

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.	
1NT 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 twosuiter (major and minor).	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Takeout doubles, Cuebid on 3 rd level = stopper ask.	
Other Cuebids = twosuiter. Jumps showing one suiter are weak, but	
Jumps showing twosuiter 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/3rd	Attitude/3rd	
Other: High from 3-4 small from promised length.			
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 1	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.	
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♣	(6)7	All Doubles		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.
3♦	(6)7						
3♥	(6)7						
3♠	(6)7						
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♣	(7)8	pen		Natural preemptive,	4M= to play. 4NT= RKCB		
4♦	(7)8	pen					
4♥	7	pen		Natural, to play, can have an opening bid. Preemptive	4♣/5m= cuebid, slamtry. 4NT= RKCB		
4♠	7	pen					
4NT						HIGH LEVEL BIDDING	
5♣	8			Preemptive long suit		4NT after 4M openings by opponents= 2 suits	
5♦	8					4NT after partners doubles of 4M opening= 2 suits	
						4NT after opponents 1/2/3M openings= MINORS	
						RKCB=0314	
						5NT= pick a slam	

