

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat 8-16p 5+ cards.
Responses: New suit NF Constructive, Cue in Overcallers suit good raise.
After our Major overcall, 2NT is 4 card raise, 7+hcp
Ju mps are preemptive.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-17hcp bal , stayman , transfers.
In reopening position: 15-17hcp. 2c=Stayman , transfers.
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Unusual 2NT two lowest unbid.
Reopen: Intermediate.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids. Responses; 2NT asking, showing values, 3c=p/c
3m over 1minor opening= nat, preempt
3M over 1M= ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = good hand.
2c = majors
2d = one major, multi style responses
2H/2S = 5M and 4+minor
2NT = both minors or strong twosuit (major and minor).
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles, Cuebid on 3 rd level = stopper ask.
Other Cuebids = twosuit. Jumps showing one suiter are weak, but
Jumps showing twosuit are normally strong.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Weak jumps, redouble= 9+hcp, transfers after 1M openings.
2NT= limit raise+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th ,	3 rd , HI from doubleton	
NT	4 th , hi from 2-4 small	3 rd , HI from doubleton	
Subseq	Attitude/3 rd	Attitude/3 rd	
Other: High from 3-4 small from promised lenght.			
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+, HJ10+, Jx	HJ10+, J10+, Jx	
10	109+, H109+,10x	109+, H109+,10x	
9	doubleton	top from nothing	
Hi-X	doubleton	4 th best or top from nothing	
Lo-X	3 rd or 5 th l	4 th , or 3 rd from honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low= Encouraging.	Count,low/high=even	Low=Encouraging
Suit 2	Suit preference		
3			
1	Low= Encour.	Count,low/high=even	low=enc.
NT 2	count	suit pref	count
3	suit pref.		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 11+ support with the other suits			
b) 17+ and 5+ in other suit.			
c) 18+ balanced			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
takeout doubles, lead direct doubles.			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: ICELANDIC BRIDGE FEDERATION
PLAYERS:
ROSEMARY SHAW
SVALA KRISTÍN PÁLSDÓTTIR
SYSTEM SUMMARY
General approach and style.
Standard
1NT = 15-17 Hcp.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = multi (weak in heart or spades or bal 22-23).
2H = 6H, 9-12 hcp.
2S = 6S, 9-12hcp.
3NT = Solid minor, no stopper in 1 st / 2 nd , but stopper in 3 rd /4 th .
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11+ ,	1D,1H,1S = nat forcing, 1NT = 8-10, no major 2C = forcing, 2T,2H,2S = 8-10, 6cards	Two-way Checkback	
1♦		3	4♥	11+	1H,1S = nat forcing, 1NT = 5-10, 2C = nat GF 2T = nat forc, 2H,2S = 8-10, 6cards, 3C = nat invit	Two-way Checkback.	
1♥		5	4♥	11+.	1♠=nat forc, 1NT= forc, 2♣♦=GF raise=8-10p 3cards, 2♠ = 8-10 6s, 2NT=Jacoby, 3♣/♦ = Bergen, 3♥=weak, 3♠/4m=splinter	Two-way Checkback.	2C = Drury
1♠		5	4♥	11-15	1NT = forcing, 2C,2D,2H = GF, 2S = 8-10 3cards 2NT = Jacoby, 3C,3D = Bergen, 3H = invit		
1NT			4♥	15-17	2♣=Staym, 2D,2H,2S,2NT = transfers, 3C=Puppet 3D = 5-5 majors invit+. 3♥/♠= short (4144/1444) 4C = H, 4D = S, 4H/4S = nat to play	1NT-2♣/2♦-2♥=majors to play	
2♣	X		4♥	Gameforcing	2♦= relay. 2H/2S/3C/3D = good suit,		
2♦	X		2h/s/3hs	Multi, weak in one major or Balanced 22-23 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, 3NT = Bal 22-23 Hcp	
2♥		6	Penalty	6 hearts, 9-12 Hcp	2NT = invit+ ask, 2S/3C/3D = forcing	2M-2NT: 3C = min, 3D=bal, 3H= short c 3S= short d, 3NT= short M	
2♠		6	Penalty	6 spades, 9-12 Hcp	2NT = invit + ask, 3C/3D/3H = forcing	Same after 2 spades.	
2NT			4h	20 – 21 Hcp	3C = Puppet stayman, 3D/3H = transfers 3S = both minors, 4C/4D/4H = transfers 4NT = Quantum	2NT-3D: 3H = 3+ hearts, 3S = 5 spades. 2NT-3H: 3S = 3+ spades	
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 competitive 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						HIGH LEVEL BIDDING 4NT after 4M openings by opponents= 2 suits 4NT after partners doubles of 4M opening= 2 suits 4NT after opponents 1/2/3M openings= MINORS RKCB=0314 5NT= pick a slam	
5♣ 5♦		8 8		Preemptive long suit			

