

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat but somewhat aggressive style based on vulnerability.
2N after 1M overcall = 4card raises exc: 1x-1M-p-2N=Nat
1M-(dbl) – transfers
1♥-(1♠)-transfers
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 system on
Reopening vs 1m 10-15, vs 1M 11-16 - 2♣ asks about strength+M cue=GF, other nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV but generally sound, based upon vulnerability, (Ghestem)
... transfers if 3 rd hand dbl 2M
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣=Nat / (1♦)-2♦= 5+♠,5+♥ / (1♥)-2♥=♠+♣ / (1♠)-2♠=♥+♣
(1♣)-3♣=♠+♦ (Ghestem)
(1♦) - 3♦=stopper asking if 3+, Nat weak
VS. NT (vs. Strong/Weak; Reopening;PH)
strong: dbl=♠+another suit, 2♣♦=nat+♥, 2M=nat, 2N=m's
weak: dbl=nat, 2♣=Landy, 2♦=good+ M overcall, 2M=nat, 2N=m's
strong defense always if passed hand
14-16 we play weak NT def.. 15-17 we play strong NT def
Rule is if 1N average is over 15 then strong def
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3♣-4♣-M's, (3M) 4♣-M+♦, 4♦=M, 4Mcue-m's better, 4M-M+♣
(2M)-3M=stopper asking or strong m's, 4m=5+m 5+OM
(3M)-Sundelin
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: dbl=M's, 1N=minors, 2♦=5+5+ M's, 2N=more minors
Vs 2♣: dbl=M-s, 2N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(dbl)-transfers, 3x under M=mixed raise
rdbl 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4/(6)	2/4	
NT	Attitude	1-3	
Subseq	1-3, att-ish vs NT, (2-4)		
Other: generally 2/4 th through declarer (attitude-ish), including honours			
We may not want to spare 2 nd highest card: 9,10,J, so may break leadrule			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	attitude/ count if dummy xxx	
King	KQ(x+), (AK) AKx(xx)	Strong ask for count/unblock	
Queen	QJ(x+), AQJ(x)+	QJ (x+)/ KQ(x+)/AQJ(x+)	
Jack	J10(x+) / Jx / KJ10(x+) KJx	J10(x+) / KJ10(x+)	
10	10x / A/K/Q109(x+) H10x	109(x+)/A/K/Q109(x+)	
9	109x / H9x	9x(x+) / A/K/Q/J98(x+)	
Hi-X	2/4	Attitude	
Lo-X	2/4, lo-hi w/2 if 9x or lower	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count / SP	attitude
Suit 2	SP	SP / count	Attitude (count)
3	Count		
1	attitude / count	SP / count	attitude
NT 2			
3			
Signals (including Trumps): hi-lo in trumps usually interested in ruff, otherwise SP (possibly count).. We always play UDCA except Standard count/attitude on ace lead trick one.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
relatively liberal style, ELC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
stopper asking dbl,			
I want to bid more dbl's (progressive dbl's) by opener on the second round			
Of bidding.			

W B F CONVENTION CARD
CATEGORY:
NCBO: Iceland
PLAYERS: Jón Baldursson-Sigurbjörn Haraldsson
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 3+♣, 3+♦, 5+Majors, 15-17 no-trump
3 rd seat openings can be rarely (very) light, vul based
No trump hands can possibly incl (usually H) singleton
Regular upgrades of balanced hands
Preemptive Style is sound AND mildly wild VUL based
Lots of transfers in competition
Points can be adjusted in any situation.
Judgment is allowed in any situation.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=Multi, w2 or GF in Major
2M when VUL/2nd=5M5+m, less than opening values
2M 1 st and 3 rd NV=5M4+m, less than opening values
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	Nat	1♦=(2+) 1♥♠=4+, , 1N=8-10 2♣=inverted, 2♦=GF 6+♦, 2M=6c 8-11, 2N=invit, 3x=pre	1♣-1♦♥♠-2♦=2way, reverse or ♣ and strong 2way checkback	Same system
1♦		3	4♥	Nat, only 3 when 4432	1♥♠=nat, 1N=5-10, 2♣=4+ GF, 2♥=5+♠4+♥ (5-9), 2♠=5+♠♥ INV, 2N=INV, 3♣=inv	1♦-1♥-1♠=F1, 1♦-1♥-2♠=2way, ♦+♣ or ♦ 1♦-1♠-2♥=2way, reverse or ♦	2♣=6c constructive
1♥		5(4)	4♦	5+♥ Can be 4 in 3rd seat	semiF 1N, 2♣♦=4+GF, 2♠=6-7 constructive 2N=steinberg inv+, 3♣=mixed raise 3♠=any void	1♥-1N-2N=6♥4+sidesuit good hand 1M-1N-2♣=hexan	Drury, 2N= 4c raise 3♣♦=5+♣♦5+OM
1♠		5(4)	4♥	5+♠	3♦=3c raise ca 9-13, 4m=singleton	1♠-1N-2N=6♠4+sidesuit good hand	
INT			4♥	15-17 Can rarely include 5M/6m/short	2♣=stayman , 2♦♥=xfer 5+(4+if GF) 2♠=range ask Invit bal/♣/CONFIT, 2N=m's weak or ♦	2♣>2♦♥>2♠=invit 5-6♠ 2♦>2♥>2♠=any invit	
					3♣=puppetstayman, 3♦=5+5+m's GF, 3♥♠=short OM ca 1354/45, 4m=SA texas		
2♣		5	4♥	20-22bal/semibal or GF	2♦=ask, 2♥♥3♣♦=weak to play vs 20-22, 2N=weak m's to play vs 20-22, 3♥♠N=7+ undisclosed suit	2♣-2♦-2♥=kokish	
2♦				Multi, w2 or GF with Major	2N=ask, 3♣=Ask OM, 3♦=ask m, 2/3♥♠=p/c	2♦-2N-3♣♦=♥♠	
					4♣=transfer to your suit, 4♦=bid your suit		
2♥		5		5♥5m when VUL or 2 nd pos 5♥4+m when NV 1 st and 3rd	2♠=NF, 2N=asking, 3♦=invit to 4♥ 3/4♣=p/c		
2♠		5		Same as 2♥ 10-12 in 4 th seat	Same as above		
2NT				22-24 bal/semibal	3♣=romex stayman, 3♦♥=xfer, 3♠=m's, 4x=transfer slamish		
3♣		6		nat 6-7	NAT		
3♦		6		nat 6-7	NAT		
3♥		6		nat 6-7	NAT, 4♣♦ = cue/nat		
3♠		6		nat 6-7	NAT, 4♣♦ = cue/nat		
3NT				solid minor little else 1 st /2nd	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY		
4♣		7		nat	Nat, 4♦=rkcb		
4♦		7		nat	5♣=rkcb in ♦, 4N=Nat to play		
4♥		7		nat	4♠=to play, 4N=rkcb, 5m=cuebids		
4♠		7		nat	4N=rkcb, 5m=cue		
4NT				specific ace ask	5♣=0 aces, 5♦♥♠6♣=the ace in the bid suit, 5N=2		
5♣				nat		HIGH LEVEL BIDDING	
5♦				nat			
5♥						rkcb, cuebids, splinters, dopi-ropi-depo	
5♠						4♦ kickback in ♣ fit > if bid past 4♦ then 4N is optional rkcb	
						♣ fit when opps have bid, cues up the line, 4N=optional RKCB	
						4♥ usually kickback in ♦ fit	

