

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7♥	8-22 hp. 3. pos can be very weak!	<p>1♥♠ is F1</p> <p>2♣ is inverted minor with 4+card ♣ 10hp+</p> <p>2♣=7-9 with cl. support</p> <p>2♥♠=6 cards+ GF, 3y = void</p> <p>1NT and 2NT=nat. 4nt = 4 ace BW</p>	<p>1♠-1♥, 1♠ Can be 12-14 with 4333</p> <p>1♠-2♣, 2NT=12-13, 3NT=14</p> <p>1♠-2♣, 2♥ = strong nat or 18-19</p> <p>1♠-2♣, 2♥♠ = strong natural</p> <p>1♠-2♣, 2y, any 3y= shortness</p>	
1♦		4	7♥	8-22 hp. 3. pos can be very weak!	<p>1♥♠ is F1</p> <p>2♦ is inverted minor with 4+card ♦ 10hp+</p> <p>2♥♠=6 cards+GF, 3♥♠= void</p> <p>3♣=7-9 with d support</p> <p>1NT and 2NT=nat, 4nt = 4 ace BW</p>	<p>1♦-2♦, 2NT=12-13NT, 3NT=14</p> <p>1♦-2♦, 2♥ = strong nat or 18-19 NT</p> <p>1♦-2♦, 2♠= strong natural</p> <p>1♦-2♦, 2y, any 3y= shortness</p> <p>1♦-1♥♠ - 3♠=Short suit and fit!</p>	
1♥		4	7♥	8-21 hp. 3. pos can be very weak! 4card only when 4 spade Rare: 4 (3rd / 4th pos.)	<p>2♠=3♦ Short suit, invitational</p> <p>2NT: GF and 4card support (Stenberg)</p> <p>3♥ invitational</p> <p>3♠ and 4♦ is void and 4card+ support 11+ hp</p> <p>4♠=5♦=exclusion Blackwood, 4nt = 4 ace BW</p>	<p>1♥ - 1NT, 2NT= GF</p> <p>1♥-2NT, 3♥ = min</p> <p>1♥-2NT, 3♥♠ = ekstras</p> <p>1♥-2NT, 4♥♠, MM = void ♠MM</p> <p>1♥-1♠, 3♥♠=Short suit and fit!</p>	<p>After 3rd and 4th hand opening</p> <p>1♥-2♠: Art. inv with 3card+ support</p> <p>1♥-2NT =Invitational. with 4card support</p> <p>1♥-3♥ = preemptive</p>
1♠		5	7♥	8-21 hp. 3. pos can be very weak! 5card+ Rare: 4 (3rd / 4th pos.)	<p>3♥♠: Short suit, invitational</p> <p>2NT: GF and 4card support, 4nt = 4 ace BW</p> <p>3♠ invitational</p> <p>4♦ void and 4card+ support 11+ hp., 5♥♠=XBW</p>	<p>1♠ - 1NT, 2NT= GF</p> <p>1♠-2NT, 3♠=min.</p> <p>1♠-2NT, 3♥♠=ekstras.</p> <p>1♠-2NT, 4♥♠= void ♥♦MM</p>	<p>After 3rd and 4th hand opening</p> <p>1♠-2♠: Art. inv with 3card+ support</p> <p>1♠-2NT =Invit. with 4card support</p> <p>1♠-3♠ = preemptive</p>
1NT		---		(14)15-17 balanced, can have 5422 in any suit, 5M, 6m or single K,Q,J or(A).	<p>2♣ F1 Stayman, 2♦♥ is transfers, 2♠: minor, 3♥♠ = inv, 4nt= kvantitativ</p> <p>3♥ = shortness not A,K or Q and 3+ card MM</p> <p>3♠ = shortness not A,K or Q and 3 card MM</p> <p>2♦ relay, 2NT=minor, 3♥♠=4 5+♦, 3NT= solid suit</p>	<p>1NT-2♠, 2x-3♠ = Artificial GF</p> <p>1NT-2♠, 2x-3♦ = Slam try m</p> <p>1NT-2♠, 2♦-3♥♠=4card with 5+ in other major</p> <p>After transfer is 3y=GF and 2nt, 3x = inv.</p>	
2♣	X	0		Forcing or 22+ bal.		2♣-2♦, 2M-3♠: 0-3, x and xx = 0-4	
2♦	X	5		5-10 h	2NT ask for side values	2♦-3♦ = preemptive	
2♥		5		5-9hp, 5 or 6 cards	2NT=F1- ask for shortness,	2♥-3♥ = preemptive	4 hand 11-16 and normally 6 cards
2♠		5		5-9 hp, 5 or 6 cards	2NT=F1- ask for shortness	2♠-3♠ = preemptive	4 hand 11-16 and normally 6 cards
2NT		---		20-21 balanced	Muppet stayman, transfer, 3♠ = minor stayman		
3x		6		pre-emptive free style			
3NT	X	7		Running/7m, No sideAK	4♠ pass or correct, 4♦ asks for shortness, 4M to play	4NT: Roman Key Card Blackwood:	
4♥, ♦		7		pre-emptive	New suit is cue-bid, 4NT=RKC	5♠: 0/3, 5♦: 1/4, 5♥: 2 with out Trump Q, 5♠: 2 w. Trump Q	
4NT		6		Asks for specific aces	5♠=0 Aces, Suit=that Ace, 5NT=Ace of clubs, 6♠ = 2	Cue bids: 1st and 2nd round controls up the line Splinter, Jump to 5NT asks for AKD in trump Exclusion Blackwood	
Slam Conventions							

Opening.	Artificial	Minimum number.	Neg. Dobl. Up to.	Description	Responds	Further biddings	Differences after opponents overcall or with passed hand
1♣		3	3♣	11-20 hp 3-card +	1♥, ♠ might have ♦ if weak 2♣ = inverted minor with 4+card support 2♦, ♥, ♠ = Natural 14hp 2NT = 10-12 hp, deny major, 3♣ = Preempt	1♣-2♣, 2NT = 12-14 NT	After pass or overcall 1♣-2♣ is a simple raise with 6-9hp. After overcall raise to 3♣ is invitational.
