DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE					WBF Convention Card		
Overcalls: General style: (4)5+ suit, 6-18 HCP, jumps are PRE		Lead in Partner's Suit							
RESP: Direct raises are 5-9 HCP, jumps are PRE. 2NT = limit+		Suit 3rd/5th				Category : Standard 2/1 with Brown Sticker			
CUE = CONST,8+ HCP Fit showing jumps	NT			3rd/5th 3rd/5th		Country:	Iceland		
New suit: F if RHO does not bid but NF if RHO does bid	Subseq	ubseq low : ENCRG or count		low : ENCRG or count		Event:	NM 2025		
1NT: 7-11 HCP 2NT: 12-14 HCP or limit+ (4card support)	Other:	Other: Top of nothing after raise in partne		ers suit with xxx		Players:	Anna Ivarsdottir and Gudrun Oskarsdottir		
In bal. pos.: As above but can be lighter						Date:	1.5.2025		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)						SYSTEM SUMMARY			
2nd pos: 15-18 HCP. RESP: Stayman	Lead	Lead Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE			
4th pos: 10-16 HCP. RESP : Stayman that asks about the 1NT overcall		AK(+), Ax		AK(+), A	ΑX	2/1 with 5-card majors			
		AK, KQ(+)		STR		1 NT is forcing after 1M opening, except with passed partner.			
		AQJ(+),QJ(+), Qx		AQJ(+),KQ(+), QJ(+), Qx		Opening bids can be light with PH partner.			
JUMP OVERCALLS(Style; Responses; Unusual NT)		KJ10(+), J10(+), Jx		KJ10(+), J10(+), Jx		4th suit FG except :1D-1H-1S-2C			
1-Suit: PRE, usually 6+ suit and L/T 12 HCP	10			Q109(+), 109(+), 10x		_			
2-Suit: 2/4 NT, Michaels. Any STR		J98(+), 98(+), 9x		J98(+).98(+),9x		1NT Openings:	14-17 HCP, can have 5-card Major and 6-card minor.		
After OPPT OP 1X an 1Y RESP, like (1C)-P-(1H)-1NT = 15-17 HCP		Doubleton, top of nothing		Doubleton, top of nothing		2 OVER 1 Responses: New suit is NAT and FG. 2C after 1M opening is (R)			
	Lo-x	Hxx(+), xxx(+)		Hxx(+),	xxx(+). Suit like AJ9x, KJ8x	SPECIAL BIDS	THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY					Open 2C :Can be weak or strong . See Brown sticker document		
1m/2m : Majors at least 5-5. Any STR		Partner's Lead	Declarer's	Lead	Discarding	Open 2D : Multi.	. Always strong with PH partner.		
1m/2NT : Two lowest unbid suits, at least 5-5, any STR		L = ENCRG L = Even num		ımber	O = ENCRG, E=S/P	Open 2M: In 1st/2nd pos: WK 5cards M and 4+ cards m. With PH partner: WK with			
1M/2M : Michaels Cue bid. Other M and m, at least 5-5m any STR		nd L = Even number S/P			Open 2NT: Bad PRE in minor		PRE in minor		
Leaping Michaels after OPP OP with 2/3X		S/P				_			
RESP: NT (NF) and Cue (F) bids are CONST		L = ENCRG L = Even numb		ımber	O = ENCRG, E=S/P				
VS. NT(vs. Strong/Weak; Reopening;PH)		L = Even number				Other bids:			
STR NT: Bids are any STR		rd S/P				TRF-LEB is used	when OPPT O/C 2x or open with WK 2x.		
DBL = C, 2C = D or MM (4-4+), 2D = TRF to H, 2H = TRF to S	Signals	(including Trumps):				Our defence on OPP STR C and STR 2x opening: Bids show either next suit (TRF)			
2S = S + minor, 2NT = both minors	VS Suit whem trump is played: High-low: S/P or desire to ruff.					or OTH 2 suits. Valid through 3NT.			
