DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Nat 6-17p 5+ cards

Responses to partners overcalls are transfers in many situations.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct: 15-18 bal

4th=10-15 bal

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

Unusual 2NT

Reopen: constructive

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Over 1M>Michaels

Over 1♣> 2♣= nat, 2♦ = Majors, 2NT= ♦+♥

Over 1♦> 2♦= ♥+♠, 2NT=♣+♥,

3M over 1M= ask for stopper

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

Double= Direct: 15+ HCP

Dbl. in balancing: 12+ bal if weak NT, 15+ if strong.

2♣=both majors

2♦=1 major overcalls

2♥/♠=5+cards + 4+ in either minor

2NT= minors, or inv+ major+minor hand.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Takeout doubles, splinters

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over strong 1♣: Dbl=majors, 1NT minors, 2NT=minors, other nat.

Over strong 2♣/2♦= Double=majors, 2NT minors.

Over strong 2NT= Double majors, 3NT minors.

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers. Redouble is 10+ hcp, but sometimes used as transfer.

2NT= 7+ hcp and 4+fitt after 1M openings. Minors after 1m opening

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd 5th , Hi from doubleton	3rd, HI from doubleton
NT	4th, hi from 2-4 small	3rd, HI from doubleton
Subseq	Top	Top

Other: High from 3-4 small from promised lenght. Suit pref. possible in trumps leads.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax	AKx, Ax
King	KQ+, AK, Kx	AKJ10+, KQ109+, Kx
Queen	QJ+, Qx	KQ+, QJ+, Qx
Jack	J10+, KJ10+, Jx	KJ10+, J10+, Jx
10	109+, Q109+	109+, Q109+, AJ10+, 10x
9	3rd or doubleton	top or 3rd from top, K/A109
Hi-X	4,6 or doubleton	4th best or top from nothing
Lo-X	3rd 5th	4th, or 3rd from honor

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Low= Encour.	count, hi-low=odd	low=enc.
Suit	2	Count	suit pref.	count
	3	suit preference		
	1	Low=Encor.or even	count/oddball	low=enc.
NT	2	count	suit pref	count
	3	suit pref.		

Signals (including Trumps): Hi-low in trump can be used to show intrest for a ruff, or a suit preference.

Oddball in NT. Low from both sides shows interest.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

a) 11+, support with the other suits

b) 17+ and 5+ cards in another suit.

c) 19+ balanced (16+ if 1x – pass- pass- double)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Gametry doubles, takeout doubles, support doubles, lead direct doubles.

Competetive doubles.

W B F CONVENTION CARD

CATEGORY: GREEN
NCBO: ICELANDIC BRIDGE FEDERATION
PLAYERS:

AÐALSTEINN JÖRGENSEN
BJARNI EINARSSON

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Nat 2/1 GF.

1♣ = 2+♣ and can be longer in ♦ if balanced.

1♦ opening= unbal. or semibal hand, 4+♦.

2♣=strong hand, or weak with 4+♠ and 5+♥ or 4+♠ and 5+♦.

2♦= Multi, ♥ or ♠, weak or GF hand.

UDCA

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣=strong hand, or weak with 4+♠ and 5+♥ or 4+♠ and 5+♦.

2♦= Multi, a) 4-9 hcp, usally 6 cards in ♥ or ♠. b) GF with ♥ or ♠.

2♥ and 2♠ = 6+ cards, (9)10-12 hcp.

Transfers after 1♣ opening: 1♦= 4+♥, 1♥= 4+♠, 1♠= no major.

Transfers in many situations after opponent's double or overcall.

Transfers in many situations after our side's overcall.

Overcalls can be light

Openings in 3rd seat can be light

SPECIAL FORCING PASS SEQUENCES

After 2/1 gameforce.

2/3 preemt – double – jump to 5th or 6th level…….forcing pass

In some other strength forcing pass sequences.

