




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 michaeles, regular michaels
Direct and Jump Cue Bids (Style; Responses)
1♣ - 2♣ = NAT (if 3+) else both majors 1♣ - 2♦ = Both major , 1♣ - 2♥/♠ = Weak 1♦ - 2♦ = Both major 1M- 2M= Other M + ♣ 1♦♥♠ - 3♦♥♠ =Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = pen/same strenght, 2♣ = Both major , 2♦ = ♥ or ♠ , 2♥/♠ = nat, opening values, 2NT= Both minor or GF any 2-suiter (same defense when opps open 1m-1NT)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out doble Cue-bid = asks for stopper 4 in m = That minor + other major (GF)
VS. Artificial Strong Openings
VS. strong 1♣ and 2♣ Dbl = both majors, NT = both minors
Over Opponents' take out double
Of 1M : 1M (dbl) 2M-1=good raise 1M - (DBL) - 3M = weak
Of 1m: 2NT = gametry raise or better in opener suit , xx = Strong

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	2 nd 4 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:	Enrg/Discrg	S/P	Enrg/Discrg
2 nd	Count	Count	Count
3 rd			
NT:	Enrg/Discrg	Smith	Enrg/Discrg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's):			
Standard count, upside down attitude, reverse smith			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥, Competative Dbl			



System
Card





System: GREEN

Players		
	KVANGRAVEN	Silverstone/Shenkin
System Summary		
General Approach and Style		
Natural 5c M . Better minor 2♦/♥/♠ = weak 2 2/1 GF		
Special bids that may require defence		
1m - (1♥) - 1♠ = 0-3 spades (dbl=4+♠) (1♣) - 2♣ = natural, 2♦ = both majors		
Special forcing pass sequences		
Important notes that don't fit		
Xyz- convention		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3		10-22 3+♣	natural, 2♣ = Inverted, GF, 2♦ = 5+♣, gametry 2♥/♠ = weak jump shift	1♣ - 1y 1z - 2♣ = transf 2♦ (any gametry or stop 2♦), 2♦ = GF relay	TRF ON 1 LEVEL 2♥/♠ = Fit-jump 2♦ = Inverted in ♣
1♦		3		10-22 3+♦	2♣ = Nat (GF), 2♦ = inverted, 2♥/♠ = wjs 3♣ = 4+♦, gametry		2♥/♠ = Fit-jump 3♣ = Inverted in ♦
1♥		5		10-22 5+♥	2NT = GF 4+♥, 3♣/♦ = natural, gametry 3♥ = gametry, 3♠ = any singleton, 10-13, 3nt = void ♠, 10-12, 4♣/♦ = void, 10-12	1♥ - 2nt; 3x = nat, xtra, 3♥ = min, 4x = void 1♥ - (dbl) - 2♦ = 7-10, 3card ♥	1♥-2♣ = Drury, 10-11 1♥-2♦ = Drury 8-9
1♠		5		10-22 5+♠	2NT = GF 4+♠, 3♣/♦/♥ = natural, gametry 3♠ = gametry, 3NT = any singleton, 10-13, 4♣/♦/♥ = void, 10-12	1♠ - (dbl) - 2♥ = 7-10, 3card ♠	Same as 1♥
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♦/♥/♠, 3♣ = GF Relay If opps dbl; system on, xx = transf 2♣ Smolen, take-out doubles	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 2021 bal	2♦ = Weak or waiting, 2♥/♠ = nat, GF	2♣-2♦, 2M - 3♣ = second negative 2♣-2♦, 2♥/♠ = F1	
2♦		5		Weak 2♦	2♦ - 2♥/♠ = F1 2NT = Gametry 3♣ = Ogust	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♣ = Muppet Stayman 3♦/♥ = Transfer, GF 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ = Slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC TO VUL	3♣ - 3♦ = slamtry ♣ 3♦/♥/♠ - 4♣ = slamtry opening suit	0314 RKCB 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		