WK NT: Bids are NAT and same STR as opening bid.	VS NT: C	odd ball. High = ENCR	G						
DBL = Cards ( same STR as opening bid ). RESP: 2X=NF	Doubles	: TAKEOUT DOUBLE	S(Style;Res	ponses;Re	eopening)	2NT in COMP = 'Bad' hand". 3X shows Good hand. Can also be scrambling or 2 places to play.			
3C=PUP STAY, Other bids are NAT.	General	style. Can be light with	h classic shap	e. DBL and	d then bid = STR except	Fit showing jumps			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	like (1S)	-DBL-(P)-2C. If next b	oid 2D = may	not be STI	R but has D+H	Leaping Michaels			
DBL = 12-16 HCP or STR unbal. In BAL pos = 10+ HCP.	RESP: G	eneral style. Jumps 8	+ HCP. CUE=	F1. 1NT:	=7-11 HCP. 2NT=12-14 HCP				
2NT after $(OPP 2x) = 17-19$ HCP.	RESP: If	RHO bidsA bid unde	er 2NT is max	7 HCP, DE	BL is 8+ HCP	SPECIAL FORCING PASS SEQUENCES			
After OPP 2M=>3M asks for stopper. Can be STR with mm or oM	After (1M	1)-D-(2M) : TRF LEB.	In BAL pos:	Same as a	bove but can be lighter	When we have FG sequence and OPPT bid/DBL ==> Pass is forcing			
or gambling. (2/3X)-Bid: Nat or Leaping Michaels VS. ARTIFICIAL STRONG OPENINGS	SPECIAL T/O DBL	ARTIFICIAL AND	COMPETITIV		ES/REDOUBLES EG D trough 4H	IMPORTANT N	OTES THAT DON'T FIT ELSEWHERE		
	RESP DB	ı			upport DBL/RDBL through 2H	After 2m opening bids and OPP DBL ==> Pass shows 5+ card in opening suit			
Suction is used against STR openings ( through 3NT)						After 2C/2D opening bids and OPP DBL ==> Pass shows 5+ card in opening suit			
DBL=C+H.C=D or MM D=H or S+C.H=S or mm.S=C or mm.  NT=D+S Two suiter is at least 5-5. One suit=5+ suit		ecting DBL NT)-DBL asks for Sile.	ad	LΙζ	ghtner DBL	After 1x-1z-1y ==> 2C asks for 2D and is either WK with D or INV			
NT=D+S. Two suiter is at least 5-5. One suit=5+ suit.  OVER OPPONENTS' TAKE OUT DOUBLE		(2111) (3111) BBE disks for 8 fedd					==> 2D is FG		
1M-(DBL): TRF from 1NT to 2M WK or INV. 2/3M = 0-7HCP		SPL asks for a lead in	higher S						
2NT = limit 8+ HCP, JUMP RESP = FitShowing jumps.	DBL afte	r showing 2 suiter: As	sks for a lead	in higher s	suit.	Not strict about HCP ranges			
1m-(DBL): System on. RDBL is 10+ HCP	SOS RDE	SL .				Psychics: Never	Psychics: Never on purpose		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C			4H	10+HCP	1-level F, 1D can be 3334 and 6-7HCP. 1NT = 8-10 HCP.	1NT=12-14 HCP, maybe 4+ unbid M(s)	Nothing is F
					1M. Can have longer D	1NT==> 2C=WK w D or INV. 2D=FG	
					Single raise = 8+HCP F2NT/3m.	Reverse and jumps = STR	Fit showing jumps.
					2NT = INV. 3NT = 12-13 HCP.	2NT = 18-19 HCP.	
					Jump to new suit on 2nd level: 9-11 HCP and 6 card suit.	After openers raise to 2M:	
					3X PRE	2S/ 2NT= G/T usually BAL, 2NT/3x=S/S	
1D		3	4H	10+HCP	See 1C except 1NT = 6-10 HCP. 1D-2C = FG. 1D-3C INV	See 1C opening bid	See 1C opening
1H	1H 5(4*) 4H		4H	10+HCP	1NT=F not 4S. 2over1=FG. 2C=(R) FG either BAL or w/4+ C.	After 1NT ( also 1H-1S). 2C=Häxan	*Can be 4 card w/PH.
