DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE					
1 <sup>st</sup> level and 2 <sup>nd</sup> level minors: nat 7-16 hcp, 5+ cards	Lead In Partner's Suit			In Parti	ner's Suit	CATEGORY: GREEN
2 <sup>nd</sup> level majors: 4-10 hcp, 6+ cards (if jump overcall)	Suit	3/5, high fro	3/5, high from doubleton		h from doubleton	NCBO: Women's teams, ICELAND
2 To vot inagoros v 10 nop, o v cardo (il jump o vercan)	NT	4 <sup>th</sup> , high from			h from doubleton	PLAYERS:
1m-2m: both majors (5/5) 5-16hcp	Subsequent	Attitude		Attitude		Maria Haraldsdóttir Bender – Harpa Fold Ingólfsdóttir.
1m-2NT: 2 lowest suit (5/5) 5-10hcp	Other: High fro	om 3-4 small fro	om promised le			
1M-2NT: both minors (5/5) 5-10hcp		t from broken se				<b>1</b>
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	i Hom broken se	equenced			
Direct: 14-18 hcp	Lead	vs. Suit		vs. NT		4
Balancing: 10-15 hcp	Ace	AKx+, Ax			X	GENERAL APPROACH AND STYLE
Bulancing, 10-13 hep	King	KQ+, AK, K			+, KQ109+, Kx	2/1 GF, 5 card major, 15-17 hcp NT
Passed vs opps M-M => 1NT: 4/4 minors	Queen	QJ+, Qx				$2\phi = 6 \text{ in major, } 5-9 \text{ hcp or } 20 - 22 \text{ hcp (multi)}$
1 assed vs opps wi-wi => 11(1. 4/4 minors	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		x AOI	2♣ = ask for aces and game force, any shape		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109+, H	H110+	109+, HJ10+, 10x		$2\Psi$ − ask for aces and game force, any snape $2\Psi/\Phi = 10-13$ hcp, (5) 6 card suit
4-10 hcp	9	9x, H109+				$2\sqrt{7} = 10^{-13} \text{ ncp}, (5) \text{ o card suit}$ 2NT = 5.5  minors  5.11hcp
4-10 licp	Hi-X	doubleton or	: Ath	H109+ or top  4 <sup>th</sup> best or top		2N1 = 5-5 minors 5-11ncp
	Lo-X	3/5	411			
		Lo-X 3/5 4 <sup>th</sup> or 3 <sup>rd</sup> from honour  SIGNALS IN ORDER OF PRIORITY		Hom nonout	1	
DIDECTE & HIMD CHE DIDG (GALL, D.,, D.,, )			Declarer's Le	- 1	D:1:	ODECTAL DIDG WHAT MAN DECLUDE DESENCE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead			Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Standard Michaels cue bid	v/suit 1 low=	enc.	If count it is u	ip side	first discard:	
3m over 1minor opening= nat, 4-10 hcp	2 suit	masf	down, suit pref.		odd=enc.	Michaels
3M over 1M= ask for stopper (normally solid suit)	3 cour		*			Smolen
5W Over TWI— ask for stopper (normany solid suit)	v/nt same		count same		even=suit pref. same	Drury
VS. NT (vs. Strong/Weak; Reopening;PH)	V/III Sailie	<del>-</del>	Same		Same	1
	4					2C: asking for aces.
Vs strong NT: Double = strong; 2♣ = diamond or both major						2NT: 5-5 Minors - 5-11hcp
$2$ ♦ = one major; $2$ ♥ / $\frac{1}{2}$ = 12+ natural; 2NT = both minors	Signals = low l					4NT: minors
		uit and NT) co		wn.		
Vs weak NT: double = all nat, double 11+	King against N	T asks for coun				
In 4 <sup>th</sup> and 5 <sup>th</sup> hand DON'T	4		DOUBLES			
1NT - x - p = DON'T						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Styl	e; Responses;	Reopenii	ng)	
Takeout doubles through 3♠ = spades		ort with the othe	er suits			
	b) 18+ any dist	tribution.				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠						SPECIAL FORCING PASS SEQUENCES
Natural	SPECIAL, AF	RTIFICIAL &	COMPETITI	VE DBLS	S/RDLS	
1NT=Minors	1					
Doblue=Majors	1					
OVER OPPONENTS' TAKEOUT DOUBLE	1					IMPORTANT NOTES
Redouble= 8+ hcp	┥ ├───					
redouble— or hep	┨ ├────					1
	╡ ╞────					PSYCHICS: Very rare, but at own risk
	J					151 Cinco. rely late, but at own list

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO OF CAR DS	NEG. DBL THR U	ICELAND: MARÍA AND HARPA					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
14	х	2	4♥	11-20 hcp, 33 minors=1♣	1 ◆ ♥ ♣ = nat 4+cards 6+hcp 1NT = 6-10 bal 2 ♣= GF 2 ◆ ♥ ♣= weak 2NT = 11-12 inv. 3 ♣= weak 3 NT = 13-15	1m-1M-1NT = Two-way check back. 1m-1M-1NT-2♣ = inv. (demands 2♠); 1m-1M-1NT-2♦ = GF	same		
1♦		4	4♥	11-20 hcp, 4+card except 4432	same as 1♣		same		
1♥		5	4♥	11-20 hcp, 5+ cards	1NT=F 2NT=GF support 3m = nat, inv. 8-11 hcp		Drury		
1♠		5	4♥	11-20 hcp, 5+ cards	Same as after 1♥		Drury		
INT			4♥	15-17 hcp, bal or semi-bal	Stayman, transfers to all suits, Smolen 3♣ = minors, NF, 3♦=minors, GF		same		
2♣	х	0		Ace question	2♦= no ace, 2♥= ace of heart 2♠= spade = ace of spade, 2NT= 2 aces	Next bid asks for how many cards in the suit. Following bid asks about King and Queen in that suit.	same		
24	х	0	two- way dbl	Multi, weak two in ♥/♠ or 20-22 bal	2NT = F, asking = 3 clubs hearts 3 dim spade 3h and 3 sp minimum. 2♥/♠= Pass/correct 4♥/♠=Nat, to play 4 clups.= convert to your suit 4 dimond= bid your suit.	2D - x - redobl = bid your suit.	same		
2♥/♠	Х	(5) 6	pen	10-13 hcp, 6 cards	2NT = F, asking New suit = F one round		same		
2NT	Х			5-5 minors 5-10 (11) hcp	3♣ = better minor 3♦ = better minor 3♥ = Forcing		same		
3♣/♦		(6)7	pen	4-10 hcp, good suit against unpassed partner (2+ honours)			same		
3♥/♠		7	pen	4-10 hcp, natural pre			same		
3NT				Solid minor, not much else					
4♣/♦		(7)8+	pen	Nat		HIGH LEVEL BI	DDING		
4♥/♠		7(8)	pen	Nat		Roman Key Card Voidwood			

4NT				Both minor, at least 55	Splinters Cue-bids
T.		ъ.			
То	Perso	on Person l	Person		
Cc	Perso	on			
Всс	Perso	on			
Subject					