

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat but somewhat aggressive style based on vulnerability.
2N after 1M overcall = 4card raises exc: 1x-1M-p-2N=Nat
1M-(dbl) – transfers
1♥-(1♠)-transfers
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 system on
Reopening vs 1m 10-15, vs 1M 11-16 - 2♣ asks about strength+M cue=GF, other nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV but generally sound, based upon vulnerability, (Ghestem)
Intermediate VUL. > 2N=asks for shortness, cue=invit,
... transfers if 3 rd hand dbl 2M
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣=Nat / (1♦)-2♦= 4+♠,5+♥ / (1♥)-2♥=♠+♣ / (1♠)-2♠=♥+♣
(1♣)-3♣=♠+♦ (Ghestem)
(1♦) - 3♦=stopper asking if 3+, Nat weak/ intermediate if not Vul based
VS. NT (vs. Strong/Weak; Reopening;PH)
strong: dbl=♠+another suit, 2♣=nat+♥, 2M=nat, 2N=m's
weak: dbl=nat, 2♣=Landy, 2♦=good+ M overcall, 2M=nat, 2N=m's
strong defense always if passed hand
14-16 we play weak NT def.. 15-17 we play strong NT def
Rule is if 1N average is over 15 then strong def
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3♣-4♣-M's, (3M) 4♣-M+♦, 4♦=M, 4Mcue-m's better, 4M-M+♣
(2M)-3M=stopper asking or strong m's
(2M)-4m=5+m 5+OM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: dbl=M's, 1N=minors, 2♦=5+5+ M's, 2N=more minors
Vs 2♣: dbl=M's , 2N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(dbl)-transfers, fitshowing jumps, 3x under M=mixed raise
rdbl 10+
2M-(dbl)-transfers, 1♦-(dbl)-transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4/(6)	2/4	
NT	Attitude	1-3	
Subseq	1-3, att-ish vs NT, (2-4)		
Other: generally 2/4 th through declarer (attitude-ish), including honours			
We may not want to spare 2 nd highest card: 9,10,J, so may break leadrule			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	attitude/ count if dummy xxx	
King	KQ(x+), (AK) AKx(xx)	Strong ask for count/unblock	
Queen	QJ(x+), AQJ(x)+	QJ (x+)/ KQ(x+)/AQJ(x+)	
Jack	J10(x+) / Jx / KJ10(x+) KJx	J10(x+) / KJ10(x+)	
10	10x / A/K/Q109(x+) H10x	109(x+)/A/K/Q109(x+)	
9	109x / H9x	9x(x+) / A/K/Q/J98(x+)	
Hi-X	2/4	Attitude	
Lo-X	2/4, lo-hi w/2 if 9x or lower	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count / SP	attitude
Suit 2	SP	SP / count	Attitude (count)
3	Count		
1	attitude / count	SP / count	attitude
NT 2			
3			
Signals (including Trumps): hi-lo in trumps usually interested in ruff, otherwise SP (possibly count).. We always play UDCA except Standard count/attitude on ace lead trick one.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
relatively liberal style, ELC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
stopper asking dbl,			
I want to bid more dbl's (progressive dbl's) by opener on the second round			
Of bidding. (with exceptions)			

