DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				
Nat 8-16p 5+ cards.	Lead			In Partner's Suit	CATEGORY: RED
Responses: New suit f1, Cuebid in openers suit good raise.	Suit	3 rd 5 th ,		3 rd , HI from doubleton	NCBO: ICELANDIC BRIDGE FEDERATION
After our Major overcall, 2NT is 4 card raise, 7+hcp	NT	4 th , hi from	2-4 small	3 rd , HI from doubleton	PLAYERS:
Jumps are preemptive.	Subseq	Attitude/3rd		Attitude/3rd	AÐALSTEINN JÖRGENSEN
		from 3-4 small fr	om promised		BIRKIR JÓN JÓNSSON
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	1			SYSTEM SUMMARY
Direct: 15-17hcp bal, stayman, transfers.	Lead	Vs. Suit		Vs. NT	
	Ace	AKx+, Ax		AKx, Ax	General approach and style.
In reopening position: 10-15hcp. 2c asking about strength, transfers.	King	KQ+, AK, I	Kx	AKJ10+, KQ109+, Kx	Precision.
	Queen	QJ+, Qx		KQ+, QJ+, Qx	1NT = 13-15 NT.
	Jack	J10+, HJ10		HJ10+, J10+, Jx	1D = 11-15, can be void in diamonds.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, H109	9+,10x	109+, H109+,10x	
weak	9	doubleton		top from nothing	
Unusual 2NT two lowest unbid.	Hi-X	doubleton		4 th best or top from nothin	g
	Lo-X	3 rd or 5 th 1		4 th , or 3 rd from honor	
Reopen: Intermediate.	SIGNALS II	N ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's I	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids. Responses; 2NT asking, showing values, 3c=p/c	1 Lo	w= Encour.	count.	low=enc.	
3m over 1minor opening= nat, preempt	Suit 2 sui	t preference			2D = multi (weak in heart or spades)
3M over 1M= ask for stopper	3				2H = 5H with 4+minor, 5-10hcp.
	1 Lo	w= Encour.	count	low=enc.	2S = 5S with 4+minor, 5-10hcp.
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 co	unt	suit pref	count	2NT =5-5 minors, 7-10hcp
Double = good hand.	3 sui	it pref.			$3NT = Solid minor$, no stopper in $1^{st}/2^{nd}$, but stopper in $3^{rd}/4^{th}$.
2c = majors		uding Trumps): L	avinthal in tru	ımp. Smith.	
2d = one major, multi style responses		<u> </u>		•	
2H/2S = 5M and $4+minor$					
2NT = both minors or strong twosuiter (major and minor).			DOUBLE	S	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Response	s; Reopening)	
Takeout doubles, Cuebid on 3 rd level = stopper ask.	a) 11+ suppo	rt with the other	suits		
Other Cuebids = twosuiter. Jumps showing one suiter are weak, but		+ in other suit.			
Jumps showing twosuiter are normally strong.	c) 18+ balance				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					SPECIAL FORCING PASS SEQUENCES
After 1c: 1NT and 2NT show h and c or s and d. Other bids up to 2S	SPECIAL, A	ARTIFICIAL &	COMPETIT	TIVE DBLS/RDLS	After 2/1 gameforce.
show either the next suit or two higher.	takeout doub	les, lead direct de	oubles.		After 1c and pre-empt to the 5 level+
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
Weak jumps, redouble= 9+hcp, transfers after 1M openings.					DATE OF THE PROPERTY OF THE PR
2NT= 7+hcp and 4+fitt after 1M openings.					<u> </u>
2.12 , hop and 1 the area the openings.					PSYCHICS: Very rare
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OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1.	X	0	4♥	16+	1D = 0.7, other bids GF	1C - 1D/1H = relay			
1♦	X	0	4♥	11-15, can be void in diamonds.	2H = both majors weak, 2S= a)solid minor,b)invit 6+minor,c)5-5 minors GF	Two-way Checkback.			
1♥		5	4♥	11-15.	1 ♣=nat4+cars.1NT= forcing", 2 ♣ ♦=GF raise=8-10p 3cards.2 ♠ = 6s,8-10, 2NT=Jacoby, 3 ♣/♦=invit. 3 ♥=weak, 3 ♠/4m=splint (void).	Two-way Checkback.	2c = Drury Jumps = fit-showing.		
14		5	4♥	11-21	Same as after 1 ♥. Exc, 3 ♥=nat, invit. 4 ♥=void.	Two-way Checkback.]		
INT			4♥	13-15bal,	2♣=stayman, transfers to all suits. 3c=minors, weak 3d = 5-5 majors invit+. 4♥/♠= natural 4NT= Inv.	1NT-2♣/2♦-2♥=majors to play 1NT-2C, 2D-2S=asking			
2.		5	4♥	11-15, 5+c	2 ◆= relay. 2H/2S= 5+cards, nf, 2NT= invit or 5M GF, 3D/3H/3S = nat,GF, 4D = RKCB	2c-2d / 2M-2NT = GF relay. 2c-2d / 2NT =6+c, max. 2c-2d / 3c = 6+c,max			
2♦	X		2h/s/3hs	Weak 2 in H or S, 5-10 hcp	2NT invit+, ask. 3C/3D=GF, 4c=ask for transfer 2H/2S/3H/3S/4H = Pass/Correct	2D-2NT: 3c=max h, 3d=max s, 3h=min h, 3s=min s			
2♥		5	Penalty	5H and 4+ minor, 5-10 hcp	3C = Pass/Correct, 2NT = invit+ ask,	2M-2NT: 3c=min clubs, 3d=min diamonds,			
2 🏚		5	Penalty	5S and 4+ minor, 5-10 hcp	2S-3D=heart, invit+, 2S-3H=raise,invit+	3h=max 5+clubs, 3s=max 5+diam, 3NT=max with 4 in minor.			
2NT	X		Penalty	5-5 minors, 7-10hcp	3C/3D = to play, 3H = asking, 4C/4D preempt	2NT-3H: 3S=2/3 hearts, 3NT=2/3spades. 2NT-3H, 3S/3NT: 4C/4D=RKCB 2NT-3S= natural, NF			
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 5-10p	New suit on 3 rd level= nat forcing, 3C-4D=RKCB new minor on 4 th level=Cuebid, slamtry in your suit raise=to play, preemptive 4 ◆ ♠ = natural, to play 4NT= RKCB	In competative action new suit not forcing.	New suit NF.		
3NT	X		pen	Solid 7+ in either minor No stopper in 1 st or 2 nd .	4♣/5♣= Pass correct 4♦= Ask, for singleton	3NT – 4D: 4H/4S = short, 4NT = no short, 5C/5D= the suit with shortness in other minor			
4♣ 4 ♦		(7)8 (7)8	pen pen	Natural preemptive,	4M= to play. 4NT= RKCB				
4♥ 4♠		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♠/5m= cuebid, slamtry. 4NT= RKCB				
4NT					5C=no ace, 5D/5H/5S/6C=ace in suit, 5NT=2 aces	HIGH LEVEL BIDDING 4NT after 4M openings by opponents= 2 suits			
5 * 5 *		8 8		Preemptive long suit	2 suits uits RS				