

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
nat style.... 4card rare..... usually Dbl with 16+ responses > new suit unpassed=F1..... cue=fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 – responses=system on
in balancing 10-15.... system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jump overcalls.... jump 2nt= 2lowest unbid
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
normal Michaels (1m)-2♦ = M's (1♣)-2♠ = nat
VS. NT (vs. Strong/Weak; Reopening;PH)
dbl= minor or strong hand / or good hand vs.weak nt landy – 2d Major weak or strong playing strength - 2M natural 2nt minors, can be reds in balancing
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
over weak2- jump 4m=GF nat + Major over multi2d – jump 4m= nat+h
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
ws. 1♣; dbl= M's, 1nt= 4♠/5+m, other nat pass then bid is good hand ws 2♣; crash
OVER OPPONENTS' TAKEOUT DOUBLE
1M –(dbl) transfers 1x - (dbl) redbl = 10+usually defensive hand

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	1-3-5	1-3	
Subseq	4th	1-3	
Subseq; 2/4 th thru declarer	same thru dummy (or att)		
Other: 3 rd from broken			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King		strong	
Queen		can be KQ	
Jack	top	top	
10	1-3	1-3	
9	1-3	1-3 or 4ht	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	sp
Suit 2	sp		
3			
1	count		
NT 2	att		
3			
Signals :	udca		
in nt=smith= high from both= like the lead with 6+carder odd=att.... even= SP (can be signal or lead)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
normal – to - aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
nothing special... support dobl on 1. level... very few lead-directing Dbl... svardobl... lightnerdobl.... maxdobl....cardshowingdobl.....gametrydobl negative doubles-but usually optional on 4s+			

CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS:
Anton Haraldsson Pétur Guðjónsson Sigurbjörn Haraldsson
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣= including 11-14bal / 13-16bal... can be longer ♦ 1♣ 2+♣ >>> transfers 1♦ usually unbal/semibal or bal with good 5card suit 5card Major, usually open longest with 56 15-17p. nt. can be 5M but rare, freq.upgrade w/5card m mini nt in 1&2 non vul 10-12 general style=open almost all 11+ or 10+ with good suit+shape
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
transfers over 1♣ 2♦ weak or strong with ♠ 2♠ 55+ minors 8-12p transfer to minors over 1♦ weak 10-12 nt in 1&2. green
IMPORTANT NOTES
Points can be adjusted in any situation (though rare) Judgment is allowed in any situation.
SPECIAL FORCING PASS SEQUENCES
PSYCHICS: very very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4m	2+♣..... including bal hands then can be longer♦	Transfers, 2♦= natGF, 2M=nat8-11 1nt= trf club or any GF bal hand	two way check over 1nt... all invit go thru 2c rebid 2♦= reverse or 18-19bal	all system on
1♦		4	4m	usually un/semibal.,or good 5+	Transfers to minor, 2♦=M's 54+ , 2M3c=nat8-11	rebid 1nt= 16+ or 3card fit	
1♥		5	4m	usually open longest suit usually open 1m w/5M-6m	semiforcing 1nt over 1M, 2/1 GF, 2♠= nat8-11 2nt= GFfit 3♣= 15+4fit, 3♦= 7-9p4fit, 3♥=nat invit, 3nt=♥splinter	hexen, waiting bid over 2/1GF	Drury
1♠		5	4m				
INT				15-17... or 10-12 1&2 green	2♣=stayman/ invit/start relay..transfers.. 4c=11M's 2♠=minor stayman, 3M= GF 4cards, texas	after stayman; nat,smolen,texas,relay	
2♣				Strong, bal 20-21 or good24+ or GF	♦=waiting bid.... Other=weak to play	2c-2d-2h= h or bal....2c-2d-2s=minor(s) 2c-2d-3x= 2suiter hands 55+	
2♦	*		2x	♠ weak or GF	2nt ask, 2♥ ask 2♠ incl. some invit or GF hands 2♦-3x = to play	Steinberg over 2nt. 2♥ then new suit=natGF	GF or 10-12p. in 4th
2♥			2x	w2	2nt=Steinberg ask new suit F1		10-12p. in 4th
2♠	*		no	55+ minors 8-12p	2nt ask, 3M= nat F1		
2NT				22-24 bal (most 22 to bad 24)	romex – transfers - 3♠= minors or6♦ texas		
3♣							
3♦				normal pree..	new suit = F1		
3♥					4c (4d) = rkcb over pd 3x		
3♠							
3NT	*			AKQxxxx in minor	♣= NF ask suit, 4♦= ask short		commonsense gambling in 4th
4♣							
4♦				4x= pree....	4nt= to play over minor		
4♥							
4♠							
4NT				specific ace ask	5nt=2		
5♣						HIGH LEVEL BIDDING	
5♦							
5♥						rkcb / cuebids / splinters not strong / turbo when ♣ agreed /	
5♠						dopi-ropi-depo (real 3nt; bessi)	