			2NT=FG+, 4-card SUPP.	2X= NAT max 15 HCP	1NT can be passed w/PH.		
					2M=6-9 HCP. 3M=PRE, 4+ in M and max 7 HCP	2NT=18-19. 3X nat 5-5, 13-15 HCP	2C = Drury, 3+ card suit.
					3underM = NAT and INV.	After 2C ==> GF relay, usually BAL or Club	2NT = Limit +, 4+card suit,
					3overM and 4underM = Splinter (singleton/void)	After 1H-2H: 2S is G/T, 2NT/3x is S/S	semi unBAL
18		5(4*)	4H	10+HCP	See 1H opening. 1H-2S is 6+S and 9-11 HCP only if not PH	See 1H. After 1S-2S: 2NT is G/T, 3X is S/S	See 1H opening
1NT				14-17 HCP	2C=PUP STAY. 2D=H or mm		TRF LEB if OPP bid on 2D/H/S
				Can have 5card Major and 6card in minor if 15-17 HCP	2H/S/NT=TRF to S/C/D		
				Can be 2S4H(52)	3m = Short suit FG. 3M = 6+card, slam interest		
				If 14 HCP: Then there is always 5card in minor.	4C = Both M. 5-5+		
					4D/H = TRF to H/S. 4NT = Quantum		
2C	2C Yes		Brown Sticker. WK (3 types ) or STR FG hand ( 3 types).	2D = F asks about hand. 2M=12+ HCP NF.	See Brown sticker document	See Brown sticker document	
				WK: 1) Both M, 5H and 4+S or 2) 6card in D or 3) mm 5-5+	2NT. 14+ HCP asks about hand.		
			STR: 1) 23+ BAL or 2) GF with H or 3) GF with S	3X/4m = P/C			
2D	2D Yes		if 14 HCP: Then there is always 5card in minor.	2M = P/C. Jumps PRE		Always STR with PH partner	
				WK: 1) WK with H or 2) WK with S	2NT = F1 asks about hand		
				STR: 1 )20-21 BAL og 2) GF with C or 3) GF with D			
				Always STR w/PH partner			
2H		5		5H and 4+m in 1st/2nd seat. 5+H with PH partner. 5-11 HCP	2S=NAT, NF. 2NT=GF, asks about hand. 3C=P/C. 3D=INV to 4H		PH: 2S= asks about S/S
2S		5		5S and 4+m in 1st/2nd seat. 5+S with PH partner. 5-11 HCP	See 2H opening.		PH: 2NT= asks about S/S
2 NT	Yes			Bad PRE in one minor. 5-11 HCP	3C=P/C, 3D = asks about 3card suit in M, 3M = 6+ suit and NF		
3C		6		Good PRE in C . 5-11 HCP	3D = asks about 3card suit in M. Other bids NAT	3NT after 3D = Not 3card in M	
3D		6		Good PRE in D. 5-11 HCP	4C = asks about 3card suit in M. Other bids NAT		
3H		6		PRE. 5-11 HCP.	3NT to play. Other bid under game F and probably CUE		
3S		6		PRE. 5-11 HCP.	3NT to play. Other bid under game F and probably CUE		
3NT	Yes	7		Gambling with one minor. 9-11 HCP.	4C=P/C. 4D=Asks about S/S. 4M = NAT		
4C		7		PRE. 5-11 HCP.	4M = NAT	High Leve	l Bidding
4D		7		PRE. 5-11 HCP.	4M = NAT	CUE	
4H		7		PRE. 5-11 HCP.	RCKB and QUE	RKCB. RESP=1430	
4S		7		PRE. 5-11 HCP.	RCKB and QUE	4m= RKCB for minor Voidwood	
4NT		7		One minor. 5-11 HCP		Quantum after NT 5NT	= Pick a slam
						PUP STAY after 1NT and 2NT.	
						WK 1NT and DBL by partner. (1NT)-D	BL-(P)-3C = PUP STAY
						Splinter . Can show void and singleton ( after 1M opening)	
						D0P1/R0P1 and DEPO	. •,
	<del>                                     </del>					TRF LEB/Leaping Michals if OPP bid WK bid on 2nd/3rd level	