

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: 4♠, 5+m vs 14+ nt, TO vs weak nt 2 ♣ both majors 2♦ Multi, ♥ or ♠ 2♥ 4+♥, 5+m 2♠ 4+♠, 5+m 2nt ♠+♦	
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/AKx/AKxx(x)	AK/AKx/AKxx(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	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9x/98x/98xx	9x/98x/98xx	
X	Hx xx /H T 9x/x xxx	Hx X Hxxx X , xx X	
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)			

 WBFF	System Card 		 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 ♥, any hcp 2♥ = 6-card ♠ , any hcp			
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♣=GF, 2nt = 13-15/18-19, 2♦ = 6+♥, 2♥=6+♠, 2♠ = limit 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♦=GF, 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 ♥, 3♦=splinter ♠, 2♠=splinter ♠/♦ 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	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 = 6chp+, 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				22-23, 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 Cue bids Splinter Exclusion RKC 0314 Josephine	
3NT				Running ♥/♠ No side A/K	4♠ = ask for transf, 4♦ = bid suit		
4♣, ♦				Pre acc to vul			
4♥, ♠				Pre acc to vul			
4NT							