



WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS(Style): Responses; 1/2level; Reopening)		OPENING LEADS STYLE	
Overcalls: General style: (4-5+ suit, 6-18 HCP, jumps are 0-7HCP RESP: Direct raises are 5-9 HCP, jumps are 4+SUPP,0-7 HCP		Lead	In Partner's Suit
CUE=8+HCP	Fit showing jumps	Suit	3rd/5th
New suit: F if RHO does not bid but NF if RHO does bid		NT	3rd/5th except w/like A/9x/KG8 3rd/5th
1NT: 7-11 HCP		Subseq	low: ENCRG or count
2NT: 12-14 HCP or limit+ after M by PD and RHO bid (4card SUPP, 8-HCP)		Other:	Top of nothing after raise in partners suit with xxx
LEADS		LEADS	
In bal pos.: As above but can be lighter		Lead	Vs. Suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		Ace	AK(+), Ax
2nd pos: 15-18 HCP. RESP: Stayman		King	AK, KQ(+)
4th pos: 11-14 HCP. RESP: Stayman that asks about the 1NT		Queen	AQ(+), QJ(+), Qx
JUMP OVERCALLS(Style): Responses; Unusual NT)		Jack	KJ10(+), J10(+), Jx
1-Suit: 6 card suit. L/T 12 HCP		10	Q109(+), 109(+), 10x
2-Suit: 2/4 NT, Michaels. Any STR		9	J98(+), 98(+), 9x
After OPPT OP 1X and 1Y RESP like (1C)-P-(1H)-1NT: Both unbid suits D+S.		Hi-x	Doubleton, top of nothing
DIRECT and JUMP CUE BIDS on "NAT" Op bids		Lo-x	Doubleton, top of nothing
1m/2m: Majors at least 5-5. Any STR		SIGNALS IN ORDER OF PRIORITY	
1m/2NT: Two lowest unbid suits, at least 5-5, any STR		Partner's Lead	Discarding
1M/2M: Michaels Cue bid. Other M and m, at least 5-5m any STR		Suit: 1st	L = ENCRG
RESP: NT and Cue bids are 8+ HCP and F1		2nd	L = Even number
Vs. NT/vs. Strong/Weak; Reopening/PH)		3rd	S/P
STR NT: Bids are any STR		2nd	L = Even number
DBL = C, 2C = D or both Majors, 2D = TRF to H, 2H = TRF to S		3rd	S/P
2S = S + minor, 2NT = both minors		Signals (including Trumps):	
WK NT: Bids and DBL are at least same STR as opening bid		VS NT: Odd ball. High = ENCRG	
RESP: 2X=NF and		DOUBLES	
3X=PUP STAY and TRF		TAKEOUT DOUBLES(Style:Responses;Reopening)	
Vs. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		General style: Can be light with classic shape. DBL and then bid = STR	
DBL = 12-16 HCP or STR unbal. In BAL pos = 10+ HCP.		RESP: General style. Jumps 8+ HCP. CUE=F1. 1NT=7-11 HCP. 2NT=11-13 HCP	
2NT after (OPP 2X) = 17-19 HCP.		In BAL pos: Same as above but can be lighter	
After OPP 2M=>3M asks for stopper. Can be STR with m or other M or gambling. (2M)-4m - two suited.		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES	
Vs. ARTIFICIAL STRONG OPENINGS		T/O DBL	NEG DBL through 4H
Suction is used against STR openings (through 3NT):		RESP DBL	Support DBL/RDBL through 2H
DBL=C+H, C=D or H+S, D=H or S+C, S=C or D+H, NT=D+S.		Snappedragon DBL (in COMP, 5+in unbid suit, tolerance for PD suit)	
Two suited is always at least 5-5. One suited is 5+ suit.		Lead directing DBL	
OVER OPPONENTS' TAKE OUT DOUBLE		(1NT)-P-(3NT)-D: Asks for S lead	Lightner DBL
1M+(DBL): TRF from 1NT to 2M WK or INV+ Direct raises are 0-7HCP		DBL on splinter asks for a lead in higher suit	
2NT=limit 8+HCP, 3M=L/T 8 HCP, Fishshowing Jumps.		DBL after showing 2suiter and PD is on lead: Asks for lead in higher suit	
1m-(DBL): System on.		RDBL is 10+ HCP	SOS RDBL
		Category : Standard American	
		Country: NCB0 Iceland	
		Event: MW 2019 Women's team	
		Players: Anna Ivarsdottir and Gudrun Oskarsdottir	
		Date: 01-03-2019	
		SYSTEM SUMMARY	
		GENERAL APPROACH AND STYLE	
		2/1 with 5-card majors	
		1 NT is forcing after 1M opening, except with passed partner.	
		Opening bids can be light with PH partner.	
		4th suit FG except: 1.) 1D-1H-1S-2C 2.) 1D-1H-2C-2S 3.) 1D-1S-2C-2H. All F1	
		1NT Openings: 15-17 HCP, can have 5-card Major and 6-card "bad" minor.	
		2 OVER 1 Responses: New suit GF, 2C after 1M is FG (BAL or with 4+C)	
		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		Open 2C: Can be weak (4S and longer) red suit, 5-11 HCP) or strong	
		Open 2D: 1st/2nd hand: Multi. 3rd/4th hand: Always strong with PH partner.	
		Open 2M: In 1st/2nd pos: WK 5-11 HCP, 5cards M and 4+ cards m.	
