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

1NT 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)
Intermediate VUL. > 2N=asks for shortness, cue=invit,
... transfers if 3rd 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/ intermediate if not Vul

VS. NT (vs. Strong/Weak; Reopening;PH)

strong: dbl=♠+another suit/ str w ♠, 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

(2M)-4m=5+m 5+OM

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=♠, 2N=minors

OVER OPPONENTS' TAKEOUT DOUBLE

1M-(dbl)-transfers, fitshowing jumps, 3x under M=mixed raise rdbl 10+

2M-(dbl)-transfers, 1♦-(dbl)-transfers

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 2/4th through declarer (attitude-ish), including honours We may not want to spare 2nd 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

Strong club, 2+, 14-16 no-trump

3rd 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

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♦=short ♦ 10-15hcp

2N=5+5+ m's about 9-12hcp (can be less in third pos)

relatively unusual 1N system

Response to strong club are unusual and usually followed

By relay sequences

1♦ opening 2+♦ (possibly stiff H): 11-13 bal or unbal 10-15 4+♦

Artificial responses to strong 1♣ opening.

1M-2♣ is artificial any GF

 $1 - 2 \stackrel{\checkmark}{\sim} 5 + 4 + \text{ M's, less than inv / invit}$

1M-2N is a)4card raise, mixed/invit/minimum GF

b) 3card raise with shape, invit

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES frequent non penalty dbl's

17-19 1444 hands are a problem for us, usually we will show bal Some bids have control requirements, not always obeyed

PSYCHICS: Rare, 1d-p-1n NV, baldursson sometimes psyche.

۲۶	F	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION RESPONSES		SUBSEQUENT ACTION	PASSED HAND BIDDING	
1.		1N=5+4, $2x=$ short 4 , $2N=$ solid suit, $3x=$		1 \(= (0-7), 1 \(= 8+no 5+M \) or shortness, 1 \(= 5+\(\vert , 1N=5+\(\vert , 2x=short \(\vert \vert \vert , 2N=solid suit, 3x=H-7c	1♣-1♦-1♥=any 20+, lots of relays esp in GF seq	Same system		
					(1)2+ controls needed for pos resp, may be broken			
1 •		2	4♥	11-13 bal or 10-15 unbal 4+◆	1 ♥♠=nat, 1N=7-11, 2♣♦=4+ inv+, 2♥=5+♠4+♥ (5-9), 2♠=5+♠4♥ INV, 2N=INV, 3♠=m's NF	Transfer Checkback when 1N response 2way checkback when 1♦-1♥-1♠	2m=6c constructive	
					3♦=5+♦5+ ♣ Inv, 3 ♥♠ =nat pre			
1♥		5(4)	4	5+♥	semiF 1N, 2♣=GF relay, 2♦=good♥ raise+	1♥-1N-2♠=6♥4+sidesuit good hand	Drury, 2N= 4c raise	
				Can be 4 in 3rd seat	2♠=6-7 constructive,2N=see front page, 3♠=any spl		3 ♣ ♦=5+ ♣ ♦5+OM	
1 🖍		5(4)	4♥	5+♠	2•=5+♥, 2♥=good• raise+,	1 △ -1N-2N=6 △ 4+sidesuit good hand	Rosenkranz 1M-2M or similar.	
INT			4♥	14-16	2♣=stayman asking, 2♦=puppet to 2♥ signoff any	2 ♦ >2x>3M=5c GF		
				Can include 5M/6m/shortness	suit, slamish any suit, GF minor hands	2♣>2x>2N=GF		
					2♥♠N=nat invit, 3♣=puppetstayman, 3♦♥=xfers 3♠=5+♠ 4+♦ slamish, 4♣♦=♥♠			
2♣		5	4♥	5+ ♣ 4M-13/3145 or 6+ ♣ 10-15	2♦=ask, 2♥♠=Nat NF, 2N=5+♠4+♥ invit, 3♦♥♠=inv	2 . -2•-2M=3-4M		
2 •				Short ♦ 10-15	2N=ask, 3♦=Nat constructive,	2N>3♣=min, 3♦=4414, 3♥=4315, 3♠=3415		
					3M=invit	3N=4414 singleton H		
2♥		6(5)		weak 2 6(+)♥	new suit F1, 2N=asking,	3♣=min, 3♦= max no short		
2 •		0(2)		10-12 in 4 th seat	new said 11, 21, asiming,	3♥♠N=Max and short OM♦♠, 4x void		
,2 🛦		6(5)		weak 2 6(+)♠	2N=asking, 3♣=5+ ∀ GF, 3 ∀ =5+ ♣ GF	Same as above		
,4 💀		0(3)		10-12 in 4 th seat	21\(\frac{1}{2}\) asking, \(\frac{3}{2}\) = 3 \(\frac{1}{2}\) \(\frac{1}{2}\) \(\frac{1}{2}\)	Same as above		
2NT		55		5+5+ m's 9-12	3/4♣♦=to play, 3♥=GF ask, 3♠=6+ GF	2NI 200 2 A -1 2NI -1 4 4 4 5 6 6 6		
2111		33		Can be (much) less in 3 rd	3/42V-to play, 3V-01° ask, 32-0+ 01°	2N-3 > 3 = short , 3N = short , 4 = 56/65		
2 •		6		nat 6-7	NAT			
3 ♣ 3 ♦		6		nat 6-7	NAT			
3♥ 3♥		6		nat 6-7	NAT, 4♣♦ = cue/nat			
		-			NAT, 4 = cue/nat			
3 🛦		6		nat 6-7	NA1, 4♣ = cue/nat			
2) IT				1.1 . 1.41 1 181/0 1	As DIG 4: 1 C 1 . AND TO BLAY			
3NT				solid minor little else 1 st /2nd	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY			
4 .*		7		nat	Nat, 4*=sets clubs			
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	5♣=0 aces, 5 ♦♥♠6♣=the ace in the bid suit, 5 N=2			
5 .				nat		HIGH LEVEL BI	DDING	
5 ♦				nat				
5♥						rkcb, cuebids, splinters, dopi-ropi-depo		
5.						4♦ kickback in ♣ fit, if not bid then cuebids and 4N is optional RKCB ♣ fit when opps have bid, cues up the line, 4N=optional RKCB		