






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level = light 2-level = sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, nt system on
Jump Overcalls (Style; Responses; Unusual NT)
May be weak, normally constructive, 1m=2m= ♠+♥ , 1M-2M= other M + ♣
Direct and Jump Cue Bids (Style; Responses)
1x-3x = ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl: Opplysende 2 ♣ both majors 2♦ Multi, ♥ or ♠ 2♥ 4+♥, 5+m 2♠ 4+♠, 5+m 2nt ♠+♦ If passed hand ; dbl = minor or ♥+♠ , 2m= m+M, 2M=nat
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Leaping michaels vs weak2
VS. Artificial Strong Openings
Vs 2♣ : dbl = ♥+♠, 2nt = ♠+♦ Vs 1♠ : dbl = TO, 1nt = ♠+♦, 2♣ = ♥/♠
Over Opponents' take out double
2 - level = non forcing Rdbl = 9 hcp + 1-level = F1

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 lead 2 nd from bad 4-card suits		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK _x /AK _{xx} (x)	AK/AK _x /AK _{xx} (x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9 _x /AQT(x)/T9 _x	HT9 _x /AQT(x)/T9 _x	
9	9 _x /98 _x /98 _{xx}	9 _x /98 _x /98 _{xx}	
X	H _x <u>xx</u> /HT9 _x / <u>xx</u> xx	H _x <u>X</u> H _{xxx} <u>X</u> , <u>xx</u> <u>X</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low= enc	Count	Low=enc
2 nd	Count (hi-even)	Lav	Lav
3 rd	Lav		
NT:	Low = enc	Smith	Low=enc
2 nd	Count	Count	Count
3 rd	Lav	Lav	lav
Signals (including Trump's): smith : low = positive 2 nd /4 th thru declaerer			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Negative, responsive, support			
Special, Art and Comp Dbl/Rdbl's			
1♣ - (1♦) - dbl = 4-5 ♥ , 1♠ - (1♥) - dbl = 4-5 ♠ Support dbl (also 1nt)			

System Card		
		
WBF		NBF
System:		
Players		
	Nils Kvangraven	Terje Lie
System Summary		
General Approach and Style		
5-card majors, 1♦=4+, 1♠=2+ 1nt = 15(4)-17 2♦ = (nv) 3-10 hcp, 4+-4+ ♥/♠ (vul): 6-11hcp, 6+♦		
Special bids that may require defence		
1 m - (1♥) - dbl = 4+♠, 1♠= 0-3♠ Transfer after 1♣ (1♦=♥, 1♥=♠, 1♠=nt or ♦) 1♠ - 2♦ = 6-card ♥ 2♥ = 6-card ♠ 2♠= 5-5 ♠+♦		
Special forcing pass sequences		
Important notes that don't fit		
Good/Bad 2nt in most competitive positions		
Psychics		
May occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♣	9-22	1♦=♥ 1♥=♠ 1♠ = 6-10nt or ♦ any hcp 2♣=10+, 4+♠, 2nt = 13-15/18-19, 2♦ = 6+♥, 2♥=6+♠, 2♠ = 5-5 ♦+♠, 3♣ = pree, 3x=void, 3nt=16-18	1x-1y, 1z : 2♣ = transfer (play 2♦ or any limit) 2♦= GF, any, others = to play 1m-1x, 2nt =18-20: transf responses	
1♦		4	4♣	9-22	2♦=10+, 2M=weak, 2nt =10-12, 3♣ = 6-9, 4+♦ 3♦ = 0-5hcp, 4+♦, 3♥/♠=void	1m-1M, 2M: 2nt=relay, new suit = short suit gametry	
1♥		5	4♣	9-22	2nt=GF ♥, 3♣/♦=limit, natural (6+), 2♠=splinter any, 3♥=limit, 3nt=void ♦	1♥ -1nt: 2♣ = Gazzilli, 2nt = GF 1♥-1♠: 2♣ = Gazzili, 3n = 3-6 M, 1♥-1♣, 3x=nat, GF	2♣ = 8-11, 3-♥ 2♦ = 8-11, 4-♥
1♠		5	4♥	9-22	2nt=GF ♠, 3♠=splinter ♠/♦, 3♦=limit ♠, 3nt=void ♥, 4x = Void, 3♠= pree	1♠-1nt: 2♣ = Gazzilli, 2nt = GF 1♠-1nt, 3x=nat, GF	As 1♥
1 NT			3♠	15(4)-17, bal	Stayman, transf, 2♠ = minor, 2nt = limit 3x = shortness	1nt-2♣, 2♦-2♥ = weak, ♥/♠, 2♠= 4♠, limit 1nt-2♣, 2♦/♠ - 3♣ = relay 1nt-2♣, 2♥-2nt=relay 1nt - 2♦, 2♠ = max, 4+♥, 1nt-2♥, 3♠ = max, 4+♠	
2♣	x			Strong, tricks or points	2♦ = 0-7, 2nt = 6hcp+, bal, 3♥ = 4♥, 5+♦ 3♠=4♠, 5+♦	2♣-2♦, 2M-3♠=second neg	
2♦	x			Red: 6+♦, 6-11 Nv: 3-10, ♥+♠	Nv: 2nt=relay Vul: 2nt = limit		
2♥		5		5-10 hcp 6(5) ♥	2nt = relay, 3♥ = to play	2♥-2nt: 3x=shortness 2♥ - (dbl) - : xx= penalty invite, Transfer from 2nt	
2♠		5		5-10 hcp 6(5) ♠	2nt = relay, 3♠ = to play	As 2♥	
2 NT				22-24, bal	Muppet stayman, transf 3♦/♥, 3♠ = minor stayman, 3nt=4♠, 5♥, NF 4x = slam (♠=♥, ♦=♠, ♥=♣, ♠=♦)	Slam Conventions	
3x				Pre acc to vul		RKC 4nt 0314 (4♠ if ♦/♠) DOPI/ROPI/REPO	
3NT				Running ♣/♦ No side A/K	4♣ = pass/correct, 4♦ = relay for shortness	Cue bids Splinter	
4♣, ♦	x			Sould 4M opening	♣=♥, ♦=♠, ca 8-9 tricks	Exclusion RKC 0314	
4♥, ♠				Pre acc to vul		Josephine	
4NT							