


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 + m
Direct and Jump Cue Bids (Style; Responses)
1x-3x = ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl: ♠+♦ or ♥+♠ 2 ♣ ♠+M 2♦ ♦ + M 2♥ 5+♥ 2♠ 5+♠ 2nt ♠+♦ VS weak (max14hp): dbl = TO, 2♣ = ♥+♠, 2♦=one M
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Leaping michaels vs weak2
VS. Artificial Strong Openings
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 /HT 9 x/ xx xx	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			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Negative, responsive, support			
Special, Art and Comp Dbl/Rdbl's			
1♣ - (1♦) – dbl = ♥ , 1♠ - (1♥) - dbl = ♠			
Support dbl			

	System Card	
WBF		
System:		
Players		
	Nils Kvangraven	Odin Svendsen
System Summary		
General Approach and Style		
5-card majors, 1♦=4+, 1♠ = 2+ 1nt = 15(4)-17 2♦ = 3-7 hcp, 5+ in ♥ or ♠		
Special bids that may require defence		
1 m - (1♥) - dbl = 4+♠, 1♠= 0-3♠ Transfer after 1 ♣ (1♦=♥, 1♥=♠, 1♠=nt or m) 1♣ - 2♦ = 6-9hcp, 5+♠ 2♥/♠= 3-7hcp, 6+suit		
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, 2♦ = 6-9,5+♠, 2♥/♠=weak, 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 = longsuit GT	
1♥		5	4♠	9-22	2nt=GF ♥, 3♣=limit ♥, 3♦=splinter ♠, 2♠=splinter ♠/♦		2♣ = 8-11, 3-♥ 2♦ = 8-11, 4-♥
1♠		5	4♥	9-22	2nt=GF ♠, 3♣=splinter ♠/♦, 3♦=limit ♠, 3♥=splinter ♥ 4x = Void		As 1♥
1 NT			3♠	15(4)-17, bal	Stayman, transf, 2♠ = ♣, 2nt = ♦, 3♣=puppet staym 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			2-8hcp, 5+ ♥ or ♠	Nv: 2nt=relay	2♦-2nt: 3♠=max, 3♦=min ♥, 3♥= min ♠	
2♥		5		7-11 hcp 6(5) ♥	2nt = relay, 3♥ = to play	2♥-2nt: 3x=shortness 2♥ - (dbl) - : xx= penalty invite	
2♠		5		7-11 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♣ = P/C, 4♦ = relay		
4♣, ♦				Pre acc to vul			
4♥, ♠				Pre acc to vul			
4NT							