W B F CONVENTION CARD
CATEGORY:
NCBO: Iceland
PLAYERS: Jón Baldursson-Sigurbjörn Haraldsson
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club, 2+♦, 14-16 no-trump
3 rd seat openings can be (very) light, vulnerability based
No trump hands can possibly incl (usually H) singleton
Regular upgrades of balanced hands
Preemptive Style is sound AND somewhat wild VUL based
Lots of transfers in competition
Points can be adjusted in any situation.
Judgment is allowed in any situation.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=short ♦ 10-15hcp
2N=5+5+ m's about 9-13hcp (can be less in third pos)
relatively unusual 1N system
Response to strong club are unusual and usually followed
By relay sequences
1♦ opening 10-15 hcp 2+♦ (or stiff Honour)
2M opening 1 st seat NV vs VUL is 5+ and can be quite aggressive
Artificial responses to strong ♣ opening.
1M-2♣ is artificial any GF
1♦ - 2♥♠ 5+4+ M's, less than inv / invit
SPECIAL FORCING PASS SEQUENCES
(3m)-dbl-(5m)-pass=forcing
IMPORTANT NOTES frequent non penalty dbl's
17-19 1444 hands are a problem for us, often solved 17-19 bal
There are some control limitations, can be ignored.
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0	4♥	16+ unbal, 17+bal	1♦=(0-7), 1♥=8+no 5+M or shortness, 1♠=5+♥, 1N=5+♠, 2x=short ♠♥♦♣, 2N=solid suit, 3x=H-7c (1)2+ controls needed for pos resp, may be broken	1♣-1♦-1♥=any 20+, lots of relays esp in GF seq..	Same system
1♦		2	4♥	11-13 bal or 10-15 unbal 4+♦	1♥♠=nat, 1N=7-11, 2♣♦=4+ inv+, 2♥=5+♠4+♥ (5-9), 2♠=5+♠4♥ INV, 2N=INV, 3♣=m's NF	Transfer Checkback when 1N response 2way checkback when 1♦-1♥-1♠	2m=6c constructive
					3♦=5+♦5+♣Inv, 3♥=pre, 3♠=xfer To 3N.		
1♥		5(4)	4♦	5+♥ Can be 4 in 3rd seat	semiF 1N, 2♣=GF relay, 2♦=good raise+ in ♥ 2♠=6-7 constructive, 2N=4card raise, 3♠=any spl	1♥-1N-2♠=6♥4+sidesuit good hand	Drury, 2N= 4c raise 3♣♦=5+♣♦5+OM
1♠		5(4)	4♥	5+♠	2♦=5+♥, 2♥=good♠ raise+,	1♠-1N-2N=6♠4+sidesuit good hand	
INT			4♥	14-16 Can include 5M/6m/shortness	2♣=stayman asking, 2♦=puppet to 2♥ signoff any suit, slamish any suit, GF minor hands...	2♣>2x>3M=5c GF 2♣>2x>2N=GF	
					2♥♠N=nat invit, 3♣=puppetstayman, 3♦♥=xfers 3♠=5+♠4+♦ slamish, 4♣♦=♥♠		
2♣		5	4♥	5+♣4M-13/3145 or 6+♣ 10-15	2♦=ask, 2♥♠=Nat NF, 2N=5+♠4+♥ invit, 3♦♥♠=inv	2♣-2♦-2M=3-4M	
2♦				Short ♦ 10-15	2N=ask, 3♦=Nat constructive,	2N>3♣=min, 3♦=4414, 3♥=4315, 3♠=3415	
					3M=invit	3N=4414 singleton H	
2♥		6(5)		weak 2 6(+)♥ unless 1 st /3 rd NV 10-12 in 4 th seat	new suit F1, except 2♠ is NF when pd Can have 5cards, 2N=asking	resp after 2N: if can have 5cards: 2N>3♣=4+ 3♦=4+,3M=6 min,3OM=5M5♦max,3N=6max	
2♠		6(5)		weak 2 6(+)♠ unless 1 st /3 rd NV 10-12 in 4 th seat	2N=asking, 3♣=5+♥GF, 3♥=5+♣GF	If 6+ then 3♣=min, 3♦=max no short 3♥♠N=Max and shortness OM♣♦, 4x=void	
2NT		55		5+5+ m's 9-13 Can be less in 3 rd	3/4♣♦=to play, 3♥=GF ask, 3♠=6+ GF	2N-3♥> 3♠=short ♠, 3N=short ♥, 4♣♦=56/65	
3♣		6		nat 6-7	NAT		
3♦		6		nat 6-7	NAT		
3♥		6		nat 6-7	NAT, 4♣♦ = cue/nat		
3♠		6		nat 6-7	NAT, 4♣♦ = cue/nat		
3NT				solid minor little else 1 st /2nd	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY		
4♣		7		nat	Nat, 4♦=sets clubs		
4♦		7		nat	nat		
4♥		7		nat	4♠=to play, 4N=rkcb, 5m=cuebids		
4♠		7		nat	4N=rkcb, 5m=cue		
4NT				specific ace ask	5♣=0 aces, 5♦♥♠6♣=the ace in the bid suit, 5N=2		
5♣				nat		HIGH LEVEL BIDDING	
5♦				nat			
5♥						rkcb, cuebids, splinters, dopi-ropi-depo	
5♠						turbo in ♣ fit > 4♠=even, 4N=odd + (usually ♠ cue)	
						♣ fit when opps have bid, cues up the line, 4N=optional RKCB	

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