

## Forsvar, konvensjone Defensive 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♦ = Both major , 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

#### Passed hand:

Double = One minor or both major , 2♣ = ♣ + 1, 2♦ = ♦ + M  
2♥/♠ = 5+

### 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♣ ( Yeslek)

Doble= ♦ or ♥+♠ , 1♦ = ♥ or ♠+♣ , 1♥ = ♠ or ♣+♦ ,  
1♠=♣ or ♦+♥ , 1NT = ♣+♥ or ♦

Yeslek applies for overcalls up to 4♦

VS. strong 2♣: DBL=MM NT=mm

### Over Opponents' take out double

Of 1M : Transfers from 1NT  
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 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
NT	ATT, normally 2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq		

### 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 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference

#### Signals (including Trump's):

Hi-low = Discrg/Even number Low-Hi =Encrg/Odd number

Smith (NT) lo-Hi = Likes the lead from both

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style also reopenings

### Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support Dbl to 2♥ , Competative Dbl



WBF

System

Card



NBF

## System: GREEN

### Players

NILS KVANGRAVEN	TERJE LIE
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### System Summary

#### General Approach and Style

Natural 5-5-4-2 , 14-17 NT, 2/1= GF

Transfer after opening 1♣

#### Special bids that may require defence

1♣ - 1♠ = 6-9nt OR 10+ ♣ or ♦  
1♣/♦ - 2♦ = 6+♥ ( weak or GF )  
1♣/♦ - 2♥ = 6+♠ (weak or GF)  
1♣ - 2♠ = (5+♣ and 5+♦ weak or GF)  
1♥ - 2♣ = Nat GF OR 3 fit ♥ invitational +  
1♠ - 2♣ = Nat GF OR 3 fit ♠ invitational +  
2♦ no vul = weak, both majors  
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♥) - 2♥ = 6+♠ weak or strong  
1♣/♦ -(1♥) - 3♥ = 6+♠ inv

### Psychics

Can occur

Opening	Art	Min. #	Neg. D.	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, 2♦= 6+♥ weak or GF 2♥ = 6+♠ weak or GF, 2♠ = 5+♣/5+♦ weak or GF	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♦ = 6+♥ weak or GF, 2♥ = 6+♠ weak or GF, 2♠ = 10hcp+, 4+♦, 3♣ = Inv 6+♣, 3♦ = Preemt	XYZ	2♥/♠ = Fit-jump 2♣ = Inverted in ♦
1♥		5		9-22 5+♥	2♣ = 3♥ (Inv) or 3+♣(GF) 3NT= Void in ♠ 2♠/3♠ = Unspecified Splinter (5-9) / (10-12) 2NT= GF 4+♥, 3♣/3♦ = Mixed 4+♥ (9-11) / (5-8)	1♥ - 2NT- 3♣ = Minimumm 3♦ = 15+ no shortness 3♥♠NT = 15+, shortness ♣♦♠, XYZ, Gazzilli 2♣	1♥-2♣ = 10-12 hcp, 3+♥ 1♥ - 2♦ = 7-9 hcp, 3+♥ 1♥-2♠/3♣/3♦ = SPLINTER
1♠		5		9-22 5+♠	2♣ = 3♠ (Inv) or 3+♣ (GF) 2♦/♥ = Natural GF 2NT= GF 4+♠, 3♦ = Mix 4+♠ (9-11), 3♥ = Mix 4+♠ (5-8) 3♣/3NT = Unspecified Splinter (5-9) / (10-12)	Similar as for 1♥	As 1♥
1 NT		1		(14+) 15 -17 May have 5cM Or 6cm	2♦/♥/= XFER, 2♠=Rang ask (may have 5+♣/5+♦ GF) 2NT= To play 3♣/3♦ OR 6♥/♠ Bal slamtry 3♣ = Muppet stayman, 3♦/3♥/3♠ = Singleton	1NT - 2♣ - 2♦/♥ - 2♠ = ASKING 1NT - 2♣ - 2♠ - 3♣ = ASKING 1NT - 2♣ - 2♠ - 3♥ = Slamtry ♣	1NT - 2♣ - 2♦ - 2♥ = 4+♥ + 4♣ 1NT - 2♣ - 2♦ - 2♠ = 4♠ + 5♠/♦ 1NT - 2♣ - 2♥ - 2♠ = 4♠ + 5♠/♦ 1NT - 2♣ - 2♠ - 3♣/♦ = To play
2♣				STRONG HCP OR (8,5+) tricks	2♦ = Weak or waiting 2♥ = 5+♠, 2♠ = 5♣ +5+♦, 2NT = 6+♣ 3♠ = 6+♦, 3♦ = 6+♥	2♣-2♦-3♥/♠ = 4c + 5+♦ (GF) 2♣ -2♦ - 2♥ = kokich,(no trump or nat)	
2♦	x			4+♥ AND 4+♠ IN GREEN 5+♦ IN RED	2♦-3♥/♠ = to play, 3♣ = transf 3♦, limit in ♥ or ♠, 3♦ = bid better major, 2NT = Asking 2♦ - 2♥/♠ = F1, 2nt= nat, inv, 3♣ = asking	2♦ - 2NT → 3♣ = ANY MINIMUM 2♦ - 3♣ = Inv with 4+♥ or 4+♠ 2♦ - 3♣ → 3♦ =min/bad, 3♥=min/good, etc	
2♥		5		6♥	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	2♥ - 3♣ → 3♦ = bad hand/suit, 3♥ = bad hand, good suit, 3♥ = good hand, bad suit, 3♠ = good hand/suit	
2♠		5		6♠	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	As above	
2 NT				22-23	3♣ =Muppet 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 (8-9 tricks ♥ or ♠)	4♣ = slamtry 4♦ =bid your suit	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		