






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level overcalls may be light (especially NV) Overcalls at the 2-level are normally sound. After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening. After 1M overcall, 2NT in competition is 4+c supp and inv+ (3c if no space)
1 NT-overcall (2./4.; Answers; Reopening)
15-18 hcp in all hands. Same responses as after 1NT-opening.
Jump Overcalls (Style; Responses; Unusual NT)
WJS at the 2-level (After 2+1♠-opening, 2♦ shows M's) Constructive jump-shifts at the 3-level (not green vs red) in 2 nd hand Unusual NT shows 2 lowest with jump
Direct and Jump Cue Bids (Style; Responses)
Cuebid of a minor (3+) shows both majors Cuebid of a major shows opposit major + ♣ Jumpcuebid asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
VS weak NT (12-14 or weaker): Dbl = takeout 2♠ = Majors, 2♦ = Multi (13+hcp) 2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp 2NT = Both minors, 3m = Constructive
VS strong NT in direct seat (13-15 or stronger): Dbl = equal strength + 2♠ = majors, 2♦ = Multi 2♥/♠ = 4(5)c + longer minor, 2NT = both minors VS NT after pass or VS strong NT in 4.seat: Dbl = one-suiter, 2♠ = ♣ + higher suit, 2♦ = ♦ + M 2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Generally: Dbl = takeout, 2NT = 15-18 VS Ekren: Dbl = penaltyinterest, 2♠ = T/O in minors Leaping Micheals VS 2x, 3♠ og 3♦.
VS. Artificial Strong Openings
VS strong 1♠: Yeslek, double = ♦ or both majors VS strong 2♠: Yeslek, double = ♦ or both majors
Over Opponents' take out double
Rdbl = 10+/penalty interest Transfers from 1NT after 1M – (dbl)

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th (4 th from 6c)	3 rd /5 th (4 th from 6c) 3 rd from inner seq	
NT	ATT (possible 3 rd /5 th)	3 rd /5 th (3 rd from inner seq)	
Subseq	Mostly attitude (3 rd /5 th if not)		
Leads			
Card	VS suit	VS NT	
Ace	AKx(x)	AK(x)	
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)	
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/T9(x)	HT9x/T9x	
9	9(x)	H98(x), 9(x)	
HI-X	Even number	Xx, xxx, xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (opening honour lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (opening honour lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	
Signasr (trumps included): Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles, may be light with good distribution Equal-level-convention.			
Special, Art and Comp Dbl/Rdbl's			
Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead. 1♠ - (1♥) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam.			

Convention card		
		
EBL		
Category: RED		
Event:		
EC teams 2018	Terje Aa	Allan Livgård
Players	NORWAY – 6384	NORWAY - 27945
System summary		
General approach and style		
Natural based system with transfers after 1♠.and 2-over-1 is GF except rebid of a minor. 3 rd hand openings may be light. 1♠: 3(2)+♠, might be balanced with 3(2)♠4♦. 1♥: May be 44M 14,5-17 NT (5(6)M,6m, singleton and 5422 are allowed) 2♦, 2♥ og 2♠- openings have different meanings based on VUL. Preempts may be very weak NV vs VUL		
Special bids that may require defense		
1♠ - 1♦/1♥ = Transfer - 1♠ - 1♠ = ♦ or 6-9NT, 1♠ - 2♦/2♥ = Transfer (weak or strong), 1♠ - 2♠ = 6-9 5+♠ 2♦ (Non-vul/all red/red vs green): Weak Multi 5c/weak Multi 6c/8-11 6c♦ 2♥/2♠ (green / red): 4-10 hcp 6c ♥/♠ / 8-11 hcp 6c ♥/♠ 1M – 2♦ = Nat F or 3-7 hcp with 3(4)c sup 1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♠ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp Gazilli and some transfers after overcalls/doubles Constructive jump overcalls at the 3-level (not green vs red) in 2 nd hand		
Special forcing pass sequences		
Standard forcing pass sequences.		
Important notes that don't fit elsewhere		
The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution we don't give count signals, but play attitude. All hcp-ranges are approximate – we frequently up- and downgrade.		
Psychics		
Seldom		

Opening	Art	Min. #	Neg. X thru.	Description	Livgard-Aa Norway Open		Passed Hand Bidding
					Responses	Subsequent Auction	
1♣	(x)	3(2)	4♥	3(2)+♣ (may have longer ♦) (8) 11+ hcp (May be 2+♣ rarely with 4432)	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor [NOTE 2], 2♦/♥ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♣ 0-5 hcp 3x = void, 3NT = 16-18 hcp [NOTE 1]	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT, [NOTE 6]	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♣, 4+♥ 5-10 hcp pass - 1♣ - 2♦/♥ = 5♥/♠ + 4+♣, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor [NOTE 2] 3♣ = 6-9 hcp with ♦-support, 3♦ = 0-5 hcp with ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT, [NOTE 6]	Pass - 1♦ - 2M = 5cM + 4c♦ inv
1♥		4	4♦	5+♥ or 4(+)♠4+♥ (8) 11+hcp	2♣ = Nat, but can be 3c with longer ♦, 2♦ = nat F or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♠ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF [NOTE 8], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void, 3NT = 13-15 3c-support bal [NOTE 3]	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp, 1♥ - 1♠/1NT - 2♥ = 5(+)♥ + 4+♠ 11-14 hcp 1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double - [NOTE 5]	2-way Drury, 2NT = minors Minisplinters
1♠		5	4♥	5+♠ (8) 11+hcp	2♣ = nat, but can be 3c with longer ♦/♥, 2♦ = nat F or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF [NOTE 8] 3♣ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = 13-15 3c-supp bal 4x = void [NOTE 4]	1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min 1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+)♠ + 4+♣ 11-14 hcp After double - [NOTE 5] [NOTE 6]	2-way Drury, 2NT = minors Minisplinters
1NT		1	4♥	(14) 15-17 hcp 5M,6m, singleton, 5422.	2♣ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♠/4♦ = TRF [NOTE 10]	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♠ - 2♥ - 2NT = GF relay	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c+♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♣ = Second negative	
2♦	X	5 6 6		Green: 5cM, 4-8 hcp All RED: Multi, 6cM 4-8 RED VS GREEN: 6k♦ 8-11 4th: 9-13 hcp, 6c♦	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠ [NOTE 11] 2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♣ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠+5c♣, 3NT = 5c♠ + 5c♦	
2♥		6 6		Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4th: 9-13 hcp 6c♥	2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit, 2♥ - 3♣ - 3♠ = Extras with good suit	
2♠		6 6		Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4th: 9-13 hcp 6c♠	2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♠ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	High Level Bidding	
3x				Preemptive, may be very weak NV vs VUL 4th: 9-13 hcp, 7c suit	3x = F1. 3♣ - 4♦ / 3♦/♥/♠ - 4♣ = BW 3♣ - 3♦ = asks suit quality	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit.. 4NT/5♠/5♥/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you'll always raise to slam with 3 or 4 aces. [NOTE 7]	
3NT				Solid minor 3rd/4th: To play	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suitlength	Cuebid - Italian style Last train	
4♣, ♦				Preemptive		DOPI/ROPI/DEPO with disturbance	
4♥, ♠				To play		5NT is frequently pick-a-slam.	
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		