DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	IALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				W BT CONVENTION CHRB
Nat 8-16p 5+ cards.	OT LIVITY	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	2-4 small	3 rd , HI from doubleton	PLAYERS:
Jumps are preemptive.	Subsea	Attitude/3rd		Attitude/3rd	AÐALSTEINN JÖRGENSEN
ounips was prosinger to		gh from 3-4 small fro			BIRKIR JÓN JÓNSSON
		-	1	6	DIRKIN JON JONSSON
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				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, K	X	AKJ10+, KQ109+, Kx	Precision.
	Queen	QJ+, Qx		KQ+, QJ+, Qx	1NT = 13 - 15 NT.
	Jack	J10+, HJ10+		HJ10+, J10+, Jx	1D = 10 - 15, can be void in diamonds.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, H109-	+,10x	109+, H109+,10x	
weak	9	doubleton		top from nothing	
Unusual 2NT two lowest unbid.	Hi-X	doubleton		4 th best or top from nothing	
	Lo-X	3 rd or 5 th 1		4 th , or 3 rd from honor	
Reopen: Intermediate.	SIGNAL	S IN ORDER OF P	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	nd Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids. Responses; 2NT asking, showing values, 3c=p/c		Low= Encour.	count.	low=enc.	
3m over 1minor opening= nat, preempt	Suit 2	suit preference			2D = multi (weak in heart or spades)
3M over 1M= ask for stopper	3			-	2H = 5H with 4+minor, 5-10hcp.
		Low= Encour.	count	low=enc.	2S = 5S with 4+minor, 5-10hcp.
VS. NT (vs. Strong/Weak; Reopening;PH)		count	suit pref	count	2NT =5-5 minors, 9-13hcp.
Double = good hand.		suit pref.			3NT = Solid minor, no stopper in 1st/ 2nd, but stopper in 3rd/4th.
2c = majors	Signals (i	ncluding Trumps): La	avinthal in trum	p. Smith.	
2d = one major, multi style responses					
2H/2S = 5M and $4+minor$					
2NT = both minors or strong twosuiter (major and minor).			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		UT DOUBLES (Styl		Reopening)	
Takeout doubles, Cuebid on 3 rd level = stopper ask.		pport with the other s	uits		
Other Cuebids = twosuiter. Jumps showing one suiter are weak, but		d 5+ in other suit.			
Jumps showing twosuiter are normally strong.	c) 18+ ba	lanced			
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	SPECIA	L, ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	After 2/1 gameforce.
show either the next suit or two higher.	takeout d	oubles, lead direct do	ubles.		After 1c and pre-empt to the 5 level+
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
Weak jumps, redouble= 9+hcp, transfers after 1M openings.					Frequent upgrades!
2NT= 7+hcp and 4+fitt after 1M openings.					
					PSYCHICS: Very rare

U	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
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♥	10-15, 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♥	10-15.	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♥	10-15	Same as after 1 ♥. Exc, 3 ♥=nat, invit. 4 ♥=void.	Two-way Checkback.				
INT			4♥	13-15 (in 1 st and 2nd). 14-15 (in 3 rd and 4 th hand).	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♥	10-15, 5+c	2 ◆= relay. 2H/2S= 5+cards, nf, 2NT= invit or 5M GF, 3D/3H/3S =transfers, 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 Penalty	5H and 4+ minor, 5-10 hcp 5S and 4+ minor, 5-10 hcp	3C = Pass/Correct, 2NT = invit+ ask,	2M-2NT: 3c=min clubs, 3d=min diamonds, 3h=max 5+clubs, 3s=max 5+diam,				
2 🏟			J	33 and 4+ minor, 3-10 hep	2S-3D=heart, invit +, 2S-3H=raise,invit+	3NT=max with 4 in minor.				
2NT	X		Penalty	5-5 minors, 9-13hcp	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 • A= 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		j j			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	4NT after 4M openings by opponents= 2 suits 4NT after parters 1x opening and 4M overcall= 2 suits 4NT after partners doubles of 4M opening= 2 suits 4NT after opponents 1/2/3M openings= MINORS RKCB=0314 5NT=general grand slam try					