		With PH partner: 5-11 HCP with 5+M	
		Open 2NT: WK 5-11 HCP, 5+ in both minors	
		Other bids:	
		TRF-LEB is used when OPPT O/C 2x or open with WK 2x.	
		Our defence on OPP STR C and STR 2x opening: Suction where DBL = H+C and NT=S+D	
		Valid through 3NT.	
		2NT in COMP = "Bad" hand". 3X shows Good hand. Can also be scrambling or 2 places to play.	
		Fit showing jumps	
		SPECIAL FORCING PASS SEQUENCES	
		When we have FG sequence and OPPT bid/DBL ==> Pass is forcing	
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		After 2C/2D opening bids and OPP DBL ==> Pass shows 5+ card in opening suit	
		After 1x-1x-1y ==> 2C asks for 2D and is either to play with D or INV	
		After 1x-1x-1y ==> 2D is FG	
		Other CC changes on 24.05: WK, Limit, Relay and PRE are replaced with approx HCP/better explanation	
		Not strict about HCP ranges	
		Psychics: Never on purpose	

OPEN	TICKET IF ANT.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	NCBO Iceland	Anna Ivardsdóttir and Guðrun Óskarsdóttir	COMPETITIVE & PASSED HAND BIDDING
1C		5	4H	10+HCP	1-level F, 1D can be 3S&4 and 6-7 HCP. 1NT = 8-10 HCP. 1H: Can't have longer D. Single raise = 8+HCP, Fim. 2NT = INV. 3NT = 12-13 HCP. Jump to 2nd level: 9-11 HCP and 6 card suit.	1NT=12-14 HCP, maybe 4+ unbid Majors) 1NT=> 2C=Either to play w D or INV. 2D=FCG Reverse and jumps = STR	Nothing is F Ftr showing jumps.	
1D		3	4H	10+HCP	Jump to 2nd level: 9-11 HCP and 6 card suit. 3M = 0-8 HCP, 7+ card suit	After raise to 2M: 2S/2NT: INV+, 3x is short suit (After 1H-2H => 2NT is short S)	See 1C opening	See 1C opening
1H		5(4*)	4H	10+HCP	See 1C opening except 1NT = 6-10 HCP. 1D-2C = FC 1NT=F, 2over=F&G. 2C=ART FC's (either BAL or with 4C). 2NT=FG+, 4-card SUPP. 2M=6-9 HCP. Jump to 3 in OP-M=4-card suit 0-7 HCP 2M=8 HCP. NAT and INV. 3overM and 4underM = Splinter (Single/Void).	See 1C opening After 1NT (also after 1H-1S) => 2C=INV, double FD HCP 2X=NAT, 2OP M, 6-card. 2NT=18-19, 3x nat 5-5, 13-15 HCP After 2NT: 3x is short suit, 2M/AU = Good hand. 3NT=13-15 HCP.	See 1C opening 1NT can be passed. 1NT = Can be 4 card with passed hand 2C = Dummy, 3+ card support.	1NT can be passed. 2C = Dummy, 3+ card support.
1S		5(4*)	4H	10+HCP	See 1H opening	Jump to 4M: 4+ SUPP. 0-9 HCP	See 1H opening	2NT = 4+card SUPP. 8-11 HCP semi UNBAL See 1H opening
1NT				15-17 HCP Can have 5-card Major and 6-card in minor. Can be 2S(4H&S)	2C=PUP STAY. 2D=H or both minors. 2H/3NT = TRF to SC/D 3M = Short suit. 3M = 6+card, stem interest 4C = Both Majors 4D/H = TRF to H/S. 4NT = Quantum	TRF LEB if OPP bid on 2X		
2C	Yes			WK (5-11 HCP) or STR (G hand WK: Has always 4S and a longer red suit (5H or 5+D) STR: 1) 23+ BAL or 2) GF with H or 3) GF with S	2D = Asks about hand (P/C) 2X: P/C 2NT: GF asks about hand 2M or 3M or 4H = P/C. 2NT = Asks about hand, F1	P or 2H: WK hand 5-11 HCP 2NT: 23+, 3M = GF with Major		
2D	Yes			WK: 1) WK with H or 2) WK with S STR: 1) 20-22 BAL or 2) GF with C or 3) GF with D Always STR with PH partner	2NT = Asks about hand, F1			
2M		5		In 1st/2nd seat: 5M and 4+M. 5-11 HCP With PH partner: 5-11, 5-11 HCP	2S = NAT, NF. 2NT GF, asks about hand. 3C=P/C. 3D = INV to 4M 2NT Generally, asks about singleton/void 3M = To play. 3M = Nat and F1	May not have minor with PH partner. May not have minor with PH partner.		
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 3-card suit in M. Other bids NAT and F1	3NT after 3D = Not 3-card in M		
3D		6		5-11 HCP	4C = asks about 3-card 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			
4NT	YES	6-6		Both minors at least 6-6, 5-11 HCP	RKCB and CUE.	CUE		
					RKCB, RESP=1430	High level bidding		
					4M= RKCB for minor Quantum after NT bid: 4NT = Invite to slam	Vordwood		
					5NT = Pick a slam			
					PUP STAY after 1NT and 2NT. Also used when OPP opens			
					WK 1NT and DBL by partner. (1NT)-DBL-(P)-3C = PUP STAY			
					Splinter. Can show void and singleton (after 1M opening)			
					DDP/RDP1 and DEPO			