

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Nat 8-16p 5+ cards		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct/Reopening: 15-18 bal, responses same as after 1 nt openings		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
Unusual 2NT – Two lowest unbid suits		
Reopen: weak		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels cue bids		
3m over 1 minor opening= nat, preempt		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Dbl strong		
2C one suit		
2 NT minors		
2D M		
2M M+m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Doubles TO		
Cuebid=two suits		
Jumps: Strong		
2 - 3NT: nat		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Over 1 strong club DOUBLE: Majors* 1NT minor		
OVER OPPONENTS' TAKEOUT DOUBLE		
Weak jumps, redouble= 10+		
INT= 7+ and 3+fitt after 1M openings.		
2Nt = 11-12 and 3+ fitt after 1 M openings		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd 5 th , Hi from doubleton	3 rd , HI from doubleton
NT	4 th , hi from 2-4 small	3 rd , HI from doubleton
Subseq	Top	Top
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, KQx
Queen	QJ+, Qx	QJ+, Qx
Jack	J10+, KJ10+, Jx	HJ10+, J10+, Jx
10	109+, H109+	109+, H109+, 10x
9	3 rd or doubleton	top or 2 nd from top
Hi-X	4 or doubleton	4 th best or top from nothing
Lo-X	3 rd 5 th	4 th , or 3 rd from honor
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	UDCA	
Suit 2		
3		
1		
NT 2		
3	odd=enc., even=disc	odd=enc., even=disc
Signals (including Trumps): Hi-low in trumpf for intereodd=enc., even=discst for a ruff or count.		
Odd=enc., even=disc.,		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
a) 11+ support with the other suits		
b) 17+ and 5+ in other suit.		
c) 19+ balanced		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Lebensohl, after take out double,		
takeout doubles, lead direct doubles.		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: ICELANDIC BRIDGE FEDERATION		
PLAYERS:		
<i>Gudný Gudjonsdóttir/Thorgerdur Jónsdóttir</i>		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Nat 2/1 GF.		
15-17 NT.		
weak 2 in ♦♥♣		
UDCA (upside down count and attitude)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
SPECIAL FORCING PASS SEQUENCES		
After 2/1 gameforce.		
IMPORTANT NOTES		
PSYCHICS: very rare		

OPEN ING	Art ific ial (X)	MIN .NO. OF CAR DS	NEG .DB L THR U	GUDNÝ GUDJONSDOTTIR & THORGERDUR JONSDOTTIR - 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♣=8+ inv. m, 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	2cl. Fg 2d 10+ 3d inv m 2♥♣2♦ weak, =6+cards,	same as after 1♣	
1♥		5	4♥	11-21.	1♣=nat4+cars. 1NT= "Semi forcing" 4-12p, Gazzilli 2♣♦=FG raise=7-10p 3cards. 2♣ jump=weak, 2NT=Jacoby, 3♣/♦=bergen. 3♥=weak- 4card 3♣/4m=splint. 3NT=13-15.	Jump in NT = 18-19, Jump in suit, strong	2/1= max pass 2 ♣ DRURY
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. slamish. 4NT= Inv.	1NT-2♣/2♦- no 4 card M, 2♥=4 card heart suit, maybe also spades, 2♣= 4 card S After 2♦: 2♥♣=majors to play	
2♣*	X		4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 8+cards. 2NT 8-plus	Suits natural, 2NT =23-24 even distr (further resp. 3♣* puppet 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 Jump in new suit fit showing		
2NT			4♥	20-22 bal, can be 5 card in Major	3♣= puppet stayman, 3♦♥=transfer, 3NT= to play 3♣=minors slam try. 4m=slamtry, 4M= To play		
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3 rd level= nat forcing raise=to play, preemptive 4♥♣= natural, to play 4NT= RKCB		
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		
4♥ 4♣		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4NT= RKCB		
4NT				Ace asking	RKCB aces	HIGH LEVEL BIDDING	
5♣ 5♦		8 8		Preemptive long suit		5NT=general grand slam try; RKCB=0314, 4C = aces after 1nt bids (1nt – 4c), 4m after known minor fit is asking for aces. 4NT inv to 6nt after 1nt/2nt, 5NT after 4NT =kings(count)	

