

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 st level and 2 nd level minors: nat 7-16 hcp, 5+ cards
2 nd level majors: 4-10 hcp, 6+ cards (if jump overcall)
1m-2m: both majors (5/5) 5-16hcp
1m-2NT: 2 lowest suit (5/5) 5-10hcp
1M-2NT: both minors (5/5) 5-10hcp
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 14-18 hcp
Balancing: 10-15 hcp
Passed vs opps M-M => 1NT: 4/4 minors
JUMP OVERCALLS (Style; Responses; Unusual NT)
4-10 hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Standard Michaels cue bid
3m over 1minor opening= nat, 4-10 hcp
3M over 1M= ask for stopper (normally solid suit)
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT: Double = strong; 2♣ = diamond or both major
2♦ = one major; 2♥/♠ = 12+ natural; 2NT = both minors
Vs weak NT: double = all nat, double 11+
In 4 th and 5 th hand DON'T
1NT - x - p = DON'T
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles through 3♠ = spades
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
1NT=Minors
X =Majors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble= 8+ hcp
Transfers after takeout double on all 1 level opening suits

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5, high from doubleton	3 rd , high from doubleton	
NT	4 th , high from 2-4 small	3 rd , high from doubleton	
Subsequent	Attitude	Attitude	
Other: High from 3-4 small from promised length			
Second highest from broken sequenced			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKx+, Ax	AKx, Ax	
King	KQ+, AK, Kx	AKJ10+, KQ109+, Kx	
Queen	QJ+, Qx	KQ+, QJ+, Qx	
Jack	J10+, Jx	J10+, Jx, AQJ	
10	10x, 109+, HJ10+	109+, HJ10+, 10x	
9	9x, H109+	H109+ or top	
Hi-X	doubleton or 4th	4 th best or top	
Lo-X	3/5	4 th or 3 rd from honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
v/suit 1	low= enc.	If count it is up side down,	First discard: Low = Encouraging
2	suit pref.	suit pref.	Low = Encouraging
3	count	count	Low = Even num.
v/nt	same	same	same
Signals = low high is enc.			
First discard (suit and NT) count is up site down.			
King against NT asks for count or unblock.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 10-17, support with the other suits			
b) 18+ any distribution.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

CATEGORY: GREEN
NCBO: Women's teams, ICELAND
PLAYERS:
Maria Haraldsdóttir Bender – Harpa Fold Ingólfssdóttir.
GENERAL APPROACH AND STYLE
2/1 GF, 5 card major, 15-17 hcp NT, 1♦ = 4card+
2♣ = GF, 2♦ = Multi, 2♥/♠ = 10-13 hcp, 2NT = 5-5 minors
UDCA
Points can be adjusted in any situation
Judgement is allowed in any situation
Light 3rd hand openings allowed, light lead dire. bids/doubles
Light preempts allowed ACC VUL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels
Drury
2♣: asking for aces. GF, any shape
2♦: 6 in major, 5-9 hcp or 20 -22 hcp bal. (multi)
2♥/♠: 10-13 hcp, (5) 6 card suit
2NT: 5-5 Minors - 5-11hcp
3NT: Solid minor (gambling)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Transfers after takeout double on all 1 level opening suits
PSYCHICS: Very rare, but at own risk

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	ICELAND: MARÍA AND HARPA			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2	4♥	11-20 hcp, 3+card except 4432	1♦♥♠ = nat 4+cards 6+hcp. 1NT = 6-10 bal 2♣=GF. 2♦♥♠=weak. 2NT= 11-12 inv. 3♣=weak. 3 NT= 13-15	1m-1M-1NT = Two-way check back. 1m-1M-1NT-2♣ = inv. (demands 2♦); 1m-1M-1NT-2♦ = GF	same
1♦		4	4♥	11-20 hcp,	same as 1♣		same
1♥		5	4♥	11-20 hcp, 5+ cards	1NT=F 2NT=GF support 3m = nat, inv. 8-11 hcp		Drury
1♠		5	4♥	11-20 hcp, 5+ cards	Same as after 1♥		Drury
1NT			4♥	15-17 hcp, bal or semi-bal	Stayman, transfers to all suits, Super acc, Smolen 3♣ = minors, NF, 3♦=minors, GF, 3♥/♠=1354 GF		same
2♣	x	0		Ace question	2♦= no ace, 2♥= ace of heart 2♠= spade = ace of spade, 2NT= 2 aces	Next bid asks for how many cards in the suit. Following bid asks about King and Queen in that suit.	same
2♦	x	0	two-way dbl	Multi, weak two in ♥/♠ or 20-22 bal	2NT = F, asking = 3♣=♥, 3♦=♠, 3♥♠= min 2♥/♠= Pass/correct. 4♥/♠=Nat, to play 4♣.= convert to your suit 4♦= bid your suit.	2D – x – redobl = bid your suit.	same
2♥/♠	x	(5) 6	pen	10-13 hcp, 6 cards	2NT = F, asking New suit = F one round		same
2NT	x			5-5 minors 5-10 (11) hcp	3♣ = better minor 3♦ = better minor 3♥ = Forcing		same
3♣/♦		(6)7	pen	4-10 hcp, good suit against unpassed partner (2+ honours)			same
3♥/♠		7	pen	4-10 hcp, natural pre			same
3NT				Solid minor, not much else			
4♣/♦		(7)8+	pen	Nat		HIGH LEVEL BIDDING Roman Key Card Voidwood Splinters Cue-bids	
4♥/♠		7(8)	pen	Nat			
4NT				Both minor, at least 55			