




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

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	3 <sup>rd</sup> -5 <sup>th</sup>	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:	Enrg/Discrg		Enrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
NT:	Enrg/Discrg	Smith	Enrg/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 =Enrg/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♥, Competitive Dbl			

System Card		
		
WBF		NBF
System: GREEN		
Players		
	NILS KVANGRAVEN	Geir Brekka Jan Arild Olsen
System Summary		
General Approach and Style		
Natural 5-5-4-2, 2/1= GF		
(10)11-13 1NT no vul (1,2 and 3 seat) / 14-16		
Transfer after opening 1♣		
2♣ = 17-20 BAL 2♦ = GF, any		
Special bids that may require defence		
1♣ - 1♠ = 6-9nt OR 10+ ♣ or ♦		
1NT no vul = 11-13, vul + 4 <sup>th</sup> seat=14-16		
2♣ = 17-20 NT 2D = GF any		
3NT = good 4M opening = 8-9tricks in ♥ 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 ♦ +M 1NT= 11-12, 2♣ =Inverted GF, 2♦ = invitt ♣ 2♥ = wjs, 2♠ = wfs 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♣ = inv ♦, 3♦ = Preemt, 2NT = gametry	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♥ = preemph	1♥ - 2N, 3♥ = min 3nt = min bal  Transfers when opps dbl	1♥-2♣ = Drury, 3+♥ 1♥ - 2♦ = Drury, 2card♥ 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♠ = preemph	Similar as for 1♥	As 1♥
1 NT				(10)11-13 no vul 14-16 vul/4 <sup>th</sup> May have 5cM Or 6cm	Stayman/Transfer 3♣ = splinter minor 3♦ = ask 5-card major 3♥/♠ = splinter	1NT - 2♣, 2♦/♥/♠ - 3♣ = ASKING 1NT - 2♣, 2♠ - 3♥ = 5♥, 3♠ gf 1nt-2♥, 3♣=superaccept, 2NT=super, 3♠	1NT - 2♣, 2♦ - 2♥ = 4+♥ + 4♠ 1Nt-2♣, 2♦-2♠ = 5+♠, 3+♥
2♣				17-20 NT	2♦ = trans ♥ or BAL invit 3x = transf, GF 2♥ = 5+♠ 2♠ = trans 2NT (puppet/GF Transf)	2♣-2♥, 2♣-2nt=6+♥, inv++ / 3♥ = 5♥, pick game 2♣-2♦, 2♥-2♠=bal, invite to game (or quant to slam)	
2♦	x			GF any	2♥=0-2 controls Unbal, 2♠ = 0-2 controls BAL 2nt = 3+controls UNBAL, 3♣ = 3control+, BAL	2D - 3D = 4-4 Major, 4-8 hcp	
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				21-23	3♣ =puppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	<b>Slam Conventions</b>	
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	0314 RKCB (4♣ when agreed ♣/♦/♥) 4NT when ♠ Exclusion RKCB, DOPI, ROPI/DEPO	
3NT	x			GOOD 4M opener (8-9 tricks ♥ or ♠)	4♣ = slamtry (4♦=rkc ♥, 4n=rkc ♠) 4♦ =bid your suit, 4♥/♠ = p/c	5NT IS Frequently pick a slam Splinter bids	
4♣, 4♦		6		ACC TO VUL		Cue bids( Italian style) lots of last train cue-bids	
4♥, 4♠		6		ACC TO VUL			
4NT	x			Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		