

W B F CONVENTION CARD
CATEGORY: RED NCBO: ICELANDIC BRIDGE FEDERATION PLAYERS: <div style="text-align:center;">ODDUR HJALTASON HRÓLFUR HJALTASON</div>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club system
1♦ = 11-15 unbalanced (0+ diamonds) or 15-17 bal.
1♥/♠ can be weak (9-15hcp) usually 5 cards in the opening suit
12-14 NT.
Multi, 2♣=normal opening range 5+5+ in minors
UDCA
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers after major openings
2♣ Minors 11-15, 5+5+
2♦ Multi 26+ bal or weak major
2NT majors or minors 5+5+ 5-10hcp
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND: ODDUR HJALTASON – HRÓLFUR HJALTASON			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0		16p+ unbal, 18p+ bal.	1♦=0-7p, 1♥/♠, 1nt, 2 and 3level gf. 1♥ bal or 5+h 2♣/♦, =GF, 2♥ any 4-4-4-1, 2♠ 5+5+minors, 2Nt/ 5+5+ majors, 3♣/♦/♥/♠/ 5+5+in 2 suits, 8p+. Double: 1.st l=5-7p, 2. level, 6p+, 3 rd level=gf.	1♣-1♥-1♠ asks for controls, 1♣-1♠ – 1nt asks for controls 1♣-1♥-2♥=heart enquiry,	
1♦		0	4♥	11-15 unbalanced 15-17 bal	1nt= 5-9, 1♥/♠ 5p+, 4+, 2♣/♦= Suit and GF 2♥/♠=6-9p, 6-7cards. 2nt/3♣/3♦/3♥/3♠= invite		
1♥		5	4♥	9-15.	1♠= nat4+cards. 1NT= “forcing”, 2♣♦=transfers Raise 2♥=5-9p 3-4 cards. 2♠jump=5-9p 6-7cards, 2NT=asks opener, 3♣/♦=natural invite. 3♥=5-9p, 3-4♥, 3♠/4m=splint.	1♥-2♣= 9p+ with 5+♦, balanced 11-12, or any gf. 1♥-2♦=9p+ with 3+♥ and any distribution. 1♥-1NT=forcing	1nt is semiforcing
1♠		5	4♥	9-15	1NT= “forcing”, 2♣♦♥=transfers 9+p Raise 2♠=5-9p 3-4 cards. 2NT=asks opener, 3♣/♦/♥=natural invite. 4 level=splint.	1♠-2♣= i) 9p+ with 5+♦, ii) balanced 11-12, iii) or any gf. 1♠-2♥=9p+ with 3+♠ and any distrib. 1♠-2♦=5+♥ 9p+ 1NT=forcing	
INT			4♥	12-14p bal, 4432, 4333 or 3325 with 5 in a minor, or ♥	2♣=stayman, transfers to all suits. 3♣=weak invite with minors, 3/♦/♥=Inv with 2 suits. 4♥/♠= natural. 4NT= Inv. 4♣=Gerber, 4♦=majors.	1NT-2♣/2♦-2♥=majors to play	
2♣				11-15p, 5+5+ minors, 2nt asks	Major bid= 2 of top 3 honors, 5+cards. Major jump=invite ?		
2♦		6	3♥	Multi, 6-10hcp weak 2 in major, str. Nt	2♥=seeking, 2NT strong, asks. 3♥=pre-empting,	In competitive action new suit not forcing if all players bids, else forcing 1. round	New suit F
2♥		6-(7)	Penalty Doubles	11-15p	2NT asks for the opening, 3♣/♦= suit and forcing, 3in the same major pre-empt,		
2♠		6-(7)		11-15p			
2NT				5-9p minors or majors 5+5+,	3♣♦= better minor, 3NT= to play 3h ask hand, 3s=minors,3nt=majors 3♠=minors .4m=RKCB, 4M= To play 3NT=majors,4C/4D RKCB		
3♣ 3♦ 3♥ 3♠		6-7 (6)7 (6)7 (6)7	All Doubles Penalty	Pre-empt, 5-10p	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. 4in minor RKCB after forcing seq 4NT= RKCB	In competitive action new suit not forcing.	New suit NF.
3NT	X		pen	Solid 7+ in either minor Little outside.	4♣/5♣= Pass correct 4♦= Asks for short suit		
4♣ 4♦		(7)8 (7)8	pen pen	Natural pre-emptive,	All natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♥ 4♠		7-8 7-8	pen pen	Natural, to play, can have an opening bid. Pre-emptive	4♠/5m= cuebid, slamtry. 4NT= RKCB		
4NT				Ace asking		HIGH LEVEL BIDDING 4NT after 4M openings by opponents= 2 suits 4NT after partners 1x opening and 4M overcall= 2 suits or 1 suit with fit 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♦		7-8 7-8		Pre-emptive long suit			

