





Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 level: light 2 level: sound Cuebids: Good raise with support for overcaller's suit	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 hcp any seat. NT-system on.	
Jump Overcalls (Style; Responses; Unusual NT)	
Aggressive style Weak jump overcalls, 5-card possible (1M)-2NT = ♠ + ♦	
Direct and Jump Cue Bids (Style; Responses)	
Over m = both M. Over M = other M + ♣ Jump cue asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
1.seat after 1NT: 2♣ = ♦ or M, 2♦ = ♥ OR ♠+m, 2♥ = ♥ + one minor, 2♠ = ♠, 2NT = both minors 3.seat: don't, x = one suit, 2♣+one, 2♦ = ♦+♥/♠, 2♥ = M 2♠ = ♠(x -> 2♠ is stronger)	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
T/O DBL Cuebid: ASK for stopper 2NT: 15-18	
VS. Artificial Strong Openings	
Over Opponents' take out double	
Rdbl: 9+ HCP 1-over-1 = F1 2-over-1 = NF	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/ AKxx(x)	AKx/ AKxx(x)	
King	AK/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//T9(x)	HT9x//T9(x)	
9	9x	9x	
X	AKx/ AKxx(x)	AKx/ AKxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg/count/Lavintahl	Count/Lavinthal	Encrg/discrg
2 nd	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 rd	Lavinthal	Lavinthal	Lavinthal
NT:	Encrg/discrg	Count/Lavinthal	Encrg/discrg
2 nd	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Low=odd number or encrg, High= Even number or discrg Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light 1-level and reopening, Sound 2-level			
Special, Art and Comp Dbl/Rdbl's			
Negative DBL up to 4♥, card showing ->			

 WBFF	System Card		
System:			
Ski BK NM- klubber Sortland			
	Jo Arne Ovesen	Bjørnar Halderaker	
System Summary			
General Approach and Style			
Natural: Light openings. 5c M, Lowest minor.			
2over1: GF (1M- 2♣ nat gf or 10-12 3c support M)			
Transfer after 1♣ opening			
1NT Openings: 15-17 (may be 6c M/7c m/single/5-4)			
Special bids that may require defence			
2♦: Weak 2, 6c(5) suit			
2♥: Weak 2, 6c(5) suit			
2♠: Weak 2, 6(5)c suit			
2-suited overcalls (Michaels/unusual NT)			
Special forcing pass sequences			
1x-(?y)-p = pass may be penalty, DBL = T/O			
Important notes that don't fit			
Psychics			
Rare, but may occur			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	10-22 HCP	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-9(10)hp/13+NT or 5+♦ 0+hp, 2♣ = inv minor, 2♦ = 6+♥ weak or strong, 2♥ = 6+♠ weak or strong	xyz	
1♦		3	4♥	10-22 HCP	1M = F1, 1NT = 6-10 HCP, 2♦ = inv minor, 3♦ = pre 4+♦	xyz	
1♥		5	4♦		1♠ = 4+♠, 1♥ = 1♠-1NT -> xy, 1NT = forc NT, 2♣ = 4+♠ gf or 3♥ 10-11(12), 2♦ = 4+♦ gf, 2♥ = 6-9 3♥, 2♠ = mini splinter, 2NT = inv stenberg 4+♥ 10+hp, 3♠♦ = mini splinter, 3♥ = 6-9 4♥, 3♠ = void, 3NT = normaly 3-2-x-x 13-15, 4♠♦ = void, 4♥ = pre, 4♠ = exlusion, 4NT = rkc 0314, 5♠♦ = exlusion	1♥ - 2♠ : 2♠ = relay, 2♥ = 6+♥ 9-11 hp, 2♠ = 6♥5♠ strong, 2NT = 18-19 5-3-3-2, 3♠♥ = 5♥5♠♦ strong, 3♥ = 7+♥ 9 trick very good ♥ → que, 3♠4♠♦ = 7+♥ void very good ♥, 1♥ - 2♠ - 2♥ : 2♥ = 10-12 3♥, 2♠ = 4(3)♠5♠ gf, 2NT = 4+♠ gf, 3♠ = 6+♠ gf, 3♥ = 4♥5+♠ gf, 3♥ = 3♥4+♠ gf, 3♠ = splinter 3♥5+♠, 3NT = 13-15 5+♠ often short ♥, 4♠ = slam inv 7+♠, 4♥ = splinter, 3♥5+♠, 4♥5♠ = exlusion (♠ trumpf), 4NT = rkc ♠	
1♠		5	4♦		1NT = forc NT, 2♣ = 4+♠ gf or 3♠ 10-12, 2♦ = 4+♦ gf, 2♥ = 5+♥ gf, 2♠ = 3♠ 6-9, 2NT = inv stenberg 4+♠ 10+hp, 3♠♥♥ = mini splinter, 3♠ = 6-9 4♠, 3NT = normaly 2-3-x-x 13-15, 4♠♥♥ = void, 4♠ = pre, 4NT = rkc 0314, 5♠♥♥ = exlusion	1♠ - 2♠: 2♠ = relay, 2♥ = 5♠+5+♥ revers hand, 2♠ = 6+♠ 9-11 hp, 2NT = 18-19 5-3-3-2, 3♠♦ = 5+♠ 5+♠♦ strong, 3♠ = 7+♠ 9 trick ♠ very good suit ♠ → que, 3♥4♠♥ = 7+♠ void very good ♠, 1♠ - 2♠ - 2♥: 2♥ = 4(3)♥5♥ gf, 2♠ = 10-12 3♠, 2NT = 4+♠ gf, 3♠ = 6+♠ gf, 3♦ = 4♦5+♠ gf, 3♥ = splinter 3♠5+♠, 3♠ = 3♠ 4+♠ gf, 3NT = 13-15 5+♠, 4♠ = slam inv 7+♠ ♠trumpf, 4♥ = splinter 3♠5+♠, 4♥5♦ = exlusion (♠ trumpf), 4NT = rkc (♠ trumpf)	
1 NT			4♥	(13)15-17 HCP (May have 6M, 7m, single, 5-4)	2♣ = Stayman, 2♦ = transf ♥, 2♥ = transf ♠, 2♠ = minor stayman	Relays after Stayman responses: 3♠ is relay	
2♣	x		No	Strong, points or tricks	2♦ = waiting, 2NT = Both minors, 2♥♠ 3♠♦ = Nat	2♠ - 2♦ - 2♥/♠ - 3♠ = 2 nd negative	
2♦		(5) 6	No	Weak 2	2NT = F1 relay		
2♥		(5) 6	No	Weak, 4-10 HCP,	2NT = F1 relay		
2♠		(5) 6	No	Weak, 4-10 HCP,	2NT = F1 relay		
2 NT			No	20-21 NT	puppet Stayman, , 3♦/♥ = transfers, 3♠ = minor Stayman, 4♣ 4♦ = nat slamtry 4NT = quantitative	Slam Conventions	
3x		6+	No	Preemptive		RKCB (0314) (Mini) splinters & void showing Cuebids: 1 st and 2 nd round controls up the line Exclusion blackwood	
3NT			No	Gambling,			
4♣, ♦		6+	no	Preemptive	4NT = RKCB		
4♥, ♠		6+		Preemptive	4NT = RKCB		
4NT	x			Asks for specific aces	5♣ = none, 5♦♥♠ that specific ace, 5NT = ♣ace 6♣ = ♣ + 1 higer, 6♦ + 1 higer, 6♥ = ♥♠ace		