DEFENSIVE AND COMETITIVE BIDDING LEADS AND SIGNALS									
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card			
Overcalls: General style: (4)5+ suit, 6-18 HCP, jumps are 0-7HCP					ner's Suit				
RESP : Direct raises are 5-9 HCP, jumps are 4+SUPP,0-7 HCP	Suit	3rd/5th		3rd/5th		Category : Sta	ndard American		
CUE=8+HCP Fit showing jumps	NT	3rd/5th except w/like	19x/KG8X	3rd/5th		Country:	NCBO Iceland		
New suit: F if RHO does not bid but NF if RHO does bid	Subseq	low : ENCRG or cou	-	<u> </u>	CRG or count	Event:	2025		
1NT: 7-11 HCP	Other: Top of nothing after raise in partners suit with xxx				Players:	Anna Ivarsdottir and Gudrun Oskarsdottir			
2NT:12-14 HCP or limit+ after M by PD and RHO bid (4card SUPP,	o circi i	Trop or mounting direct	raise iii pai	cricio odic	THE TAXA	Date:	2025		
8+HCP)	LEADS					SYSTEM SUMMARY			
In bal. pos.: As above but can be lighter	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Ace	AK(+), Ax		AK(+), A	Ax	2/1 with 5-card majors			
2nd pos: 15-18 HCP. RESP: Stayman	King	AK, KQ(+)		STR		1 NT is forcing after 1M opening, except with passed partner.			
4th pos: 10-16 HCP. RESP: Stayman that asks about the 1NT	Queen	AQJ(+),QJ(+), Qx		AQJ(+),I	⟨Q(+), QJ(+), Qx	Opening bids can be light with PH partner.			
overcall	Jack	KJ10(+), J10(+), Jx	(	KJ10(+)	, J10(+), Jx	4th suit FG except 1D-1H-1S-2C			
JUMP OVERCALLS(Style; Responses; Unusual NT)				Q109(+), 109(+), 10x					
1-Suit: 6 card suit. L/T 12 HCP				J98(+).9	98(+),9x	1NT Openings: 15-17 HCP, can have 5-card Major and 6-card "bad" minor.			
2-Suit: 2/4 NT, Michaels. Any STR	Hi-x	Doubleton, top of n	othing	Doubleto	on, top of nothing	2 OVER 1 Responses: New suit GF. 2C after 1M is FG ( BAL or with 4+C)			
After OPPT OP 1X and 1Y RESP like (1C)-P-(1H)-1NT: 15-17				Hxx(+), xxx(+), Holding like AJ9x, KG8x		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
	SIGNAL	S IN ORDER OF PR	RIORITY			Open 2C :Can be weak (4S and longer red suit, 5-11 HCP) or strong			
DIRECT and JUMP CUE BIDS on "NAT" Op bids		Partner's Lead	Declarer's	Lead	Discarding	Open 2D: 1st/2	2nd hand: Multi. 3rd/4th hand: Always strong with PH partner.		
1m/2m : Majors at least 5-5. Any STR	Suit:1st	L = ENCRG	L = Even n	umber	O = ENCRG, E=S/P	Open 2M: In 1st	/2nd pos: WK 5-11 HCP, 5cards M and 4+ cards m.		
1m/2NT : Two lowest unbid suits, at least 5-5, any STR	2nd	2nd L = Even number S/P				With PH partner: 5-11 HCP with 5+M			
1M/2M : Michaels Cue bid. Other M and m, at least 5-5m any STR	3rd	S/P			Open 2NT: WK 5-11 HCP, 5+ in both minors				
RESP: NT and Cue bids are 8+ HCP and F1	NT: 1st	L = ENCRG	L = Even nun		O = ENCRG, E=S/P	Other bids:	:		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	L = Even number				TRF-LEB is used	when OPPT O/C 2x or open with WK 2x.		
