

Op.	X = Art.	Min. No. Cards	Neg. Dobl Thru	Description	Responses	Subsequent Auction	Change Of Auction By Passed Hand Or In Competitive Biddings
1 ♣	X	0		16+ HCP	1 ♦ = 0-7hcp, other GF 1 ♥ = 5+♠ or bal 11+hcp 1 ♠ = 5+♥; 1NT=5+♣; 2♣=5+♦; 2♦ = 8-10 bal 2♥ = 4441 any singel; 2♠ = 6 cards any suit, 4-7 hcp 2NT-3♥ = 7 cards suit above	After 1♥,1♠-1nt,2♣ next bid=relay->next bid=extra values;other transfers-Transfers OFF if opener bids his own suit 1♣-2♦-2♥=relay;2NT=5+♥, other natural After 2H-2S, relays and responder transfers...	
1 ♦	X	1		11-15 HCP unbal or 11-13 bal vul/14-16 bal nonvul	Natural except 2♥=5♥4♠; 2♠=6+♦ or both minors (less then invit vs balance type-> superaccept allowed 1♦-3m=invit; 3M=preempt 1♦-1M-2NT=3M/6♦+		1♦-(2♣)- Transfers...2♦=5+♥;2♥=5+♠,2♠=5+♦
1 ♥ 1 ♠		5 5		11-15 HCP	2♣ GF (ICE-relay) 2 under M=good raise 8-11 hcp, 2M weaker raise, 4-7 hcp 1♠-2♦=hearts, invit+ with 5+♥ or can be weaker with 6+♥; 2NT inv+4card fit; 3m natural invit 1♥-3S=any singel;3NT=void ♠ 4x void 1♠-3NT=any singel; 4x void (also 4H!)		Drury – transfers OFF
1 NT				14-16 HCP bal vul 10-13 HCP bal nonvul	Stayman, transfers 3♣=weak with minors; 3♦ GF minors; 3M short M 4♣=hearts, 4♦=spades, 4M to play	1NT-2♣-2x-3minor=to play exc. if 1NT-2♣-2♠-3♣=relay Smolen(1NT-2♣-2♦-3M=4M-5oM)	
2 ♣		6		11-15 HCP, 6♣	2♦ = Artificial 2M=F1; 2NT= natural invit; 3♣=weak raise		
2 ♦		6		Multi – one major	Natural, 2NT relay->3♣ max with ♥; 3♦ max with ♠ 2M/3M=P/C; 4♣=ask for transfer; 4♦=bid your suit; 4M to play		
2 ♥		3		11-15 Hcp short diamond	2 NT = Forcing 2♠,3♣, 3♦=To play	2NT-3♣=4414, 3♦ 4405, 3♥ 3415, 3♠ 4315, 3nt 4414 max, 4♣ 4405 max	
2 ♠		5		Weak 5♠-5another suit	2 NT= Forcing		
2 NT	X			Weak with diamond and hearts or clubs 5-5	3♣/♥= P/C, 3♦ to play, 3♠ forcing	3♠ – 3NT=hearts, 4♣=clubs	
3 ♣/♦		7 (6)		Weak	New suit= Natural, forcing	High Level Bidding Cue Bids Splinters RKCB1403 4NT Quantum after any NT-bid Voidwood1403(except 0314 if suit under accept suit)	
3 ♥/♠		7 (6)	Weak				
3 NT	X	7		Solid minor	4 ♣= Pass or correct		
4 ♣/♦		8(7)		Weak			

Defensive And Competitive Biddings

Single Overcalls :

7-17 HCP And 5(4)+ Cards

Responses: Direct raise = Weak Cue = Limit Raise
New Suit = Force

(1♦) - 2♣-P -2♦=5+♥; 2♥=5+♠; 2♠=good raise

Takeout doubles: Thru 3♠, 10+ hcp Or 17+ Hcp And Suit

Responses:

1 NT = 8-10 HCP 2 NT = 11-13 HCP
Cue = Force Jump-cue = Asks For Stopper
New suit = < 8 HCP Jump New suit = 8-11 HCP (4+ cards)

1 NT Overall:

2 nd pos.: 15 - 18 HCP 4 th pos.: 11 - 15HCP

Responses: System On

Versus Opponent's 1 NT opening (Weak Or Strong):

2♣= majors; 2♦= ♥ or ♠; 2M=M+m; 2NT=minors
Same if 1♦ - (1NT) -we bid

Jumps Overall And Cue Bids:

Jumps = PRE
Jump Cue = Ask for Stopper
1 M - 2 NT = 2 lowest suits (Minors);
1M - 2M = Highest and lowest(5oM-5♣); 1M-3♣=oM+♦
1m-2♦ = Michaels (5-5 majors)
1♣-2♣=natural
1m-2NT=2 lowest unbid except if opener not 3+ cards(then minors)

