

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
Nat 8-16p 5+ cards		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
Direct: 15-18 bal, , responses same as after 1 nt openings		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
weak		
Unusual 2NT – Two lowest unbid suits		
Reopen: weak		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Michaels cue bids		
3m over 1 minor opening= nat, preempt		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Natural		
Dbl strong		
2 C* majors		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Doubles TO, Lebensohl		
Cuebid=Good raise in partners suit.		
Jumps: Strong. 2 - 3NT: nat		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣</b>		
Natural		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Weak jumps, redouble= 10+		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> 5 <sup>th</sup> , Hi from doubleton	3 <sup>rd</sup> , HI from doubleton
NT	4 <sup>th</sup> , hi from 2-4 small	3 <sup>rd</sup> , HI from doubleton
Subseq	Top	Top
Other: High from 3-4 small from promised length.		
<b>LEADS</b>		
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+, KJ10+, Jx	HJ10+, J10+, Jx
10	109+, H109+	109+, H109+, 10x
9	3 <sup>rd</sup> or doubleton	top or 2 <sup>nd</sup> from top
Hi-X	4 or doubleton	4 <sup>th</sup> best or top from nothing
Lo-X	3 <sup>rd</sup> 5 <sup>th</sup>	4 <sup>th</sup> , or 3 <sup>rd</sup> from honor
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	attitude	count
Suit 2	suit pref.	suit pref.
3	count	same
1	attitude	count
NT 2	count	suit pref.
3	suit pref.	low=enc., high=disc.
Odd/Even first discard, odd prefer that suit, low even=lower side suit, high even=higher side suit		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
a) 11+ support with the other suits		
b) 17+ and 5+ in other suit.		
c) 19+ balanced		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
takeout doubles, lead direct doubles.		

W B F CONVENTION CARD		
<b>CATEGORY: GREEN</b>		
<b>NCBO: ICELANDIC BRIDGE FEDERATION</b>		
<b>PLAYERS:</b>		
<i>Sigrun Thorvardsdottir &amp; Brynja Dyrborgardottir</i>		
<i>2026</i>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Nat 2/1 GF.		
15-17 NT.		
weak 2 in ♦♥♣		
UDCA (upside down count and attitude)		
Odd/Even first discard, odd prefer that suit, low even=lower side suit, high even=higher side suit		
RKCB 03/14/2		
Smolen		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Unusual NT, 2 lowest suits		
Michaels		
Inverted minor		
Lebensohl after opps 2 weak bid		
Over opps NT opening, 2♣=majors, X=same strength, other nat.		
Forcing NT		
Double checkback stayman		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
After 2/1 gameforce.		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b> Very rare		

OPEN ING	Art ific ial (X)	MIN .NO. OF CAR DS	NEG .DB L THR U	SIGRUN THORVARDSDOTTIR & BRYNJA DYRBORGARDOTTIR - ICELAND			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣*		2	4♥	11-21p, not 5 card majors	1♦♥♣=nat 4+cards, 6+hcp (4+ w. 5 card+ Major). 1NT=6-10 bal, 2♣=10+, 3♣ inv. m. weak, 2♦♥♣=weak, 6+cards, 2NT= 11-12, 3x=weak; 3NT=13-15	1m-1M-1NT: Two way check back. Jump in NT = 18-19, Jump in suit, strong	
1♦		4	4♥	11-21, 4+card	1♥♣=nat 4+cards, 6+hcp 1NT=6-10 bal, 2♦=10+, 3♦ inv. m. weak 2♣=FG, 2♥♣=weak, 6+cards	same as after 1♣	
1♥		5	4♥	11-21.	1♣=nat4+cards.1NT= F 4-12p, 2♣♦=FG raise=8-10p 3 cards, 2♣ jump=weak, 2NT=Jacoby, 3♣/♦=bergen. 3♥=weak 4 cards, 3♣/4m=splint. 3NT=13-15.	Jump in NT = 18-19, Jump in suit, strong	2/1= max pass Drury 2♣
1♠		5	4♥	11-21	Same as after 1♥. Exc, 3♥=weak nat. 4♥=nat.	Same as after 1♥	
INT			4♥	15-17 bal, 4432, 4333 or 3325 with 5 in a minor	2♣=stayman, transfers to all suits, 3x= Strong slamish. 4♦/♥= Transf. M, 4NT= Inv., 4C=Aces	1NT-2♣/2♦- no 4 card M After 2♦ Smolen to show 5/4 in majors 2 NT= 7-8 p	
2♣*	X		4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards	Suits natural, 2NT =23-24 even distr (further resp. 3♣* stayman, 3♦/♥=transfer), 3nt= 25- 26 even distr.	
2♦ 2♥ 2♣	6 6 6	All Doubles Penalty		Weak 2, 6-10 hcp	new suit forcing. 2NT strong, ask. Raise=preempting	Repeat opening suit=nothing on side	
2NT			4♥	20-22 bal	3♣= puppet stayman, 3♦♥=transfer, 3NT= to play 4M= encouraging. 3♣=minors		
3♣ 3♦ 3♥ 3♠	(6)7 (6)7 (6)7 (6)7	All Doubles Penalty		Preempt, 6-10p	New suit on 3 <sup>rd</sup> level= nat forcing raise=to play, preemptive 4♥♣= natural, to play 4NT= RKCB 03/14/2 Minor=cue		
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct 4♦= Ask, bid 5♣ or 5♦.		
4♣ 4♦	(7)8 (7)8	pen pen		Natural preemptive	All natural. 4M= to play. 4NT= RKCB 03/14/2		
4♥ 4♣	7 7	pen pen		Natural, to play, can have an opening bid. Preemptive	4NT= RKCB 03/14/2 New suit=cue		
4NT				Ace asking	5♣ no ace, 5♦ 1 ace, 5 ♥ 2 aces, 5 ♣ 3 aces, 5NT 4 aces	<b>HIGH LEVEL BIDDING</b>	
5♣ 5♦	8 8			Preemptive long suit		5NT=general grand slam try; RKCB=0314/2, 4C = aces after 1nt bids (1nt – 4c), 4NT inv to 6nt after 1nt/2nt, 5NT after 4NT =kings 5♣=0 and count	