

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Nat but somewhat aggressive style based on vulnerability.
2N after 1M overcall = 4card raises
1M-(dbl) – transfers
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 system on
Reopening vs 1m/M 10-15 - 2♣ asks about strength+M
cue=GF, other nat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
... transfers if 3 <sup>rd</sup> hand dbl 2M
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣=Nat / (1♦)-2♦= 5+♠,5+♥ / (1♥)-2♥=Mich / (1♠)-2♠=Mich
(1♦) - 3♦=stopper asking,
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
strong: dbl=♠+another suit, 2♣♦=nat+♥, 2M=nat, 2N=m's
weak: dbl=nat, 2♣=Maj, 2♦=1 major, 2M=M+m, 2N=m's
strong defense always if passed hand
14-16 we play strong NT def..
Rule is if 1N is 16p then strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3♣-4♣-M's, (3M) 4♣-M+♦,
(2M)-3M=stopper asking or strong m's
(2M)-4m=5+m 5+OM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: dbl=D or Maj, 1N=S+D or H+C
Vs 2♣: dbl= Same as above
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(dbl)-transfers, 3x under M=mixed raise
rdbl 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4. best	1-3	
Subseq			
Other:			
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): Smith against nt.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
relatively liberal style, ELC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Iceland</b>
<b>PLAYERS: Matthías Þorvaldsson – Birkir Jón Jónsson</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 3+♣, 3+♦, 5+Majors, 15-17 no-trump
3 <sup>rd</sup> seat openings can be (very) light, vulnerability based
No trump hands can possibly incl (usually H) singleton
Regular upgrades of balanced hands
Preemptive Style is sound AND somewhat wild VUL based
Points can be adjusted in any situation.
Judgment is allowed in any situation.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

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♣=inv+, 2♦= 6+♦ 8-11, 2M=6c 8-11, 2N=invit, 3x=pre		Same system
1♦		3	4♥	Nat, only 3 when 4432	1♥♠=nat, 1N=5-10, 2♣=4+ GF, 2♥=6+♥ 8-11, 2♠=6♠ 8-11, 2N=INV, 3♣=inv	1♦-1♥-1♠=unbal,	2♣=Club and unbal.
1♥		5(4)	4♦	5+♥ Can be 4 in 3rd seat	semiF 1N, 2♣♦=4+GF, 2♠=6 S 8-11 2N=steinberg inv+, 3♣=mixed raise 3♠=any void		Drury, 2N= 4c raise 3♣♦=5+♣♦5+OM
1♠		5(4)	4♥	5+♠	3♦=3c raise ca 9-13, 4m=singleton		
INT			4♥	15-17 Can include 5M/6m/shortness	2♣=stayman , 2♦♥=xfer 5+ 3♣=puppetstayman, 3♦=5+5+m's GF, 3♥♠=short OM ca 1354/45, 4m=Transfer	2♣>2♦♥>2♠=invit 5-6♠ 2♦>2♥>2♠=any invit	
2♣		5	4♥	22+ bal/semibal or GF	2♦=ask,	2♣-2♦-2♥=kokish	
2♦		5		Usually 6 cards+, can be 5	2N=ask, 3m=Nat GF, 2/3♥♠=p/c 4♣=transfer to your suit, 4♦=bid your suit		
2♥		5		Usually 6 cards+, can be 5	2♠=NF, 2N=asking, 3♦=invit to 4♥ 3/4♣=p/c		
2♠		5		Usually 6 cards+, can be 5	Same as above		
2NT				20-21(2) bal/semibal	3♣=puppet stayman, 3♦♥=xfer, 3♠=m's, 4x= 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 <sup>st</sup> /2nd	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY		
4♣		7		nat	Nat, 4♦=rkcb		
4♦		7		nat	nat		
4♥		7		nat	4♠=to play, 4N=rkcb, 5m=cuebids		
4♠		7		nat	4N=rkcb, 5m=cue		
4NT				specific ace ask	Minors		
5♣				nat		HIGH LEVEL BIDDING	
5♦				nat		rkcb, cuebids, splinters, dopi-ropi-depo	
5♥							
5♠							

