



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 bal (subs auction as after 1nt opening) NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
2-level = 10-13hcp, 6card. 3-level = pre-emptive. (1X)-2NT= 2 lowest suits	
Direct and Jump Cue Bids (Style; Responses)	
Michaels, 2 highest suits Jump cue= Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : Strength Yeslek	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs 2NT : 15-18 (4M)-4NT=any strong 2-suiter	
VS. Artificial Strong Openings	
Yeslek	
Over Opponents' take out double	
New bid without jump is forcing, after 1♣♦ is a jump in a new suit 5-8hp and at least 6 card, after 1♥♠ is a jump in a new suit splinter, preempt is not forcing, 2NT is inv., RD=10hp+	

	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	Invite from Honour	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Opening a new suit, inv from Honour		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK _x /AK _{xx} (x)	AK/AK _x /AK _{xx} (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	HT9 _x /AQT(x)/T9 _x	HT9 _x /AQT(x)/T9 _x	
9	H9 _x /9 _{xx} /T9	H9 _x /9 _{xx} /T9	
X	H _{xxx} /HT9 _x /x _{xxx} (x)	H _{xxx} /HT9 _x /x _{xxx} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc		Hi=Disc
2 nd	Lavintal		Hi/Lo=even
3 rd			
NT:	Hi=Disc		Hi=Disc
2 nd	Lavintal		Hi/Lo=even
3 rd			
Signals (including Trump's): Triumph Ecco			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level (subs auction: cue=Art-F1)			
Special, Art and Comp Dbl/Rdbl's			
NEG+RESP+COMP DBL (showing Take Out-distr) SUPP DBL and RDBL			



Convention Card

Card



System: Natural

Players	Sondre Hogstad	Andre Øberg
Club	Skien BK	Skien BK
	Norway	Norway
NBF memb.	13406	11677

System Summary

General Approach and Style

5card openings in d/h/s
Transfers on 1c opening

Special bids that may require defence

Transfers on 1c opening, 2d opening = Multi, 2NT opening = 10-13 5+5card both minors

Special forcing pass sequences

1x-(1/2 y)-p = Pass CAN be strong with long suit in y and ask pd to double if he is short (Pd CAN also pass)

Important notes that don't fit

Variant of Nilsland def. if opps. double pd 1NT
Signals: LOW is ENC.

Psychics

Rare

Leads and Signals
Opening Leads Style

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		1	7s	11-20hcp	1-level = transfer. 1NT = 9-11 balanced. 2c = gf with good support. 2d = Multi, 2h/s = 4-card + 6+ card clubs, gf. 2NT = both minors, weak. A lot more.		
1♦		5(4)	7s	11-20hcp	1-level = nat. force 1 round. 1NT = 8-11 balanced. 2d = gf with good support. 2h/s = weak 2. 2NT = pre empt in diamonds. 1d - 3d = invite		
1♥		5	7s	5 card 11-20hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 2s/3c/3d = minisplinter, at least invitational. 3s/4c/4d = void		
1♠		5	7h	5 card 11-20hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 3c/3d/3h = minisplinter, at least invitational. 4c/4d/4h = void		
1 NT				14-17hcp, balanced	2c = Stayman, 2d/h = transfers, 2s = rele(ask us, special sys). 2NT = Weak with one minor or strong hands. 3h/s = max xx in suit Hxx in opposite major. 3c/d = weak 6-card, invitational		
2♣	x	0		19+ hcp unbalanced, 20+ balanced.	2d = relay, 2h/s = 0-4 hcp, 5card +. 2NT = minors, weak or strong. 3c/d = 6+ good suit.		
2♦		6		Multi. Either Weak 2 in major or 22+ NT.	2NT = Forcing. 2h/s = relay		
2♥				10-13 hcp, 6card.	2NT = ask for singleton/strength		
2♠				10-13 hcp, 6card.	2NT = ask for singleton/strength		
2 NT		---		10-13 both minors		Slam Conventions	
3x		6		Preempts, 3c/d at least HJ10xxx		RKCB1430, splinter, minisplinter, Jacoby, cue bids, Josephine, DOPI, ROPI, DEPO 4NT opening	
3NT		7	Running 7cM, No side values	4♣ cue, 4♦ asks for shortness			
4♣,♦	X	0		Pre-emptive			
4♥,♠		5		To play	New suit is cue-bid, 4S/4NT=RKCB		
4NT		---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= a of c		