STR NT: Bids are any STR		3rd S/P					Our defence on OPP STR C and STR 2x opening: Suction where DBL = H+C and NT=S+D		
DBL = C, 2C = D or both Majors, 2D = TRF to H, 2H = TRF to S		(including Trumps):				Valid through 3NT.			
2S = S + minor, 2NT = both minors	VS Suit	whem trump is playe	ed: High-low	: S/P or 0	desire to ruff.				
WK NT: Nat bids and DBL are at least same STR as opening bid	VS NT:	Odd ball. High = ENC	CRG			2NT in COMP ='E	Bad' hand". 3X shows Good hand. Can also be scrambling or 2 places to play.		
RESP: 2X=NF and	Double	Doubles: TAKEOUT DOUBLES(Style;Responses;Reopening)					os		
3X=PUP STAY and TRF General style. Can be light w			with classic shape. DBL and then bid = STR						
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	RESP: 0	General style. Jumps	8+ HCP. Cl	JE=F1.	INT=7-11 HCP. 2NT=12-14 HCP				
DBL = 12-16 HCP or STR unbal. In BAL pos = 10+ HCP.	P or STR unbal. In BAL pos = 10+ HCP. IF RHO bids: D = 8+ HCP, new suit under 2NT <= 7HCP			= 7HCP					
2NT after (OPP 2x) = 17-19 HCP.	After: (1M)-D-(2M): TRF Leb					SPECIAL FORCING PASS SEQUENCES			
After OPP 2M=>3M asks for stopper. Can be STR with m or other M	In BAL p	In BAL pos: Same as above but can be lighter				When we have FG sequence and OPPT bid/DBL ==> Pass is forcing			
or gambling. (2M)-4m - two suiter.	ing. (2M)-4m - two suiter. SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				JBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS	IFICIAL STRONG OPENINGS T/O DBL NEG DBL trough 4H				DBL trough 4H				
Suction is used against STR openings (through 3NT):  RESP DBL			Supp	ort DBL/RDBL through 2H	IMPORTANT N	OTES THAT DON'T FIT ELSEWHERE			
DBL=C+H. C=D or H+S. D=H or S+C. S=C or D+H. NT=D+S.						After 2C/2D opening bids and OPP DBL ==> Pass shows 5+ card in opening suit			
Two suiter is always at least 5-5. One suiter is 5+ suit.	Lead dir	ecting DBL				After 1x-1z-1y ==> 2C asks for 2D and is either to play with D or INV			
OVER OPPONENTS' TAKE OUT DOUBLE		-(3NT)-D: Asks for S	S lead	Ligh	tner DBL	After 1x-1z-1y ==> 2D is FG			
1M-(DBL): TRF from 1NT to 2M WK or INV+.Direct raises are 0-7HCP		splinter asks for a lea	ad in higher	suit		_			
2NT=limit 8+HCP, 3M=L/T 8 HCP. FitShowing jumps.	DBL afte	er showing 2suiter an	nd PD is on le	ead: Asks	s for lead in higher suit	Not strict about HCP ranges			
1m-(DBL): System on. RDBL is 10+ HCP	SOS RD	BL				Psychics: Never	Psychics: Never on purpose		

						NCBO Iceland Anna	Ivarsdottir and Gudrun Oskarsdottii
OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	4H	10+HCP	1-level F, 1D can be 3334 and 6-7HCP. 1NT = 8-10 HCP.	1NT=12-14 HCP, maybe 4+ unbid Major(s)	Nothing is F
					1H: Can have longer D.	1NT=> 2C=Either to play w D or INV. 2D=FG	Fit showing jumps.
					Single raise = 8+HCP. F3m.	Reverse and jumps = STR	
					2NT = INV. 3NT = 12-13 HCP.	2NT = 18-19 HCP.	
