




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1- level Light overcalls 2- level Light overcalls
1 NT overcall (2ND/4TH; Responses; Reopening)
All positions: 15 - 18 , nt system ON
Jump Overcalls (Style; Responses; Unusual NT)
1 suit : Light overcalls 2 suits: Leaping michaels, regular michaels
Direct and Jump Cue Bids (Style; Responses)
1♣ - 2♣ = NAT (if 2+) else both majors 1♣ - 2♦ = Both major , 1♣ - 2♥/♠ = Weak 1♦ - 2♦ = Both major 1M- 2M= Other M + ♣ 1♦♥♠ - 3♦♥♠ = Asks for stopper (1x) - 4m = leaping michaels, m+♥ (if we are vul)
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = Both major , 2♦ = ♥ or ♠ , 2♥/♠ = nat, opening values, 2NT= Both minor or GF any 2-suiter
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out dble Cue-bid = asks for stopper 4 in m = That minor + other major (GF)
VS. Artificial Strong Openings
VS. strong 1♣ (Yeslek)
Doble= TO, 1♦ = ♥ or ♠+♣ , 1♥ = ♠ or ♣+♦ , 1♠ = ♣ or ♦ + ♥ , 1NT = ♣+ ♥ or ♦ , Yeslek applies for overcalls up til 4♦ , VS. strong 2♣ : Yeslek (Same as vs 1♣)
Over Opponents' take out double
Of 1M : 1M (dbl) 2M-1=good raise 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 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq	May sometimes lead 4 th		
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	s/p	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	s/p		s/p
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's):			
Std count, reverse attitude, reverse smith vs NT			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥ , Competitive Dbl			

System Card		
		
WBFF		
System: GREEN		
Players		
	NILS KVANGRAVEN	Geir Brekka
System Summary		
General Approach and Style		
Natural 5c M 2/1= GF 1♣ = 2+		
Transfer after we open 1♣		
Special bids that may require defence		
Transfer when open 1♣		
Special forcing pass sequences		
Important notes that don't fit		
After opponets overcall: 1♣/♦ -(1♥) - 1♠ = Denies 4♠ unless strong with ♦ +♠		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		10-22 2+♣ May have 4♦	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = No 4 M unless GF ♦ +M 1NT= 11-12, 2♣ =Inverted, 2♦/♥/♠=weak jump shift	Accepts TRF with 3 card support	TRF ON 1 LEVEL 2♥/♠ =Fit-jump 2♦ = Inverted in ♣
1♦		3		10-22 4+♦ If only 4♦ then 4♦ + 4M	2♣ = Nat (GF), 2♦= inverted, 2♥/♠=wjs		2♥/♠ = Fit-jump 2♣= Inverted in ♦
1♥		5		10-22 5+♥	2NT= GF 4+♥, 3♠= 9-11, 3+♥ 3♦=Mixed 4+♥ (5-8)	1♥ - 2nt; 3x=nat, xtra, 3♥=min, 4x=void Transfer from 1nt if opps dbl	1♥-2♣ = Drury, 10-11 1♥-2♦ = Drury 8-9
1♠		5		10-22 5+♠	2NT= GF 4+♠, 3♦= 9-11, 4+♠, 3♥= Mix 4+♠ (5-8)	Same as 1♥	1♠-2♣/♦ = 3/4c raise 1♠-3♣/♦/♥ = SPLINTER
1 NT				(14+) 15 -17 May have 5cM Or 6cm	2♦/♥/= XFER, 2♠=minor(s) 2NT= limit, 3♦ = Puppet stayman 3♣ /3♥/3♠ = Singleton	1NT - 2♣ - 2♦/♥ -2♠ = ASKING 1NT - 2♣ - 2♠ - 3♣= ASKING 1NT - 2♣ - 2♠ - 3♥ = Slamtry ♣ If opps dbl; system on, xx=transf 2♣	1NT - 2♣ - 2♦ - 2♥ = 4+♥ + 4♠ 1NT - 2♣ - 2♦ - 2♠ = 4♠ + 5♣/♦ 1NT - 2♣ - 2♥ - 2♠ = 4♠ + 5♣/♦ 1NT - 2♣ - 2♠ - 3♣/♦ = To play
2♣				STRONG HCP OR (8,5+) tricks	2♦ = Weak or waiting	2♣-2♦-3♥/♠ = 4c + 5+♦ (GF) 2♣ -2♦ - 2♥/♠ = F1	
2♦		5		Weak 2♦	2♦ - 2♥/♠ = F1 2NT = Gametry 3♣ = relay	2♦ - 3♥/♠ = GF, nat 2♦ - 3♣; 3♦=min, bad suit, 3♥, min, good suit, etc....	11-14 hpc, 6+ in 4 th seat
2♥		5		3-10 hcp 5+♥ Acc to vul	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	2♥ - 3♣; 3♦ = min/bad suit, 3♥=min/good suit, 3♠ = max, bad suit, 3NT = max, good suit	11-14 hpc, 6+ in 4 th seat
2♠		5		3-10 hcp, 5+♠ Acc to vul	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	Same as 2♥ Transfer from 2NT when opps DBL	11-14 hpc, 6+ in 4 th seat
2 NT				22-23	3♣ =Puppet Stayman 3♦/♥ = Transfer, GF 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC TO VUL		0314 RKCB (4♣ when agreed ♣/♦/♥) 4NT when ♠ Exclusion RKCB, DOPI, ROPI/DEPO	
3NT	X			8/9 tricks, onesuiter ♠ or ♥	3nt - 4♣ = slamtry (4M=sign off, 4♦=ok ♥, 4n=ok ♠) 3NT= 4♦ = bid ur suit	5NT IS Frequently pick a slam Splinter bids	
4♣, 4♦		6		Pre ACC TO VUL		Cue bids(Italian style) lots of last train cue-bids	
4♥, 4♠		6		Pre ACC TO VUL			
4NT				Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		