

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 exc: 1x-1M-p-2N=Nat
1M-(dbl) – transfers
1♥-(1♠)-transfers
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 system on
Reopening vs 1m 10-15, vs 1M 11-16 - 2♣ asks about strength+M cue=GF, other nat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak NV but generally sound, based upon vulnerability, (Ghestem)
Intermediate VUL. > 2N=asks for shortness, cue=invit,
... 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♥=♠+♣ / (1♠)-2♠=♥+♣
(1♣)-3♣=♠+♦ (Ghestem)
(1♦) - 3♦=stopper asking if 3+, Nat weak/ intermediate if not Vul based
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: dbl=M's, 1N=minors, 2♦=5+5+ M's, 2N=more minors
Vs 2♣: dbl=M's , 2N=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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 2/4 <sup>th</sup> through declarer (attitude-ish), including honours			
We may not want to spare 2 <sup>nd</sup> 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. (with exceptions)			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Iceland</b>
<b>PLAYERS: Jón Baldursson-Sigurbjörn Haraldsson</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong club, 2+♦, 14-16 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
Lots of transfers in competition
Points can be adjusted in any situation.
Judgment is allowed in any situation.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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 10-15 hcp 2+♦ (or stiff Honour)
2M opening 1 <sup>st</sup> seat NV vs VUL is 5+ and can be quite aggressive
Artificial responses to strong ♣ opening.
1M-2♣ is artificial any GF
1♦ - 2♥♠ 5+4+ M's, less than inv / invit
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b> frequent non penalty dbl's
17-19 1444 hands are a problem for us, often solved 17-19 bal
There are some control limitations, can be ignored.
<b>PSYCHICS:Rare</b>

OPEN ING	TI C K IF AR TI FI CI AL	MIN · NO. OF CA RDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0	4♥	16+ unbal, 17+bal	1♦=(0-7), 1♥=8+no 5+M or shortness, 1♠=5+♥, 1N=5+♠, 2x=short ♠♥♦♣, 2N=solid suit, 3x=H-7c (1)2+ controls needed for pos resp, may be broken	1♣-1♦-1♥=any 20+, lots of relays esp in GF seq..	Same system
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 3♦=5+♦5+♣Inv, 3♥=pre, 3♠=xfer To 3N.	Transfer Checkback when 1N response 2way checkback when 1♦-1♥-1♠	2m=6c constructive
1♥		5(4)	4♦	5+♥ Can be 4 in 3rd seat	semiF 1N, 2♣=GF relay, 2♦=good raise+ in ♥ 2♠=6-7 constructive, 2N=4card raise, 3♠=any spl	1♥-1N-2♠=6♥4+sidesuit good hand	Drury, 2N= 4c raise 3♣♦=5+♣♦5+OM
1♠		5(4)	4♥	5+♠	2♦=5+♥, 2♥=good♠ raise+, 2♣=stayman , 2♦♥=xfer, 2♠=range ask/ ♣/Confit	1♠-1N-2N=6♠4+sidesuit good hand	
INT			4♥	14-16 Can include 5M/6m/shortness often 5M	2N= ♦ or weak m's, 3♣=puppetstayman 3♦=5+5+ m's GF, 3♥♠=short, 4♣♦=♥♠	2♦♥ xfer - 2♥♠ - 2N=GF 4♥♠ 2♦ - 2♥ - 2♠ = any invit	
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, 3M=invit	2N>3♣=min, 3♦=4414, 3♥=4315, 3♠=3415 3N=4414 singleton H	
2♥		6(5)		weak 2 6(+)♥ 10-12 in 4 <sup>th</sup> seat	new suit F1, 2N=asking	Resp to 2N asking:	
2♠		6(5)		weak 2 6(+)♠ 10-12 in 4 <sup>th</sup> seat	2N=asking, 3♣=5+♥GF, 3♥=5+♣GF	3♣=min, 3♦=max no short 3♥♠N=Max and shortness OM♦♣, 4x=void	
2NT		55		5+5+ m's 9-13 Can be less in 3 <sup>rd</sup>	3/4♣♦=to play, 3♥=GF ask, 3♠=6+ GF	2N-3♥> 3♠=short ♠, 3N=short ♥, 4♣♦=56/65	
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♦=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, 5N=2		
5♣				nat		HIGH LEVEL BIDDING	
5♦				nat			
5♥						rkcb, cuebids, splinters, dopi-ropi-depo	
5♠						kickback or 4N optional rkcb in ♣ fit	
						♣ fit when opps have bid, cues up the line, 4N=optional RKCB	

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