4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards.				
2 ♦ 2 ♥		6 6	All Doubles Penalty	Weak 2 6-10hcp	new suit forcing. 2NT STENBERG Raise=preempting Jump to 4=cuebid slamish.	In competative action new suit not forcing	New suit NF		
2♠ 2NT			4♥	20-22bal	3♣= stayman, 3♦♥=transfer, 3NT= to play 3♣=minors slam try.4m=slamtry, 4M= To play	4cl = H and 4 dim = sp exfer			
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3 rd level= nat forcing new minor on 4 th level=Cuebid, slamtry in your suit raise=to play, preemptive 4	In competative action new suit not forcing.	New suit NF.		
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct 4♦= Ask, bid 5♣ or 5♦.				
4 ♣ 4 ♦		(7)8 (7)8	pen pen	Natural preemptive,	All natural. 4M= to play. 4 ♦= cuebid. 4NT= RKCB				
4♥ 4♠		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♠/5m= cuebid, slamtry. 4NT= RKCB				
4NT				Ace asking		HIGH LEVEL BIDDING			
5 ♣ 5 ♦		8 8		Preeptive long suit		4NT after 4M openings by opponents= 2 suits 4NT after parters 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			