

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat 6-17p, usually 5+ cards but possibly only 4 cards on 1. level.
Overcalls can be light, especially when partner is a passed hand.
Responses to partners overcalls are <u>transfers</u> in many situations.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18 bal
4 th =10-15 bal
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual 2NT
Reopen: constructive
2NT is ca.19-21 bal after opponents 1. level opening – pass - pass.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1M>Michaels
Over 1♣ > 2♣ = nat, 2♦ = Majors, 2NT = ♦+♥
Over 1♦ > 2♦ = ♥+♠, 2NT = ♣+♥,
3M over 1M = ask for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Double = <u>Direct</u> : 15+ HCP
Dbl. in balancing: 12+ bal if weak NT, 15+ if strong.
2♣ = both majors
2♦ = 1 major overcalls
2♥/♠ = 5+ cards + 4+ in either minor
2NT = minors, or inv+ major+minor hand.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles, splinters
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣: Dbl=majors, 1NT minors, 2NT=minors, other nat.
Over strong 2♣/2♦/2NT= 2♦♥♠/3♣♦♥♠= Either one suiter in next suit, or 2-suiter with the two suits above. Example: 2♥ = ♠ or ♣+♦.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers. Redouble is 10+ hcp, but sometimes used as transfer.
2NT = 7+ hcp and 4+fitt after 1M openings. Minors after 1m opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th , Hi from doubleton	3 rd , HI from doubleton	
NT	4 th , hi from 2-4 small	3 rd , HI from doubleton	
Subseq	Top	Top	
Other: High from 3-4 small from promised length. Suit pref. possible in trumps leads.			
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	KJ10+, J10+, Jx	
10	109+, Q109+	109+, Q109+, AJ10, 10x	
9	3 rd or doubleton	top or 3 rd from top, K/A109	
Hi-X	4,6 or doubleton	4 th best or high from nothing	
Lo-X	3 rd 5 th	4 th , or 3 rd 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 trump can be used to show interest for a ruff, or a suit preference.			
Oddball in NT. Low from both sides shows interest.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 11+, support with the other suits			
b) 17+ and 5+ cards in another suit.			
c) 19+ balanced (16+ if 1x – pass- pass- double)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Gametry doubles, takeout doubles, support doubles, lead direct doubles.			
Competitive doubles.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ICELANDIC BRIDGE FEDERATION
PLAYERS:
ADALSTEINN JÖRGENSEN
BJARNI EINARSSON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat 2/1 GF.
1♣ = 2+♣ and can be longer in ♦ if balanced.
1♦ opening = unbal. or semibal hand, 4+♦.
2♣ = strong hand, or weak with 4+♠ and 5+♥ or 4+♠ and 5+♦.
2♦ = Multi, ♥ or ♠, weak or GF hand.
UDCA
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = strong hand, or weak with 4+♠ and 5+♥ or 4+♠ and 5+♦.
2♦ = Multi, a) 4-9 hcp, usually 6 cards in ♥ or ♠. b) GF with ♥ or ♠.
2♥ and 2♠ = 6+ cards, (9)10-12 hcp.
Transfers after 1♣ opening: 1♦ = 4+♥, 1♥ = 4+♠, 1♠ = no major.
Transfers in many situations after opponent's double or overcall.
Transfers in many situations after our side's overcall.
Openings and overcalls in 3 rd hand can be weak and/or only a 4 card suit.
SPECIAL FORCING PASS SEQUENCES
After 2/1 gameforce.
2/3 preempt – double – jump to 5 th or 6 th level.....forcing pass
In some other strength forcing pass sequences.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND: ADALSTEINN JÖRGENSEN - BJARNI EINARSSON			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	a) 11-21p, 4+♣, unbal hand. b) 11-13 or 17-19 bal. May have 2♣ and up to 5♦ if a balanced hand.	1♦=4+♥. 1♥=4+♠, 1♠= denies 4 card major 1NT=GF relay. 2♣=5+♦ GF. 2♦= 6+♥, 8-10p., 2♥= 6+♠, 8-10p, 2♠= inv or GF hand with either or both minors. 2NT= minors, preemptive. 3♣♦♥♠= pre-empt. System changes after opp. overcall/dbl.	Natural. After transfer opener bids partners suit with 2-3 cards and 11-13 bal. 1NT=17-19 2NT= 17-19 and 4 card support. Two way check back. Transfers used after overcalls.	Openings in 3 rd hand can be light.
