

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
1m-2m: 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>INT 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:
Sama 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	Discarding
v/suit 1	low= enc.	count	first discard:
2	suit pref.	suit pref.	low=enc.
3	count		
v/nt	same	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/RDLS</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>
<b>NCBO: NM 2023 Women's teams, ICELAND</b>
<b>PLAYERS:</b>
<b>Anna Heiða Baldursdóttir and Inda Hrönn Björnsdóttir</b>
<b>Anna Guðrún Ívarsdóttir.</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2/1 FG</b>
<b>5 card major,</b>
<b>D opening PROM 4+D</b>
<b>1NT = 15-17 hcp</b>
<b>2♣ =FG</b>
<b>2♦ = Pre-empt with. one M, 6 card suit</b>
<b>2♥/♠ = Nat -, 6 card, 10-13</b>
UDCA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels
Drury
<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>

**ICELAND: ANNA HEIÐA BALDURDÓTTIR AND INDA HRÖNN BJÖRNSDÓTTIR AND ANNA GUÐRÚN ÍVARSDÓTTIR**

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	ICELAND: ANNA HEIÐA BALDURDÓTTIR AND INDA HRÖNN BJÖRNSDÓTTIR AND ANNA GUÐRÚN ÍVARSDÓTTIR			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2	4♥	11-20 hcp, 3-3 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♥ =6-10 2NT=FG, 4 card support 3m = Bergen, 3♣ stronger than 3♦ 3♥ = PRE	1M – 2NT - 3♣ = min (10-14) 1M – 2NT - 3♦ = max, 15+ (no short) 1M – 2NT - 3♥ = 15+, short in ♣ 1M – 2NT - 3♠ = 15+, short in ♦ 1M – 2NT – 3NT = 15+, short in other M	3 <sup>rd</sup> hand can open with 8+ HCP Drury, 1NT is semi forcing.
1♠		5	4♥	11-20 hcp, 5+ cards	Same as after 1♥		Same as after 1♥
1NT			4♥	15-17 hcp, bal or semi-bal	Stayman, transfers to all suits 3♣ = minors, NF, 3♦=minors, FG, 3M nat and slam inv.+		same
2♣	x	0	pen	FG, any type. If BAL >22HCP	2♦ = ASKs, 2M =nat has 2+Honours in suit	Puppet Stayman and TRF after 2NT	same
2♦	x	0	3♠	WK with H or 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 as after 1M – 2NT	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, <b>no void</b>	4m = P/C 4M = NAT		
4♣/♦		(7)8+	pen	Nat		<p align="center"><b>HIGH LEVEL BIDDING</b></p> Roman Key Card 0314 Splinters, Cue-bids Quantum after NT	
4♥/♠		7(8)	pen	Nat			