DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	IALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	OPENING LEADS STYLE				
Nat 8-16p 5+ cards		Lead		In Partne	r's Suit	CATEGORY: GREEN
	Suit		om doubleton		om doubleton	NCBO: ICELANDIC BRIDGE FEDERATION
	NT	4 th , hi from 2	2-4 small		om doubleton	PLAYERS:
	Subseq	Attitude, 3 rd /		Attitude,	3 rd /5 th .	Svala K. Pálsdóttir
	Other: High fro	m 3-4 small fro	om promised len	ght.		Aðalsteinn Jörgensen
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			T		SYSTEM SUMMARY
Direct: 15-18 bal (Stayman, Transfers).	Lead	Vs. Suit		Vs. NT		
	Ace	AKx+, Ax		AKx, Ax		GENERAL APPROACH AND STYLE
4th: 10-15 (2C =strength asking, Transfers)	King	KQ+, AK, K	X		KQ109+, Kx	5 card majors, 1D unbal with 4+ diamonds, 1C = 2+ cards.
	Queen	QJ+, Qx	T	KQ+, QJ		14-16 NT.
WIND OVER CALL O (C) I D	Jack	J10+, KJ10+		HJ10+, J		2♥/2♠ =6 cards, 10-12 HCP.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, H109-			09+, 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	3rd 5th	D. C. D. FREIT	4 th ,		-
Reopen: weak	SIGNALS IN (
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead	Declarer's Lea		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids		Encour.	count.	le	ow=enc.	
3m over 1minor opening= nat, preempt	Suit 2 suit p	reference				After we open 1C (We use transfers).
3M over 1M= ask for stopper	3	Encour.	1	1		_
Over natural 1C (2C =natural, 2D=Majors).	_		count	10	ow=enc.	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 count					
Dbl = strong.	3 suit p					-
2C = Majors.	Signals (includi	ng Trumps):				-
2D = One major.						_
2H = 5+Hearts and 4+ minor.			DOUBLEG			-
2S = 5+Spades and 4+ minor.			DOUBLES			
2NT = Both minors.						_
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO			Reopening	7)	_
Takeout doubles,	a) 11+ support		uits			
Cuebid = Two suiter.	b) 17+ and 5+ ii					
YO A DESIGNATION AS CONTRACTOR OF THE CONTRACTOR	c) 19+ balanced					ODECLA L POD CINIC DA CC CHOLIENCEC
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	ann er i r					SPECIAL FORCING PASS SEQUENCES
VS. 1C (Double =both majors, 1NT/2NT =both minors.	SPECIAL, AR			E DBLS/	RDLS	-
	takeout doubles	, lead direct do	ubles.			
	⊣					
OVER OPPONENTS' TAKEOUT DOUBLE	⊣					IMPORTANT NOTES
Weak jumps, redouble= 10+						
2NT= 7-12p and 4+fitt after 1M openings.						POWOTHOG W
Over double of 1M (1NT, 2C, 2D, (2H) transfers).						PSYCHICS: Very rare

7 h	TICK IF ARTIFICIAL	OF		ICELAND – MIXED PAIR: SVALA K. PÁLSDÓTTIR-AÐALSTEINN JÖRGENSEN.					
OPENING		MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*		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 Penalty	10 - 12, 6 hearts. 10 - 12, 6 spades	2NT = asking, invitational+ Raise = preempting Jump to 4 new suit= splinter.				
2♠ 2NT		0	4♥	20-22bal	3♣=Puppet stayman, 3♦♥=transfer, 3NT= to play 3♣=minors slam try.4m=slamtry, 4M= To play				
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♥♠= 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				
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 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			
5 ♣ 5 ♦		8		Preeptive long suit					

DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	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		with the other s	uits		
Cuebid=Good raise in partners suit.	b) 17+ and 5+ i				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			After 2/1 gameforce.
vaturai		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				

7 h	TICK IF ARTIFICIAL	OF	1	ICELAND - BRYNDÍS AND GUNNLAUGUR						
OPENING		MIN. NO. OF CARDS	NEG.DBL THRU	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				