1♦		4	3♣	11-20 hp 4-card +	2♦ = inverted minor with 4+card support 2♥ og 3♣ = Natural 14hp 2NT = 10-12 hp, deny major, 3♦ = Preempt	1♦-2♦, 2NT = 12-14 NT	After pass or overcall 1♦-2♦ is a simple raise with 6-9hp. After overcall raise to 3♦ is invitational
1♥		4	3♣	10-20 hp 4-card +	2♠ = Natural 14hp 2NT = Stenberg 3♦ = Natural 14hp 3♥ = invite for game 3♠ og 4♣♦ = renons	1♥-2NT, 3♦♣♠=natural, not minimum, (might be 3-card) 1♥-2NT, 3NT = 18-19 hp 1♥-2NT, 4♦♣♠= renons	2♣ = Toronto after pass in opening with (3)4-♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥-2NT = Balanced 10-12 if passed first
1♠		5	3♣	10-20 hp. 5-card+	2NT = Stenberg 3♦♣♥ = Natural 14hp 3♠ = invite for game 4♦♣♥♠ = renons	1♠-2NT, 3♦♣♥=natural, not minimum (might be 3-card) 1♠-2NT, 3NT = 18-19 hp 1♠-2NT, 4♦♣♥♠= renons	2♣ = Toronto after pass in opening with 3-♠ 1♠ - (x) - 2NT = Invitational Stenberg 1♠-2NT = Balanced 10-12 if passed first
INT		---	2♣	(14)15-17, balanced, 5 card major and 6 card minor is allowed.	2♣ = Stayman, 2♦, ♥ = transfer, 2♠ = minorseeking, 2NT = invite med HHxxxx in one minor. 3-level show 2-colours and invite strenght.	INT-2♣, 2♦-3♣ = new question, INT-2♣, 2♥-2♠ = new question. INT-2♣, 2♠-3♣ = new question. INT-2♦, 2♥-3♦ = Natural forcing	Lebensohl Dbl = Negative at 3♦
2♣	X	0		Artificial forcing, strong.	2 NT = 5-5 in minor and positive cards 3 NT = 6-card, any selfplaying colour	2♣ - 2♦, 2♥/♠, 3♠=second negative 2♣ - 2♦, 3♠/♦ = Natural, gameforcing 2♣ - 2♦, 3♥/♠ = Natural, ask for cue	
2♦	X	0		Multi with 20-21 NT	2NT = Forcing, 3♥ = Preempt, pass or correct. Puppet stayman	2♦-2NT, 3♠/♦ = Max with weak 2	After overcall double is punishment.
2♥	X	5		6-10 hp, 5card♥+minor	2NT = Forcing		
2♠	X	5		6-10 hp, 5card♠+minor	2NT = Forcing		
2 NT	X	---		6-10 hp Both minors	3♥/♠ = Forcing		
3x		6		Preempt, HHxxxx in minor 1 and 2 hand	New colour = Forcing		
3NT	X	7		Selfplaying minor; deny side ace or king in 1th. and. 2nd.	4♣ is for preference. 4♦ is slaminvite, ask for single/renons		
4♣, ♦		7		Preempt	4 in major is for play. 4NT er RKCB		
4♥, ♠		6		Preempt	New colour is cue-bid, 4NT=RKCB		
4NT		---		Ask for specific aces	5♠ deny aces, 5NT show ♣-ace, 6♦♣♥=CRO scale		
Slam konventionen							
RKCB 03-14. Dopi/Ropi Cue-bid with 1. og 2. controls mixed Stenberg Splinter Josephine 5NT							