

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
1 <sup>st</sup> level and 2 <sup>nd</sup> level minors: nat 7-16 hcp, 5+ cards		
Jumps, PRE		
1♦-2♦: both majors (5/5) any STR		
1♦-2♦: both majors (5/5) any STR		
1M/2M: Michaels Cue bid. OTH M and m, at least 5-5m any STR		
1m-2NT: 2 lowest suit (5/5) any STR		
1M-2NT: both minors (5/5) any STR		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
Direct: 15-18 hcp		
Balancing: 12-18 hcp		
RESP: Stayman and TRF		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
1-Suiter: PRE		
2-Suiter: 2/4 NT= lowest unbid suit, Michaels. Any STR		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Standard Michaels cue bid		
3m over 1minor opening= nat, 4-10 hcp		
1O, jump to 3O: Asks for stopper I in Opening suit		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Vs strong NT: Double = strong; 2♣ = Majors		
2♦ = one major; 2♥/♠ = 5+ in M and 4+ in minor;		
2NT = both minors, 3X = PRE		
Vs weak NT:		
Same as after STR NT opening		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
NEG DBL trough 4H		
Que bid = 2 Suiter		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣</b>		
Natural except 2♦ = Majors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Redouble= 10+ hcp, max 2cards in PD suit		
New suit F1		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3/5, high from doubleton	3 <sup>rd</sup> , high from doubleton
NT	4 <sup>th</sup> , high from 2-4 small	3 <sup>rd</sup> , high from doubleton
Subsequent	3/5, attitude	3/5, attitude
Other:	High from 3-4 small from promised length	
	2nd highest from broken sequenced	
<b>LEADS</b>		
Lead	vs. Suit	vs. NT
Ace	AKx+, Ax	AKx, Ax
King	KQ+, AK, Kx	STR
Queen	AQJ, QJ+, Qx	KQ+, QJ+, Qx
Jack	KJ10+, HJ10+, Jx	KJ10+, HJx, AJ10+
10	10x, Q109+, 10xxx	10x, Q109+, 10xxx
9	9x, J98+, top of xxxx	J9x+, 9x, top of xxxx
Hi-X	doubleton or top of xxx+	doubleton or top of xxx+
Lo-X	3/5	4 <sup>th</sup>
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
v/suit	1 low= enc.	count
	2 suit pref.	suit pref.
	3 count	first discard: low=enc.
v/nt	same	same
<b>Signals</b>		
UDCA		
King against NT asks for count or unblock.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
a) 10-17, support with the other suits		
b) 18+ any distribution.		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>		
	T/O DBL	NEG DBL trough 4H
	RESP DBL	Support DBL/RDBL through 2H
	Lead directing DBL	
	(INT)-(3NT)-DBL asks for S lead	
	Lightner DBL	
	SOS RDBL	

W B F CONVENTION CARD		
<b>CATEGORY: GREEN</b>		
NCBO: EM online2025 Women's teams, ICELAND		
<b>PLAYERS:</b>		
Anna Heiða Baldursdóttir and Inda Hrönn Björnsdóttir		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
2/1 FG		
5 card major,		
D opening PROM 4+D		
1NT = 15-17 hcp can be 5 card M		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♣ = WK with ♦ OR WK with both M OR FG		
2♦ = WK with one M, 6 card suit		
2♥/♠ = Nat -, 6 card, 10-13		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
When we have FG sequence and OPPT bid/DBL ==> Pass is forcing		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: Very rare, and never on purpose</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	ICELAND: ANNA HEIÐA BALDURDÓTTIR OG INDA HRÖNN BJÖRNSDÓTTIR			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2	4♥	11-20 hcp, 33 minors=1♣	1x=nat 4+cards 6+hcp, 1NT=6-10 bal 1M = Responder can have longer ♦ than M 2♣=nat, F1 2x=weak 2NT= 11-12 inv. 3♣=weak 3 NT= 13-15	1m-1M-1NT = Two-way check back. 1m-1M-1NT-2♦ = Forcing to 2D. Can be invite hand or wants to play 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, 2♥ = 9-11 2NT=FG, 4 card support 3m = Bergen, 3♣ stronger than 3♦ 3♥ = PRE	After 2NT → Stenberg	3 <sup>rd</sup> hand can open with 8+ HCP Drury, 1NT is forcing.
1♠		5	4♥	11-20 hcp, 5+ cards	Same as after 1♥		Same as after 1♥
INT			4♥	15-17 hcp, bal or semi-bal can be 5 card major	Puppet stayman, transfers to all suits 3♣ = minors, NF, 3♦=minors, FG, 3M nat and STR		same
2♣	x	0	pen	Multi type bid. WK with D <u>or</u> WK with 5+H & 4+S <u>or</u> FG, any type.	2♦=P/C, 2M = nat F1, 2NT asking, 3♣ nat F1	Puppet Stayman and TRF after 2NT	same
2♦	x	0	3♠	WK with H <u>or</u> S	2♥/♦= P/C. 2NT = F, asking Jump to 3 or 4 in M = P/C		same
2♥/♠		6	pen	Nat 10-13 HCP. 6 card suit	2NT = F, asking New suit = F one round		same
2NT			pen	20-22 HCP bal	Puppet Stayman, TRF		same
3♣/♦		(6)7	pen	4-10 hcp	NAT and F		same
3♥/♠		7	pen	4-10 hcp, natural pre	Que		same
3NT	x			Solid minor, not much else, no void	4m = P/C 4M = NAT		
4♣/♦		(7)8+	pen	Nat		HIGH LEVEL BIDDING Roman Key Card 0314 Splinters, Cue-bids Quantum after NT	
4♥/♠		7(8)	pen	Nat			