1♦		4	4♥	11-21, 4+cards semibal or unbal hand	1♥♠= Natural. 1NT=6-11hcp. 2♣=4+♦, 8+hcp. 2♦=GF 5+♠. 2M=6cards, 8-10. 2NT=GFbal. 3♣=inv	Natural, exc. 1♦-1M/1NT= art. bid. Transfers used after doubles and overcalls.	Openings in 3 rd hand can be light.
1♥		5	4♥	11-21.	1♠=nat. 1NT= "Semi forcing", 2♣= GF, nat or bal. 2♦= GF, 2♥=8-10p 3cards. 2♠=8-10, 6 cards, 2NT=fit, inv+ 3♣= Bergen, 3♦= inv, 3♥, 3♥=weak, 3♠= any splinter. 3NT= void in ♠ 4m=void.	"Hexan" after 1M-1NT and 1♥-1♠. (Hexan: after 1M-1NT//2♣= artif. bid, can be weak or any 16+p.) Transfers in some situat. Normal splinter after double and overcalls	2♣= Drury, good raise. 2/1= max pass Openings in 3 rd hand can be light. Openings in 3 rd hand can possibly be bid on a 4 card suit.
1♠		5	4♥	11-21.	Same as after 1♥. Exc, 3♥=preemptive. 4♥=nat.	Same as after 1♥	
INT			4♥	14-16	2♣=staym, 2♥♦♠NT=transfers, 3♣= minors weak 3♦= ♥+♠, inv+ 3♥♠= 3145/1345 4♣= ♥suit. 4♦= ♠ 4M= to play 4NT= Inv 5♣=asks for 5m/5NT=baron	1NT-2♣/2♦-2♥=majors to play Transfers system in competition. Weak jumps after double. Smolen	
2♣	X	0		a) 23+bal b) GF with one or both minors. c) 4-10 hcp, 4+♠ and 5+♥ d) 4-10 hcp, 4+♠ and 5+♦.	2♥/3♦/4♥=pass/correct. 2NT= asking. 3♣= Inv. to 4♣. 2♠/3♠/3NT/4♠/5♣♦=To play	in competitive bidding: 2/3/4/♦=pass correct 2♥/3♥/4♥= can be pass/correct Double can be =pass/correct new suit NF.	
2♦	X	0		a) 6+ in ♥ or ♠. 4-9 hcp. b) GF hand with ♥ or ♠.	2M/3M/4♥=pass/ corr 3♦= invit to 4M 2NT/3♣=ask. 4♠=ask for transfer. 4♦=bid your suit. 4♠=nat.	2♦-2M/2NT= GF with 5+♥ 2♦-2♥/3x= Natural bid with GF hand, 5+♠.	
2♥		6	All Penalty	6+ cards, (9)10-12 hcp.	2♠=nat Forcing one round, 2NT=ask, 3♠=nat, GF 3♦=nat GF, 3♥=pre. 3NT=to play. 4m=splinter.	Transfers after double. Natural or possibly lead directing.	
2♠		6	All Penalty	6+ cards, (9)10-12 hcp.	2NT=ask, 3♣/3♦/3♥=nat GF, 3♠=pre. 3NT=to play. 4m=splinter.	If doubled then RDBL=escape. Transfers after double. Natural or possibly lead directing.	
2NT			4♥	20-22bal	3♣= Stayman, 3♦♥=xfer, 3♠=minors 3NT= to play, 4♣♦♥♠=transfers, 4NT inv., clubs. 5♠=ask for 5 card suit. 5NT=baron		
3♣ 3♦ 3♥, 3♠		(6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3 rd level= nat forcing 4♣(except 3♣-4♣)= asks for 4♦, slamtry in any suit. 4♦(except 3♦-4♦) = RKCB 3♣-4♣ and 3♦-4♦= preemptive. 4NT= RKCB	In competitive action new suit not forcing.	New suit NF.
3NT	X		pen	Gambling, solid 7+ cards minor	4♣/5♣= Pass correct, 4♦= Ask for shortness.	HIGH LEVEL BIDDING	
4♣ 4♦		(7)8 (7)8	pen pen	Natural preemptive,	Natural. 4M= to play. 4♦= cuebid. 4NT= RKCB	4NT frequently used as takeover after 4M preempt. 4NT= RKCB=0314 5NT= pick a slam	
4♥ 4♠		(6)7 (6)7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♥-4♠= to play. 4♥/4♠ - 5m= cuebid, slamtry. 4NT= RKCB	5NT = RKCB 5NT=general grand slam try Voidwood	
4NT				Ace asking, specified	5♣= no ace. 5♦♥♠/6♠= that ace.		
5♣♦		8		Preempt nat			