Versus Opponent's Weak openings 2♦/♥/♠:

Double = Takeout → Lebensohl (2NT weak or 4oM if strong)
2 NT = 16-19 HCP
Cue = Asks for Stopper
4♦ = Majors After 2♦ Opening
4m =m+oM after 2M opening

Versus Opponent's Multi 2♦:

Double = 13-15 bal or very strong
2 NT = 16-19 HCP, Balanced → Transf. ,puppet
New Suit = Natural
Jump = Strong

Versus Opponent's Michaels 2 minor = Majors

Double = a) Penalty in major/s b) Limit hand c) Strong
2♥/♠ = Stopper. Weakness in other major.
3♣/♦ = Natural, not forcing (6-9)
2/3 NT = Natural
3♥/♠ = Short suit GF

Versus Opponent's Unusual 2 NT = minors

3♣/♦ = Fair hand with ♥/ Fair hand with ♠
3♥/♠ = Weak, to play
Double = a) Penalty in minor(s) b) GF

Versus Opponent's Strong 1♣ And 2♣

X=♠; 1♦/♥/♠ natural; 1NT♥+♣ or ♠+♦; 2suit=suit above or other two. Same for higher levels-more shape; Same for 2♣ strong

Leads And Signals

Opening Leads Style

	Lead	In Partners suit
Suit	3 rd / 5 th 2 nd from broken sequence	3 rd / 5 th
NT	4 th	3 rd / 5 th
Subseq.	1/3/5 vs suit, attitude vs. NT	
Other	Top from sequences 3 rd from broken sequences Top from nothing vs. NT	

Leads

	Versus Suit	Versus NT
Ace	AKx, Ax	AK, AKx, AKxx
King	AK, KQ, KQx	Kx, AKJTx,
Queen	QJ, QJx(x), Qx	KQx, KQTx, QJx(x),Qx
Jack	JT(x) KJT(x)	KJT(x), JT(x)
Ten	HT9(x), T9x(x) Tx	HT9x(x), T9x(x), Tx
9	KG9(x), 9x	J98(x), 9xx(x)
High / Low	xx	xx, xxx(x), xxxxx
Low / High	Hxx(xx), xxx(xx)	Hxxx, xxxx

Signals In Order Of Priority – UDCA

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = Encourage	Low = Even num.	Odd = Encourage
Suit 2	Low = Even num.	Suit preference	Suit preference
Suit 3	Suit preference		
NT 1	Low = Encourage	Oddball	Odd = Encourage
NT 2	Low = Even num.	Low = Even num.	Suit preference
NT 3	Suit preference	Suit preference	

Signals (Including Trumps): King ask for count or unblock vs NT
High / Low = Desire to Trump OR Suit pref, oddball(HIGH ask for shift)

Over Opponents Takeout Double:

Redouble = 10+ hp
Raise = <8 HCP and fit
Transfers
2 NT = good raise, 4card support →3new suit featur-3M min
New Suit = Forcing 1st level. Not forcing 2nd level.

Special, Artificial And Competitive Doubles And ReDoubles

Take-out through 4♥
Support Double through 2♥
Lead directing, lightner
Responsive doubles, generally flexible doubles on high levels

EVENT: Íslandsmót í sveitakeppni 2014
CATEGORY: Strong club
NCBO: Iceland
PLAYERS: Ragnar Magnússon - Ómar Olgeirsson

General Approach And Style – Precision

Opening bids:

1♣ = 16+ HCP unbal or 17+bal
1♦ = 11-15 HCP
1♥♠ = 11-15 HCP and 5+ card suit
1 NT = 14-16 HCP, balanced, 10 – 13 NV
2♣ = 11-15 HCP, 6♣
2♦ = Multi, one major
2♥ = 11-15 HCP Short diamond, 0-1
2♠ = 5♠/5another suit, weak
2 NT = Weak with diamond and hearts or clubs, 5-5
3♣♦ = PRE,
3♥♠ = PRE
3 NT = Gambling with solid minor

Responses:

Special Bids That May Require Defence:

2NT = Weak with diamond and hearts or clubs 5-5

Special Forcing Pass Sequences

After GF. After penalty double. After strong redouble.

Important Notes That Don't Fit Elsewhere

4th suit = GF exc. 1♦-1♠-2♣-2♥ invit+
After partners PRE All Doubles = Penalty
Forcing pass only in "obvious" forcing pass auction
Principle of fast arrival

2NT in competition after major bid good 4+card raise, after that 3M bad hand, other features(sort of last train)
2NT by limited opener in competition 6-4 usually
If opps disturb 4NT RCKB...X/XX 1st step(1/4), pass 2nd (0/3)
(1x) - 1y - (P) - 2NT =natural invit and 3x is the 4 card raise