

Forsvar, konvensjoneDefensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1- level Light overcalls, 2- level Sound overcalls
1 NT overcall (2ND/4TH; Responses; Reopening)
15 – 18 HCP, system on
Jump Overcalls (Style; Responses; Unusual NT)
Pre acc to vul, Leaping Michaels 4m, NT=to lowest unbid
Direct and Jump Cue Bids (Style; Responses)
1♣ - 2♣ = Nat, 1♣ - 2♥/♠ = Weak 1♣/♦ - 2♦ = Both major 1M- 2M= Other M + ♣ 1♦♥♠ - 3♦♥♠ =Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
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
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out double Cue-bid = asks for stopper Jump in m = That minor + other major (GF) Over 3M= That minor + other major (GF)
VS. Artificial Strong Openings
VS. strong 1♣
VS. strong 2♣:
Over Opponents' take out double
Of 1M : Transfers 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 Attitude	
NT	2 nd 4 th	3 rd -5 th / Attitude	
Subseq	Sometimes lead 4 th vs suit		
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		Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Suit preference	Suit preference	Suit preference
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Suit preference	Suit preference	Suit preference
Signals (including Trump's):			
Hi-low = Discrg/Even number Low-Hi =Encrg/Odd numberReverse 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♥, Competative Dbl			

 WBF	System Card		
			
System: GREEN			
Players			
	N Kvangraven	F Helness	
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♦ = Multi (w2M or GF, any)			
Special bids that may require defence			
1♣ - 1♠ = 6-9nt OR 10+ ♣ or ♦ 1NT no vul = 10-13, vul + 4 th 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♦ = 6+♥, 2♥ = 6+♠, 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	Simular as for 1♥	As 1♥
1 NT				(10)11-13 no vul 14-16 vul/4 th 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			Multi, w2♥/♠ or GF any	2♥/♠ = p/c, 2N =relay, 3m = nat GF, 3♥/♠ = p/c 4♣ = ask transfer, 4D = bid ur suit, 4M = nat, to play	2♦-2n, 3♣ = maks w2, 3♦ = min, w2♥, 3♥ = min w2♠, 3♠ = GF any, 3N = 24-25 bal	
2♥		5		Weak 5+♥, 4+m	2NT= relay, 3♠ = p/c, 3♦ = gametry+ in ♥ 2♠ = nat, NF	2♥ - 2N, 3♠/♦ = min, 3♥ = maks, 4+♠, 3♠ = maks, 4+♦	
2♠		5		Weak 5+♥, 4+m	2NT= relay, 3♠ = p/c, 3♦ = gametry+ in ♠	As above	
2 NT				21-23	3♣ =puppet Stayman 3♦/♥ = Transfer 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 5NT IS Frequently pick a slam Splinter bids Cue bids(Italian style) lots of last train cue-bids	
3NT	x			GOOD 4M opener (8-9 tricks ♥ or ♠)	4♣ = slamtry (4♦=rkc ♥, 4n=rkc ♠) 4♦ =bid your suit, 4♥/♠ = p/c		
4♣, 4♦		6		ACC TO VUL			
4♥, 4♠		6		ACC TO VUL			
4NT	x			Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		