

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
8-16 hcp and 5+		
New suit response F1		
Cue response: limit raise or better		
Jump raise PRE		
NT jump: 2 lower unbid: weak		
<b>INT OVERCALL (Live; Responses; Reopening)</b>		
15-18: Stayman, and 4 suit transfers		
12-15 in f 4 <sup>th</sup> hand		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Jumps are weak and preempts		
2NT: two lower unbidded suits		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Micheal Quebids		
1C-2C overcall natural		
1C-2D both Majors		
1D-2D both Major		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
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		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Takout dbl thru 4H		
Cuebit=Good raise in partners suit		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Double=Majors		
NT = Minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Rdbl: 9+ hcp		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3/5	3/5
NT	4th	4th
Subseq		
Other:		
<b>LEADS</b>		
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
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Low enc	Count
Suit 2	Suit preference	Suit preference
3		count
1	Low enc	Low=enc.
NT 2	Count	Suit pref
3	Suit pref.	Count
Signals (including Trumps): Hi-low in trumpf for intrest for a ruff or count		
UDCA		
King lead in NT ask for unblock or count		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
a) 10-17, support with the other suits		
b) 18+ any distribution.		
Respone: New suit=0-7 HCP. Jump=8-10. Cue = F1		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
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		
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE 2/1		
2/1, 5 card Major, 15-17 hcp NT		
Lebensohl		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2NT in Minors		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
After 2/1 gameforce		
Dobi/Robi		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Almost never</b>		

Open	X = ART	Min. no.of Cards	Neg. Double	Description	Responen	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 <sup>rd</sup> 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 <sup>rd</sup> 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 ♦♣ week but ♦ strong	INT-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♥=Forscing,	
3♣		7		Preempt, 6-10p			
3♦		7		Preempt, 6-10p			
3♥		7		Preempt, 6-10p		<b>High Level bidding:</b>	
3♠		7		Preempt, 6-10p		4Nt after 4M openings by opponents= 2suits 4Nt after partners 1x opening and 4M overcall= 2suits	
3NT	X			Gambling		4NT after partners doubles of 4M opening=2 suits	
4♣		8				4NT after opponents 1/2/3M openings= MINORS	
4♦		8				RKCB=0314	
4♥		7					
4♠		7				<b>Void wood</b>	
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	

