

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-16 hcp and 5+
New suit response F1
Cue response:limit raise or better
Jump raise PRE
NT jump: 2 lower unbid:weak
1NT OVERCALL (Live; Responses; Reopening)
15-18: Stayman, and 4 suit transfers
12-15 in f 4 th hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jumps are weak and preempts
2NT: two lower unbidden suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheal Quebids
1C-2C overcall natural
1C-2D both Majors
1D-2D both Major
VS. NT (vs. Strong/Weak; Reopening;PH)
Dobl: Strong
2C: Diamond or both majors
2D: WK with one MAJ
2H: Hearts opening
2S: Spades opening
2NT: Both minors
VS.NT in forth hand : Dont
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takout dbl thru4H
Cuebit=Good raise in partners suit
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠
Double=Majors
NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 9+ hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th	4th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax.	AKx,Ax	
King	AK KQ+, Kx	AKJ10+KQ109+,Kx	
Queen	QJ+, Qx	KQ+,QJ+,Qx	
Jack	J10+, KJ10+.JX	HJ10,J10,Jx	
10	109+, H109+	109, H109+, 10x	
9	Xx., OR 3th	Top of noth.or Hx	
Hi-X	2	2	
Lo-X	3/5	4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Count	Low=Enc.
Suit 2	Suit preference	Suit preference	count
3			
1	Low enc		Low=enc.
NT 2	Count	Suit pref	Count
3	Suit pref.		
Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or count			
UDCA			
King lead in NT ask for unblock or count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 10-17, support with the other suits			
b) 18+ any distribution.			
Response: New suit=0-7 HCP. Jump=8-10. Cue = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X and XX support dobl, Lightner, Rosenkranz			
NEG DBL trough 4H			
SOS RDL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS:
Arngunnur R. Jónsdóttir – Alda S. Guðnadóttir
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 2/1
2/1, 5 card Major, 15-17 hcp NT
Lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT in Minors
SPECIAL FORCING PASS SEQUENCES
After 2/1 gameforce
Dobi/Robi
IMPORTANT NOTES
PSYCHICS: Almost never

Open	X = ART	Min. no.of Cards	Neg. Double	Description	Responses	Subsequent Action	Passed hand bidding
1♣		2+	4♥	11-20p.	1♦/1♥/1♠=5+p Jump to 2 =8-11p. 6 cards 1NT=6-10p 2♣= Forcing 1 round	1♣-1♥-1nt:two way check back	3 rd hand can open with 8+HCP
1♦		4+	4♥	11-20hcp.	Same as 1♣ exc, 2♣=GF; ♦ =F1		Same as 1♣
1♥		5	4♦	11-20p.	1♠=nat 4+card. 1NT=F1/Semi forc. 2♣/♦=GF. 2♥=raise 8-10p. 2NT=Jacobi 3♣/♦=Bergen (♣stronger)		3 rd hand can open with 8+ HCP Drury 2/1= max pass
1♠			4♥	11-20hcp.	Same as after 1♥ except 3♥=splinter		
1NT			4♥	15-17p bal	2♣=Stayman, Transfer to all suits. 3♣/3♦ = 5-5 in ♣ and ♦ ♣ weak but ♦ strong	1NT-2♣-2♦-2♥=majors to play	
2♣	X		3♠	23+bal or GF	2♦ = relay. New suit=2 of top 3honors, 5+cards, 2NT=8+bal		
2♦	X	0		Multi: 5-9hcp and 6 cards in ♥ or ♠. Or 20-22 bal.	2NT= asks about suit and strength	3♣/3♦=max 8 or 9 HCP	
2♥		6		10-13hcp	2NT=GF, 3♣/3♦= F1		
2♠		6		10-13hcp	2NT=GF, 3♣/3♦= F1		
2NT	X		4♥	Minors	5-5 Cards+ in minors	3♥=Forcing,	
3♣		7		Preempt, 6-10p			
3♦		7		Preempt, 6-10p			
3♥		7		Preempt, 6-10p			
3♠		7		Preempt, 6-10p			
3NT	X			Gambling			
4♣		8					
4♦		8					
4♥		7					
4♠		7					
4NT			Ace asking	Which ace ?	5♣=0; 5♦=♦ace; 5♥=♥ace; 5♠=♠ace; 5NT=2aces 6♣=♣ace	Splinter, Cue-bids Quantum after NT Dobi/Robi	

