Defensive and competitive bidding				Leads and signals							SYSTE	MCARD	•		Setjio litaoan	
overcalls 8-15 HCP						suit 3	3rd/5tl X	4th;	Attit	ude;	Rusinow;				(litaðan \ miða
Responses:NAT					Open		others: High	/low with a	doubleton				4	BS &	(hér
Jump overcall: Preemtive					leads	NT 3	3th/5th;	4th;	X Attit	ude;	Rusinow;		7			\smile
						(others: Top	of nothing				Jón Sigu	rbjörnsson	Birkir/	Ólafur Jónssa	n
4th pos; 1nt 8-15 HCP												Na	me of player	Naı	me of player	_
Responses: NAT																
Take out double 10+ HCP					Circle opening leads vs no-tromp							System summary				
Responses: NAT					Underline leads against suit contracts if different Same leads							Strong club				
1 NT= 8+					if our side											
4th pos Nat.					$\acute{\mathbf{A}}\underline{\mathbf{K}}$		<u>K</u> D	<u>D</u> G	<u>G</u> 10							
Responses: N Same as above					$\underline{\hat{\mathbf{A}}}\mathbf{K}\mathbf{x}$		<u>K</u> D x	$\mathbf{\underline{D}}$ Gx	<u>G</u> 10x	109 Yes	no					
1NT OVERCA		Svör:		Önnur þýðing:	<u>Á</u> KGx		$\mathbf{K}\mathbf{D}\mathbf{x}\mathbf{x}$	D G109	<u>G</u> 1098	<u>10</u> 9 <u>x</u>		Responses:	esponses: 18+not 5card suit 2 over 1 GF (2c after 1d is asking).			
2. hand= 15-18					<u>Á</u> KG10x		KD Gx	<u>K</u> D 10x	K <u>G</u> 109			6-10 if passed				
	Transfers				<u>Á</u> D Gx		K <u>J1</u> 0x	<u>K</u> D109x	K <u>10</u> 98		$\mathbf{x} \mathbf{x} \mathbf{\underline{x}}$		terk gerfisögn á 1laufi - Svarstíll:			
4. hand= 12-14	d= 12-14 Same as above				<u>Á</u> G <u>x</u> x		Kx <u>x</u>	$Dx\underline{x}$	Gx <u>x</u>	10x <u>x</u>	$\mathbf{X}\mathbf{X}\underline{\mathbf{X}}\mathbf{X}$	Canapé: Op	Canapé: Opnun Allar Sterk Sérst			
Jump overcall: P	Weak	Interm	Strong	2 suiter	KC	3xx <u>x</u>	$Kx\underline{x}$	$Dx\underline{x}$	$Gx\underline{x}$	10x <u>x</u> x	\mathbf{x} xxx \mathbf{x}	S	vör hendur	hendi	sagnvenjur	
	X				Kx	х х <u>х</u> х	Kxxxx	D 10 9x	Gxxxx	10xx x <u>x</u>	$\mathbf{x}xxx\underline{x}x$	Special o	penings and res	ponses that may 1	require defen	ce
						Signal	when follov	wing suit or	discarding			Opnanir		Description	1	
Responses: New	suit= Forc	ing	•		Use	e 1 = Oc	ld no, of car	ds, 2 = even.				#1 2D	6-10 Hcp and 5	card suits		
Jumping in NT: Minors					D = Discouraging, $E = Encouraging$.							#2 2H/S				
Responses: Nat.							cards	high	low	odd	even	#3 2NT	Minors or major	'S		
Litur andst. sagður: michaels; 2d=majors					On par	rtner's lead E		D			#4 3NT	Solid major				
. ,				Suit On dec		larer´s lead					#5 4C/D	Preemtive				
Responses: 2C= drury, NAT athuga					Discard	ling	E	D			#6 4NT	Minors				
VS. Nt.						On par	tner's lead	1	E			#7				
Double= Good ha	nd				NT	On dec	larer´s lead	2	1			#8				
C: d or h and s						Discard	ling	D	E			Special c	ompetitive bids	that may require	defence	
d=h or s and c				M Signal in trump suit An					Another signals			#1 Lebensohl after NT openings				
VS. Preempts		Double=	opening		High/low=even number Oddball						#2 1X-2X= michaels					
				Low/high=odd number							#3 1H-3H=Preemtive					
					Special, artificial and competitive doubles							#4				
VS. Artificial str	ong 1c or 2	2c opening	gs									#5				
D=h or s and c				Negative Opening double						#6						
h=s or c and d					take-out							Important notes that don't fit in elsewhere				
					Lightner								_			
					Penalty											
Over opponents	take out d	ouble														
Jumping forc., another not forc.				Special forcing pass sequences												
redobl= 10 +											Psychics openings Rare					
104001 10 1												- 5, cmcs op				

pening		min. of	neg. dobl	Description	Responses	Subsequent aution
		cards		Description	responses	Subsequent auton
ASS	Hera	cara	unu			
	X	0	3NT	16+ HCP, any shape	1D=0-8 HCP; 1 S/H 2C/D 5+suit GF.	Nat: 1C-1d-1h=limit.