IMPORTANT NOTES

PSYCHICS: Rare

ICELAND: AÐALSTEINN JÖRGENSEN - BJARNI EINARSSON

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	a) 11-21p, 4+♣, unbal hand. b) 11-13 or 17-19 bal. May have 2♣ and up to 5♦ if a balanced hand.	1♦=4+♥. 1♥=4+♠, 1♠= denies 4 card major 1NT=GF relay. 2♣=5+♦ GF. 2♦= 6+♥, 8-10p,. 2♥= 6+♠, 8-10p,2♠= inv or GF hand with either or both minors. 2NT= minors, preemptive. 3♣♦♥♠= pre-empt. System changes after opp. overcall/dbl.	Natural. After transfer opener bids partners suit with 2-3 cards and 11-13 bal. 1NT=17-19 2NT= 17-19 and 4 card support. Two way check back. Transfers used after overcalls.	Openings in 3rd hand can be light.
1♦		4	4♥	11-21, 4+cards semibal or unbal hand	1♥♠= Natural. 1NT=6-11hcp. 2♣=4+♦, 8+hcp. 2♦=GF 5+♣. 2M=6cards,8-10.2NT=GFbal. 3♣=inv	Natural, exc. 1♦-1M/1NT= art. bid. Transfers used after doubles and overcalls.	Openings in 3rd hand can be light.
1♥		5	4♥	11-21.	1♠=nat.1NT= "Semi forcing", 2♣= GF, nat or bal. 2♦= GF, 2♥=8-10p 3cards.2♠=8-10, 6 cards, 2NT=fit, inv+ 3♣= Bergen, 3♦= inv, 3♥, 3♥=weak, 3♠= any splinter. 3NT= void in ♠ 4m=void.	"Hexan" after 1M-1NT and 1♥-1♠. (Hexan: after 1M-1NT//2♣= artif. bid, can be weak or any 16+p.) Transfers in some situat. Normal splinter after double and overcalls	2♣= Drury, good raise. 2/1= max pass Openings in 3rd hand can be light. Openings in 3rd hand can possible be 4 cards
1♠		5	4♥	11-21.	Same as after 1♥. Exc, 3♥=preemptive. 4♥=nat.	Same as aftir 1♥	
INT			4♥	**14-16**	2♣=staym, 2♦♥♠NT=transfers, 3♣= minors weak 3♦= ♥+♠, inv+ 3♥♠= 3145/1345 4♣= ♥suit. 4♦= ♠ 4M= to play 4NT= Inv 5♠=asks for 5m/5NT=baron	1NT-2♣/2♦-2♥=majors to play Transfers system in competion. Weak jumps after double. Smolen	
2♣	X	0		a) 23+bal b) GF with one or both minors. c) 4-10 hcp, 4+♠ and 5+♥ d) 4-10 hcp, 4+♠ and 5+♦.	2♦♥/3♦♥/4♦♥=pass/correct. 2NT= asking. 3♣= Inv. to 4♠. 2♠/3♠/3NT/4♠/5♣♦=To play	in competive bidding: 2/3/4/♦=pass correct 2♥/3♥/4♥= can be pass/correct Double can be =pass/correct new suit NF.	
2♦	X	0		a) 6+ in♥or♠. 4-9 hcp. b) GF hand with ♥ or ♠.	2M/3M/4♥=pass/ corr 2NT= ask. 3♣=ask for other maj. 4♣=ask for transfer. 4♦=bid your suit. 4♠=nat.	2♦-2M/2NT= GF with 5+♥ 2♦-2♥/3x= Natural bid with GF hand,5+♠.	
2♥		6	All Penalty	6+ cards, (9)10-12 hcp.	2♠=nat Forcing one round, 2NT=ask, 3♣=nat, GF 3♦=nat GF, 3♥=pre. 3NT=to play. 4m=splinter.	Transfers after double. Natural or possibly lead directing.	
2♠		6	All Penalty	6+ cards, (9)10-12 hcp.	2NT=ask, 3♣/3♦/3♥=nat GF, 3♠=pre. 3NT=to play. 4m=splinter.	If doubled then RDBL=escape. Transfers after double. Natural or possibly lead directing.	
2NT			4♥	20-22bal	3♣= Stayman, 3♦♥=xfer, 3♠=minors 3NT= to play, 4♣♦♥♠=transfers, 4NT inv., clubs. 5♠=ask for 5 card suit. 5NT=baron		
3♣ **3♦** **3♥,3♠**		(6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3rd level= nat forcing 4♣(except 3♣-4♣)= asks for 4♦, slamtry in any suit. 4♦(except 3♦-4♦) = RKCB 3♣-4♣ and 3♦-4♦= preemptive. 4NT= RKCB	In competative action new suit not forcing.	New suit NF.
3NT	X		pen	Gambling, solid 7+ cards minor	4♣/5♣= Pass correct, 4♦= Ask for shortness.	**HIGH LEVEL BIDDING** 4NT frequently used as takeout after 4M preempt. 4NT= RKCB=0314 5NT= pick a slam in some situations 5NT = RKCB in some situations 5NT=general grand slam try in some situations Voidwood	
4♣ **4♦**		(7)8 (7)8	pen pen	Natural preemptive,	Natural. 4M= to play. 4♦= cuebid. 4NT= RKCB		
4♥ **4♠**		(6)7 (6)7	pen pen	Natural, to play, can have an opening bid. Preemptive	4♥-4♠= to play. 4♥/4♠ - 5m= cuebid, slamtry. 4NT= RKCB		
4NT				Ace asking, specified	5♣= no ace. 5♦♥♠/6♣= that ace.		
5♣♦		8		Preempt nat			