

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) + 1♥-(1♠)-transfers (1N-2under Major)
3 rd bids: 2N 4cfit inv, jumpcue/3xunder=mixed, fitshowjumps
If 3 rd hand pass new suit is F1, jump cue 4cinvit.3x under 3M
Mixed, other jump nat NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 system on if 1m, if 1M, 2♣ pup to 2♦: to play 2♦OM, 2cue=
GF 4OM, 2N inv, 3m= GF 5OM4+m, 3N short OM
Xfer to their M=inv 4OM, xfer to OM 5+ inv, 2sN inv to m
Reopening vs 1m 10-15, vs 1M 11-16 - 2♣ asks about strength+M
cue=GF, other nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE NV 3-10(+ if pd passed) generally sound, vul based.(Ghestem)
Intermediate VUL. > 2N=asks for shortness, cue=invit,
... 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/ intermediate if not Vul
based
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
(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=M's, 2N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(dbl)-1N-2uMtransfers, fitshowing jumps, 3x under M=mixed
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 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.(with exceptions)			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: Iceland
PLAYERS: Jón Baldursson-Sigurbjörn Haraldsson
Event: EM Ostend 2018 open teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club, 2+♦, 14-16 no-trump
3 rd 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 9-13hcp (can be less in third pos)
relatively unusual 1N system
Response to strong club are artificial and usually followed
by relay sequences
1♦ opening any 11-13 bal 2+♦ (stiff H) if going to show bal
Or 10-15 4+♦ unbal or semibal
1♦ -2♥♠ 5+4+ M's, less then inv (3-9) / invit (10-12)
1M-2♣ artificial GF relay - ask for distribution first Majors
then minors, then controls, then spiral scan.
1M-2under= good raise
1s-2d= hearts, weak to invit
2♣-2♦ asking inv+: 2M 3-4, 2N3♣ max/min no 3+M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES frequent non penalty dbl's
17-19 1444 hands are a problem for us, usually we will show
17-19 bal.
PSYCHICS:Rare

Haraldsson-Baldursson Iceland open team 2018							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	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♣-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)2+ controls needed for pos resp, may be broken 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
1♥		5(4)	4♦	5+♥ Can be 4 in 3rd seat	3♦=5+♦5+♣Inv, 3♥=pre, 3♠=pre semiF 1N, 2♣=GF relay, 2♦=good raise+ in ♥	1♥-1N-2♠=6♥4+sidesuit good hand 1M-2M-nextbid puppet to show shortness	Drury, 2N= 4c raise 3♣♦=5+♣♦5+OM
1♠		5(4)	4♥	5+♠	2♣=6-7 constructive, 2N=3/4 inv. raise, 3♠=any spl 2♦=5+♥,weak to invit, 2♥=good♠ raise+,	1♠-1N-2N=6♠4+sidesuit good hand	
INT			4♥	14-16 Can include 5M/6m/shortness	2♣=stayman asking, 2♦=puppet to 2♥ signoff any suit, slamish any suit, GF minor hands...	2♣>2x>3M=5card GF 2♣>2x>2N=GF	
2♣		5	4♥	5+♣4M-13/3145 or 6+♣ 10-15	2♥♠N=nat invit, 3♣=puppetstayman, 3♦♥=xfers 3♠=5+♠ 4+♦ slamish, 4♣♦=♥♠		
2♦				Short ♦ 10-15	2♦=ask, 2♥♠=Nat NF, 2N=5+♠4+♥ invit, 3♦♥♠=inv	2♣-2♦-2M=3-4M	
2♥		6(5)		weak 2 6(+♥) (3)4-9(10)hcp 10-12 in 4 th seat	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(+♠) (3)4-9(10) hcp 10-12 in 4 th seat	new suit F1, 2N=asking inv+	2N: 3♣=min, 3♦=max no short3	
2NT		55		5+5+ m's 9-13 Can be less in 3 rd	2N=asking inv+, 3♣=5+♥GF, 3♥=5+♣GF	3♥♠N=max and shortness OM♦♣ 4x=65	
3♣		6		nat 6-7 (3)4-9(10)hcp	3/4♣♦=to play, 3♥=GF ask, 3♠=6+ GF	Same as above	
3♦		6		nat 6-7 (3)4-9(10)hcp			
3♥		6		nat 6-7 (3)4-9(10) hcp	NAT		
3♠		6		nat 6-7 (3)4-9(10)hcp	NAT, 4♣♦ = cue/nat		
3NT				solid minor little else 1 st /2nd Random gambling in 3 rd and 4th	NAT, 4♣♦ = cue/nat		
4♣		7		nat	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY		
4♦		7		nat	Nat, 4♦=sets clubs		
4♥		7		nat			
4♠		7		nat	4♠=to play, 4N=rkcb, 5m=cuebids		
4NT				specific ace ask	4N=rkcb, 5m=cue		
5♣				nat	5♣=0 aces, 5♦♥♠6♣=the ace in the bid suit, 5N=2		
5♦				nat			
5♥							
5♠							
HIGH LEVEL BIDDING							
rkcb, cuebids*, splinters, dopi-ropi-depo in ♣ fit > 4d kickback ♣ fit when opps have bid, cues up the line, 4N=optional RKCB *bid under game=last train							