

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat 8-16p 5+ cards
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18 bal, , responses same as after 1 nt openings
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Unusual 2NT – Two lowest unbid suits
Reopen: weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids
3m over 1 minor opening= nat, preempt
VS. NT (vs. Strong/Weak; Reopening;PH)
Natural
Dbl strong
2 C* majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles TO, Lebensohl
Cuebid=Good raise in partners suit.
Jumps: Strong. 2 - 3NT: nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Weak jumps, redouble= 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th , Hi from doubleton	3 rd , HI from doubleton	
NT	4 th , hi from 2-4 small	3 rd , HI from doubleton	
Subseq	Top	Top	
Other: High from 3-4 small from promised length.			
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	HJ10+, J10+, Jx	
10	109+, H109+	109+, H109+, 10x	
9	3 rd or doubleton	top or 2 nd from top	
Hi-X	4 or doubleton	4 th best or top from nothing	
Lo-X	3 rd 5 th	4 th , or 3 rd from honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	low=enc., high=disc.
Suit 2	suit pref.	suit pref.	low=enc., high=disc.
3	count		same
1	attitude	count	same
NT 2	count	suit pref.	same
3	suit pref.		low=enc., high=disc.
Odd/Even first discard, odd prefer that suit, low even=lower side suit, high even=higher side suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
a) 11+ support with the other suits			
b) 17+ and 5+ in other suit.			
c) 19+ balanced			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
takeout doubles, lead direct doubles.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ICELANDIC BRIDGE FEDERATION
PLAYERS:
<i>Sigrun Thorvarsdottir & Brynja Dyrborgardottir</i>
2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat 2/1 GF.
15-17 NT.
weak 2 in ♦♥♠
UDCA (upside down count and attitude)
Odd/Even first discard, odd prefer that suit, low even=lower side suit, high even=higher side suit
RKCB 03/14/2
Smolen
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Unusual NT, 2 lowest suits
Michaels
Inverted minor
Lebensohl after opps 2 weak bid
Over opps NT opening, 2♣=majors, X=same strength, other nat.
Forcing NT
Double checkback stayman
SPECIAL FORCING PASS SEQUENCES
After 2/1 gameforce.
IMPORTANT NOTES
PSYCHICS: Very rare

SIGRUN THORVARSDOTTIR & BRYNJA DYRBORGARDOTTIR - ICELAND

OPENING	Artificial (X)	MIN NO. OF CARDS	NEG DBL THRU	SIGRUN THORVARSDOTTIR & BRYNJA DYRBORGARDOTTIR - ICELAND			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣*		2	4♥	11-21p, not 5 card majors	1♦♣=nat 4+cards, 6+hcp (4+ w. 5 card+ Major). 1NT=6-10 bal, 2♣=10+, 3♣ inv. m. weak, 2♦♥♣=weak, 6+cards, 2NT= 11-12, 3x=weak; 3NT=13-15	1m-1M-1NT: Two way check back. Jump in NT = 18-19, Jump in suit, strong	
1♦		4	4♥	11-21, 4+card	1♥♣=nat 4+cards, 6+hcp 1NT=6-10 bal, 2♦=10+, 3♦ inv. m. weak 2♣=FG, 2♥♣=weak, 6+cards	same as after 1♣	
1♥		5	4♥	11-21.	1♣=nat4+cards.1NT= F 4-12p, 2♣♣=FG raise=8-10p 3 cards, 2♣ jump=weak, 2NT=Jacoby, 3♣/♦=bergen. 3♥=weak 4 cards, 3♣/4m=splint. 3NT=13-15.	Jump in NT = 18-19, Jump in suit, strong	2/1= max pass Drury 2♣
1♠		5	4♥	11-21	Same as after 1♥. Exc, 3♥=weak nat. 4♥=nat.	Same as after 1♥	
INT			4♥	15-17 bal, 4432, 4333 or 3325 with 5 in a minor	2♣=stayman, transfers to all suits, 3x= Strong slamish. 4♦/♥= Transf. M, 4NT= Inv., 4C=Aces	1NT-2♣/2♦- no 4 card M After 2♦ Smolen to show 5/4 in majors 2 NT= 7-8 p	
2♣*	X		4♥	23+bal or GF any.	2♦= relay. New suit= 2 of top 3 honors, 5+cards	Suits natural, 2NT =23-24 even distr (further resp. 3♣* stayman, 3♦/♥=transfer), 3nt= 25-26 even distr.	
2♦ 2♥ 2♠		6 6 6	All Doubles Penalty	Weak 2, 6-10 hcp	new suit forcing. 2NT strong, ask. Raise=preempting	Repeat opening suit=nothing on side	
2NT			4♥	20-22 bal	3♣= puppet stayman, 3♦♥=transfer, 3NT= to play 4M= encouraging. 3♠=minors		
3♣ 3♦ 3♥ 3♠		(6)7 (6)7 (6)7 (6)7	All Doubles Penalty	Preempt, 6-10p	New suit on 3 rd level= nat forcing raise=to play, preemptive 4♥/♠= natural, to play 4NT= RKCB 03/14/2 Minor=cue		
3NT	X		pen	Solid 7+ in either minor little outside.	4♣/5♣= Pass correct 4♦= Ask, bid 5♣ or 5♦.		
4♣ 4♦		(7)8 (7)8	pen pen	Natural preemptive	All natural. 4M= to play. 4NT= RKCB 03/14/2		
4♥ 4♠		7 7	pen pen	Natural, to play, can have an opening bid. Preemptive	4NT= RKCB 03/14/2 New suit=cue		
4NT				Ace asking	5♣ no ace, 5♦ 1 ace, 5♥ 2 aces, 5♠ 3 aces, 5NT 4 aces	HIGH LEVEL BIDDING 5NT=general grand slam try; RKCB=0314/2, 4C = aces after 1nt bids (1nt – 4c), 4NT inv to 6nt after 1nt/2nt, 5NT after 4NT =kings 5♣=0 and count	
5♣ 5♦		8 8		Preemptive long suit			