_					1NT= 8+; 2H=4441 in any suit 8+HCP	1C-1NT-2C=stayman; 1C-2H-2S=relay
					2S/3c/3d/3h=4-7 HCP, 6+suit	1C-1D-3c/D3h/3s=forc.
					2 NT=14-15 HCP;	3C=Ask. About 4 cards suit
D	X	0	3NT	11-15 HCP	1H/S=4+suit not forc.; 1 NT=6-11 HCP	Nat.
					2C/ 2D/2H/S=game forc;2NT=GF	Nat.
					3C/D Inv to 3NT; 3H/S=slam try	Nat.
					,	
Н		5	3NT	11-15 HCP	1S=forc:2C/D/S=game forc;	Nat;
					1NT=forc.	Nat;
					2S=5+suit GFt; 2Nt=fit and slam-try	1h-2nt-3c min.;1h-2nt-3d=max;1h-2nt-3h=one c;1h-2nt-3s=one d;1h-2nt-3nt=one sp.
					3C/D=Inv. to 3NT; 3H=Pre; 3S,4C/D=Splinter	Nat; 1H-splinter-4X=cue-bid
S		5	3NT	11-15 HCP	same as above	Same as above
NT				13-15 HCP	Stayman; Transfers; if double not transfers	1nt-2c-2d-2sp=relay
					3C,3D,3H,3S= RKCB	1nt-3c/3d/3h/3s=not transfers and ask.RKCB if fit
С		5	3NT	11-15 HCP, 5+4 in a major or 6+clubs	2D=relay;2H/S=one round fo.5+suit;2NT=inv.to 3r	2c-2d-2h=heart or 2 of the top 3 of clubs
					3C=Pre; 3D/H/S= 6+suit and Inv.to slam	Cue
D/H/S	X	5		6-10 HCP, 5 card	2NT=Forcing and asking	3c=5card min.,3d=6card min,3h=5card max,3s=6s max.
						3nt=max and weak 6card suit.
NT	X			Minors or majors	3C/D to play; 3h=Forc.	2NT-3h-3s=Minors;2NT-3h-3nt=Majors
					4C,4D,4H,4S=preemtive in minors or majors	
CDHS		6		PRE. Good suit in first and sec. hand	New suit=Forc.	
NT				Solid majors	4C=Asking about suit;	4D=heart,4heart=spade
						SLAM APPROACH AND CONVENTIONS(including all slam-interest bids
· C/D				Preemtive	Cue-bids	4 NT= RKCB
						Splinters
H/S		6		Preemtive	4 NT=RKCB; Cue-bid	4C/4D=RKCB after GF with minor
						2C- 3D/H/S= Slam-try
NT				Minors		1 NT-4NT= Slam-try not forc
						4C=asking about 4 aces;example 1C-1nt-3nt-4c=4aces ask
1	1		1			