

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Nat 8-16p 5+ cards
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct: 15-18 bal
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak
Unusual 2NT
Reopen: weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bids
3m over 1minor opening= nat, preempt
3M over 1M= ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl strong
2 club = Mayors rest nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout doubles, splinters
Cuebid=Good raise in partners suit.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Weak jumps, redouble= 10+
2NT= 7-12p and 4+fitt after 1M openings.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup> , Hi from doubleton	3 <sup>rd</sup> , HI from doubleton	
NT	4 <sup>th</sup> , SECOND FROM GAR	3 <sup>rd</sup> , HI from doubleton	
Subseq	Top	Top	
Other: High from 3-4 small from promised lenght.			
LEADS			
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+, KJ10+, Jx	HJ10+, J10+, Jx	
10	109+, H109+	109+, H109+, 10x	
9	3 <sup>rd</sup> or doubleton	top or 2 <sup>nd</sup> from top	
Hi-X	4 or doubleton	4 <sup>th</sup> best or top from nothing	
Lo-X	3 <sup>rd</sup> 5 <sup>th</sup>	4 <sup>th</sup> , or 3 <sup>rd</sup> from honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low= Encour.	no signals or suit pref.	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): Hi-low in trumpf for intrest for a ruff or count.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 11+ support with the other suits			
b) 17+ and 5+ in other suit.			
c) 19+ balanced			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
takeout doubles, lead direct doubles.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ICELANDIC BRIDGE FEDERATION</b>
<b>PLAYERS:</b>
<b>BRYNDÍS ÞORSTEINSDÓTTIR</b>
<b>GUNNLAUGUR SÆVARSSON</b>
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Nat 2/1 GF.
15-17 NT.
weak 2 in ♦♥♠
UDCA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 gameforce.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND - BRYNDÍS AND GUNNLAUGUR			
				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
1♠		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♦		6	All	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♥		6	Doubles				
2♠		6	Penalty				
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 <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 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		<b>HIGH LEVEL BIDDING</b> 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	
5♣ 5♦		8 8		Preeptive long suit			