					Jump to 2nd level: 9-11 HCP and 6 card suit.	After raise to 2M: 2S/2NT: INV+, 3x is	
					3M = 0-8 HCP. 7+ card suit	short suit ( After 1H-2H ==> 2NT is short S)	
1D		3	4H	10+HCP	See 1C opening except 1NT = 6-10 HCP. 1D-2C = FG	See 1C opening	See 1C opening
1H	1H 5(4**)	5(4**)	4H	10+HCP	1NT=F. 2over1=FG. 2C=ART FG (either BAL or with 4+C).	After 1NT( also after 1H-1S) => 2C=INQ about PD HCP	** Can be 4 card with passed hand.
				2NT=FG+, 4-card SUPP.	2X=NAT, 2OP M: 6+card.	1NT can be passed.	
				2M=6-9 HCP. Jump to 3 in OP M=4+card suit. 0-7 HCP.	2NT=18-19. 3X nat 5-5, 13-15 HCP	2C = Drury, 3+ card support	
					3underM = NAT and INV.	After 2NT: 3x is short suit,3MAJ= Good hand,	
					3overM and 4underM = Splinter ( Singleton/Void)	3NT=13-15 HCP.	
						Jump to 4M: 4+ SUPP. 0-9 HCP	2NT=,4+card SUPP, 8-11 HCP,semi UNBAL
1S		5(4**)	4H	10+HCP	See 1H opening	See 1H opening	See 1H opening
1NT	1NT		15-17 HCP	2C=PUP STAY. 2D=H or both minors.	TRF LEB if OPP bid on 2X		
			Can have 5card Major and 6card in minor.	2H/S/NT=TRF to S/C/D			
			Can be 2S4H(52)	3m = Short suit. 3M = 6+card, slam interest			
				4C = Both Majors			
					4D/H = TRF to H/S. 4NT = Quantum		
2C	Yes			WK (5 - 11 HCP) or STR FG hand	2D = Asks about hand (P/C)	P or 2H: WK hand 5-11 HCP	
				WK: Has always 4S and a longer red suit (5H or 5+D)	2X: P/C	2NT: 23+, 3M= GF with Major	
				STR: 1) 23+ BAL or 2) GF with H or 3) GF with S	2NT: GF asks abouth hand.	· ·	
2D	Yes			WK ( 2 types 5-11 HCP ) or STR (3 types)	2M or 3M or 4H = P/C.		
				WK: 1) WK with H or 2) WK with S	2NT = Asks about hand, F1		
				STR: 1 )20-22 BAL or 2) GF with C or 3) GF with D	·		
				Always STR with PH partner			
2M		5		In 1st/2nd seat. 5M and 4+m. 5-11 HCP	2S = NAT, NF. 2NT GF, asks about hand, 3C=P/C, 3D = INV to 4M		
		5		With PH partner. 5+M. 5-11 HCP	2NT Gametry, asks about singleton/void		
2 NT	Yes			WK(5-11 HCP) with both minors	3m = To play. 3M = Nat and F1		
3C		6		5-11 HCP	3D = asks about 3card suit in M. Other bids NAT and F1	3NT after 3D = Not 3card in M	
3D		6		5-11 HCP	4C = asks about 3card suit in M. Other bids NAT and F1		
3M		6		5-11 HCP	3NT to play. Other bid under game F and probably CUE		
3NT	Yes	7		Gambling with one minor. 9-11 HCP			
4m		7		5-11 HCP	4M = NAT	High Level	Bidding
4M		7		5-11 HCP	RKCB and QUE	CUE	
4NT	YES	7		One minor, 5-11 HCP		RKCB. RESP=1430	
						4m= RKCB for minor Voidwood	
						Quantum after NT bid: 4NT = Invite to slam	
						5NT = Pick a slam	
						PUP STAY after 1NT and 2NT. Also used when OPP of	ppen
$\neg \neg$						WK 1NT and DBL by partner. (1NT)-DBL-(P)-3C = PUP	•
	++					Splinter . Can show void and singleton ( after 1M openir	
-+						D0P1/R0P1 and DEPO	<u> </u>