



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Lead directing to strong		Lead	In Partner's Suit			
NS: F1, Cue promises fit, 2NT=14-16 or Mixed if passed hand, Jumps=Fit-Show		Suit	2/4, Lo-Hi	2/4, Lo-Hi	Category: Artificial - RED	
Reopenings: same		NT	Lowest from 3,4,5+	3/5, Hi-Lo	Country: Iceland	
		Subseq	3/5, Hi-Lo into Decl., 2/4 tru Decl.	3/5, Hi-Lo, 3rd from broken seq	Event: Tournaments 2010	
		Other: We lead K from AK vs suit contracts at 4+ levels or when declarer has			Players: Jon Baldursson - Thorlakur Jonsson	
		one long suit or a two suiter (5+4+)			SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE	
Direct: 15+-18+HC; Responses as after 1NT opening		Lead	Vs. Suit	Vs. NT	Ice-Relay Precision	
Bal. 1NT: 11-16; 2♣=asks; 2♦=11-12, 2M, 2NT=13-14, 3Any=15-16, up the line		Ace	AKx	For att	5 card M, 1♦=2+♦, 10-15, 11-13 if BAL	
Direct of weak 2's: 15-17 if suit known, 17-19 if multi; Stayman, transfers, 3N=Nat		King	KQx, AK	For unblk or count (for att)	2♣=11-15, 5+♣ (5 only if 4M)	
		Queen	QJ, Qx	QJ, QK	2♦=Multi	
		Jack	J10, KJ10	J10, KJ10, AJ10	2♥=10-15, short ♦, 44 or 43 M's	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109, K109, Q109	109, K109, Q109	2♠=6-10, 5♠+5m	
1-Suit: 2NT=2 lowest, M- 3♣=oM+♦		9	H9x	9x(x)	2NT=Both m's, 5+5+, 9-13 HCP	
2-Suit: after 2M: 4m=oM+m		Hi-x	xxx	xx(xx)	1NT Openings: 14-16	
		Lo-x	2/4	Hxx(xx)	2 OVER 1 Responses: 1♦-2m=FG, 1M-2♣=ART GF relay, 1♠-2♦=Transfer	
Reopen: 2NT=BAL(20-22; Stayman, transfers, 3N=Nat)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♦: Multi	
(1m)-2m: 4+♠+5+♥		Suit:1st	Hi=DISCRG	S/P	O=ENCRG, 1st Disc	2NT: Both minors, 9-13 HCP
(1M)-2M:oM+♣, (1M)-3♣: oM+♦		2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	Overall of strong 1♣ opening: D/1♦/1NT=CRASH, 1M=NAT.
(2M)-3M: NT ask		3rd	S/P			Suit bids from 2♣ to 4♦= Next suit or two suits next over that (Ex. 2♣=♦ or ♥)
		NT: 1st	Hi=DISCRG	S/P	O=ENCRG, 1st Disc	Overall of strong 2♣: same as above, (1 level higher)
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	
2♣:♠+♥; 2♦=ask for longer		3rd	S/P			
2♦:one M; 2NT=Ask; 3♣/♦=♥/♠, max		Signals (including Trumps):Trumps:Hi-lo is S/P or ability to ruff				
2M=M+m (54), after 2♥: 2♠=NF, 3♣=P/C, 2NT=Game-try		SMITH SIGNAL vs NT, Hi by both=Like lead				
		S/P				
		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Unbid Suits or strong				
DBL= T/O, Jumps=Acc. to position and VUL		Resp: Nat, Cue=F1				
after 3m: 4m=M's, after 3M: 4M=oM+m (55), 4NT=m's		Protective: Same				
after 4M: 4NT=two-suiter					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Slow FG sequences	
Over 1♣: CRASH, 1M=Nat, 2♣-4♦= Next suit or other 2 suits (SUCTION)		1♦-(1♥)-DBL: 4♠			3m-D-5m	
Over 2♣: Same, except one higher level		COMP DBL			1C-5x	
		MAX DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		RESP DBL thru: 4♠			Preempts may be very undisiplined at fav vulnerability or with passed partner	
OVER OPPONENTS' TAKE OUT DOUBLE		SUPP DBL: thru 2♥			2NT is rarely natural in comp. auctions	
m-DbL:Nat, Jumps=PRE; 2NT=Limit raise						
M-DbL: Rubensol, Single raise=weak, Jump raises=Pre, 2NT=6-9 4+ support,					Psychics: Rare after CRASH overcall of strong ♣, otherwise very rare.	
Jumps=Fit-showing, constructive						

