



Forsvar, konvensjoneDefensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1- level Light overcalls, 2- level Sound overcalls
1 NT overcall (2ND/4TH; Responses; Reopening)
15 – 18 HCP, system on
Jump Overcalls (Style; Responses; Unusual NT)
Pre acc to vul, Leaping Michaels 4m, NT=to lowest unbid
Direct and Jump Cue Bids (Style; Responses)
1♣/♦ - 2♣ = Nat, 2♦ = multi, 2♥ = both M weak, 2♠=bothM strong 1M- 2M= Other M + ♣ 1♦♥♠ - 3♦♥♠ =Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = Same range +, 2♠ = Both major , 2♦ = ♥ or ♠ , 2♥ / ♠ = nat, opening values , 2NT= Both minor or GF any 2- suiter if passed 2H/S = M+m
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out double Cue-bid = asks for stopper Jump in m = That minor + other major (GF) Over 3M= That minor + other major (GF)
VS. Artificial Strong Openings
<b>VS. strong 1♣ (Yeslek)</b> Doble= <b>takeout</b> , 1♦= ♥ or ♠+♣ , 1♥ = ♠ or ♣+♦, 1♠=♣ or ♦+♥ , 1NT = ♣+♥ or ♦+♠ Yeslek applies for overcalls up to 4♦ <b>VS. strong 2♣:</b> Yeslek, dbl = both majors
Over Opponents' take out double
Of 1M : Transfers 1M - (DBL) - 3M-1=MIXED Of 2M: Transfers from 2NT OF 1m: System on , xx = Strong

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Att/mud	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Sometimes lead 4 <sup>th</sup>		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQx	AKJ10x, KQx	
Queen	QJ(x)	KQ109, QJx	
Jack	KJ10x, J10x	HJ10(x) J10(x)	
10	H109(x) 109x	H109(x) 109x	
9	9x,	98xx,9x, J98, Q98(x)	
Hi-x	Even number	xx,xxx,xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg		Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
<b>Signals (including Trump's):</b>			
Hi-low = Discrg/Even number   Low-Hi =Encrg/Odd number Reverse Smith vs NT (low=positive)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings, most dbls for take-out Transfer Lebensohl (after 1nt and TO dbl)			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥, Competative Dbl			

 WBF	System Card		
System: GREEN			
Players			
	NILS KVANGRAVEN		Karl Chr Baumann
System Summary			
General Approach and Style			
Natural 5-5-4-2 , 2/1= GF (14)15-17 NT Transfer after opening 1♣ Weak 2s			
Special bids that may require defence			
1♣ - 1♠ = 6-9nt OR 10+ ♣ or ♦			
Special forcing pass sequences			
Important notes that don't fit			
After opponets overcall: 1♣/♦ -(1♥) - 1♠ = Denies 4♠ unless strong with ♦ +♠ 1♣/♦ -(1♥) - dbl = 4+ ♠			
Psychics			
Can occur			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		9-22 2+♣ May have 4♦	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = No 4 M unless GF 4+ ♦ 1NT= 11-12, 2♣ =Inverted, 2♦ = 6+♥ weak/strong 2♥ = 6+♠ weak/strong, 2♠ = 6-9, 5+♣ 2NT = 16+ BAL, 3♣ = pree	Accepts TRF with 3 card support XYZ	TRF ON 1 LEVEL 2♥/♠ =Fit-jump 2♦ = Inverted in ♣
1♦		4		9-22 4+♦ If only 4♦ then 4♦ + 4M	2♦= inverted GF, 2♥/2♠=WJS, 3♦ = Preemt, 2NT = gametry, 3♠ = 6-9, 4+♦	XYZ	2♥/♠ = Fit-jump 3♠ = Inverted in ♦
1♥		5		9-22 5+♥	2♠ = minisplinter any suit, 2NT = GF ♥ support 3♠ = limit ♥ 3♦ = 6-9, 4+ ♥ 3♥ = preempht	1♥ - 2N, 3♥ = min 3nt = min bal  Transfers when opps dbl	1♥-2♠= Drury, 3+♥ 1♥ - 2♦ = Drury, 2-♥ 1♥-3♠ = limit 4+♥ 1♥ - 3♦ = 6-9, 4+♥
1♠		5		9-22 5+♠	2NT = GF ♠ support, 3♠ = minisplinter any suit 3♦ = limit ♠, 3♥ = 6-9, 4+ ♠, 3♣ = preempht	Similar as for 1♥	As 1♥
1 NT				(14)15-17 May have 5M, 6m	Stayman/Transfer 3♣ = splinter minor 3♦ = ask 5-card major 3♥/♠ = splinter	1NT - 2♣, 2♦/♥/♠ -3♣ = ASKING 1NT - 2♣, 2♥ - 3♠ = slamish ♥ 1NT - 2♣, 2♠ - 3♥ = slamish ♠ 1nt-2♥, 3♠=superaccept, 2NT=super, 3♠	If 1NT dbls for penalty: xx=onesuiter, 2x=suit+higher
2♣	X			Strong	2♦ = waiting	2♣-2♦, 2♥ = kokish → 2♠ → 2N = 24+NT 2NT = 20-21 NT	
2♦		5		Weak, normally 6♦	2N= gametry, 3♠ = invitt + in ♦, New suit = F1		
2♥		5		Weak Normally 6♥	2NT= Asks for Singleton, 3♦ = invitt + in ♥ New suit = F1		
2♠		5		Weak Normally 6♠	2NT= Asks for Singleton, 3♦ = invitt + In ♠	As above	
2 NT				22-24	3♣ =puppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	<div>Slam Conventions</div> <div>0314 RKCB (4♣ when agreed ♣/♦/♥) 4NT when ♠</div> <div>Exclusion RKCB, DOPI, ROPI/DEPO</div> <div>5NT IS Frequently pick a slam</div> <div>Splinter bids</div> <div>Cue bids( Italian style) lots of last train cue-bids</div>	
3x		6		PRE, ACC TO VUL	3♣ - 3♦ = Asking → 3♥=min, 3♠=xtra, 6, 3N=xtra, 7 3♦/M: 4♣ = slamtry→ 4♦=min, 4♥=max, 6, 4♠=max 7		
3NT	x			Gambling			
4♣, 4♦		6		ACC TO VUL			
4♥, 4♠		6		ACC TO VUL			
4NT	x			Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		