

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Nat 7-17p 5+ cards
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct: 15-18 bal
4 <sup>th</sup> =10-15 bal
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Michaels, wide range.
Unusual 2NT
Reopen: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
3M over 1M= ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double= <u>Direct</u> : 15+ HCP
Dbl. in balancing: a)12+ bal if weak NT, b)
2♣=both majors
2♦= 1 major
2♥/♠= This suit and a minor
2NT= Minors
<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>
Over strong 1♣: Dbl=majors, 1NT minors, 2NT=minors, other nat.
Over strong 2♣= Dbl=majors, 2NT= minors, other natural.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Weak jumps, redouble= 10+
2NT= 7-12p+ and 4+fitt after 1M openings.
Transfers after 1M-dbl.

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> , hi from 2-4 small	3 <sup>rd</sup> , HI from doubleton	
Subseq	Top	Top	
Other: High from 3-4 small from promised length.			
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+, Q109+	109+, Q109+, AJ10, 10x	
9	3 <sup>rd</sup> or doubleton	top or 2 <sup>nd</sup> from top, K/A109	
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.	count, HI-LOW=ODD	low=enc.
Suit	2 count	suit pref.	count
	3 suit preference		
	1 Low=Encor.or even	count/oddball	low=enc.
NT	2 count	suit pref	count
	3 suit pref.		
Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or suit pref or count.			
Smith echo in NT. High from both interest in lead suit.			
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			
Gametry doubles, takeout doubles, support doubles, lead direct doubles.			
Competetive doubles.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ICELANDIC BRIDGE FEDERATION</b>
<b>PLAYERS:</b>
<b>BJARNI EINARSSON</b>
<b>STEINAR JÓNSSON</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong ♣. 2/1 GF.
UDCA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣= Precision, 6+ clubs, 10-16.
Multi 2♦, constructive, always 6+ cards.
2M NonVUL=bad weak 2 opening, often 5 cards. 4-10p
2M VUL= 5cards + 4+ in a minor, 8-11 hcp.
2NT= 5-5 in both minors or both majors. 5-10p.
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 gameforce.
2/3 preemt – double – jump to 5 <sup>th</sup> level.....forcing pass
In some other strength forcing pass sequences.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND: BJARNI EINARSSON-STEINAR JÓNSSON			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	Strong club. 17+ bal or 16+ unbal.	1♦=0-7 hcp. 1♥♠= 5+cards,8+hcp, 1NT=5+♣, 8+hcp, 2♣=5+♦, 8+hcp, 2♦=8-11bal or 14+ bal 2♥=4-4-4-1 any, 8+hcp. 2♠= 6cards, 2+ honors 4-7p. 2NT= 12-13 bal.	After 1♦:1♥=relay, natural or strong bal. 2♥=4-4-4-1 any, 19+hcp. Any 8+ is GF, but doubles are all played as takeout.	Same
1♦		0	4♥	11-13 bal or (10)11-15 hcp unbal.	Natural responses, 2/1=GF, 2♥♠=8-10p and 6 cards 3♣♦= invit to game	Natural. Reverse bids in 2♥♠ shows ♦ suit. 1m-1M-1NT= Two way check back	Openings in 3 <sup>rd</sup> hand can be light.
1♥		5	4♥	(10)11-15 hcp. 5+ cards.	1♠=nat4+cars.1NT= “Semi forcing”, 2♣♦=GF raise=8-10p 3cards.2♠=6+, 8-10hcp, 2NT=fit, inv+ 3♣/♦=inv, good suit. 3♥=weak, 3♠/4m=splinter.	After 1M-1NT and 1H-1S – 2♣= artif. bid, can be ♥+♣ or 13-15 bal.	2♣= Drury, good raise. 2/1= max pass Openings in 3 <sup>rd</sup> hand can be light.
1♠		5	4♥	(10)11-15 hcp 5+ card.	Same as after 1♥. Exc, 3♥=nat pre/inv. 4♥=nat.	Same as aftr 1♥	
INT			4♥	14-16 bal. Possible semibal. Usually no 5 card major or 6 cards minor, but possible.	2♣=stayman, transfers to all suits, 4♣= ♥ suit 4♦= transfer to ♥ 4♥= transfer to ♠ 4♠= to play 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play Transfers system in competition. After double, RDBL= asks for 2♣, can have minor or ♦+major.	
2♣		6		6+ cards, 10-15 hcp.	2♦= asking, 2♥2♠=nat not forcing. 2NT= Transfer to 3 clubs. 3NT/4M=To play		
2♦	X	0		NV: 6+ in♥or♠. 8-10p Vul.:6+ in ♥or♠. 7-10p	2M/3M/4♥=pass correct. 3♣ =ask 2NT=ask. 4♣=ask for transfer. 4♦=bid your suit. 4♠=nat.	Transfers after doubles. Natural or possibly lead directing.	
2♥		5	All Penalty	NV:4-7p and 6+cards or 6-10p 5 card suit. VUL: 8-11p, 5♥ and 4+ in ♣or♦	2♠=natNF, 2NT=ask, 3♣♦=natNF, 3♥=pre. 3♠=Inv, 6 cards. 3NT=to play. 4m=splinter. VUL= 3♣4♠/5♠=pass/correct. 3♦=inv to 4♥.	If doubled then RDBL=escape. Transfers after double. Natural or possibly lead directing. System on after VUL opening	
2♠		5	All Penalty	NV:4-7p and 6+cards or 6-10p 5 card suit. VUL: 8-11p, 5♠ and 4+ in ♣or♦	2NT=ask, 3♣♦=natNF, 3♥=nat NF.3♠=pre 3NT=to play. 4m=splinter. VUL= 3♣4♠/5♠=pass/correct. 3♦=inv to 4c	If doubled then RDBL=escape. Transfers after double. Natural or possibly lead directing. System on after VUL opening.	
2NT	X			5-5 in either majors og minors, 5-10 hcp.	3/4/5 in a minor is pass/correct 3♥= asking		
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 suit on 4 <sup>th</sup> level=Cuebid, slamtry in your suit raise=to play, preemptive 4NT= RKCB	In competitive action new suit not forcing.	New suit NF.
3NT	X		pen	Gambling	4♣/5♣= Pass correct, 4♦= Ask, bid 5♣ or 5♦.	<b>HIGH LEVEL BIDDING</b> 4NT frequently used as takeout after 4M preempt. RKCB=0314 5NT=general grand slam try 5NT= pick a slam Voidwood 5NT= RKCB	
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			
5♣♦		8		Preempt nat			

