

Forsvar, konvensjone Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level if good suit; Sound 2-level
Cue-bid = 1 round forcing

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)

Preemptive
(1M)-2NT=any strength normally 9HP+ , ♣+♦.

Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor, major/club o/major any strength
Jump cue=Asks for stopper. If 1c=2+ then 2♦=both M

VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl : Strength
2♣ ♥ + ♠, 2NT=♣ + ♦ or strong 2-suits, 2♦ = one major strong
2♥/♠ = natural fight

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs. VS. Multi: D=take out of 2♣
2NT: 15-18

Versus 2M, example over 2♣=4♣=♣ +♥

VS. Artificial Strong Openings

Versus 1♣: Dbl=majors, 1NT=minors

Versus 2♣: Dbl=♣

Over Opponents' take out double

Rdbl = 9/10+hcp

After 1 major-(dbl)- 2 NT at least invit. in the bid suit 1 level forcing for one round, 2 level not forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	3/5 but may be 4 th	1st- 3 rd – 5 th
Subseq	Attitude when opening a new suit through declarer	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)or A(xxxx)	AK/AKx/AKxx(x)or A(xxxx)
King	KQ/KQJ(x)/KQT(x)/AK	KQ/KQJ(x)/KQT(x)/
Queen	QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x//Tx/T9	HT9(x)/T9(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	Lavinthal		Lavinthal

Signals (including Trump's): Lavinthal

Count: hi-low = even

Doubles

Takeout Doubles (Style; Responses; Reopening)

Takeout D in many situations

Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)
SUPP DBL and RDBL



Convention Card



Category: Green

Players	Tor Bakke	Asbjørn Kindsbekken
Club	Bergen Akademiske BK	Sunnalsøra BK
	Norway	Norway
NBF memb.	2360	5013

System Summary

General Approach and Style

5 card major

1♣ = 3+, 1♦ = 3+

1 NT: (14+)15-17, might be 5major/6 minor

2 over 1: GF unless suit rebid/2♣ after 1 major is invitational in major or natural forcing. (May pass 2M)

Special bids that may require defence

Special forcing pass sequences

1x-(? y)-p = pass might be penalty, dbl = Take Out

Important notes that don't fit

X-Y-NT . Then 2♣ demands 2♦ . 2♦=GF (D to 1X-1Y-1Z)

Lebensohl 2nt in most competitive situations

Muppet Stayman on 20+ with NT distri.

Psychics

Rare

Opening	ART	Minimum	Neg. Dbl. T.C.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3sp	10-22 hp	Inverted minor raises 10/11 HP+, 1NT=6-10/11 1♦/♥/♠=natural. 2♦/♥/♠=strong 2NT=invit. 3♣ pre-empt. 3♦/♥/♠= short and 5+clubs	1♣-(1♦)-dbl= both M. 1♣-(1♥)-dbl= sp 1♣-(1♥)-1♠ = denies sp 1♣-(1♠) - 2♠ = 4+ club and 10/11+hp	
1♦		3	3sp	10-22 hp	2♦ Inverted minor raises in ♦, 11HP+ 2♥/♠ = natural strong 6 card, 2NT= bal.invit. 3cl=strong natural. Double jump = splinter	1♦-1♥-2♠ = natural GF After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit. 1♦-(1♥)-2♥= inverted minor raise 10/11+HP	
1♥		5	3sp	10-20 hp	2NT= Jacoby GF. 4+ card support 2♠= inviting game in ♥, short in ♠ 3♣= 4+ card support inv.game, short in ♣ 3♦= inviting game in ♥, short in ♦, 3♥ = preempt	1♥-2♣ either natural forcing or invitation with 3or4 hearts 1♥-2NT-3♣/♦/♠ (3)+ and 15+ hp 1♥-2NT-3♥= 11-14 hp unknown single 1♥-2NT-3NT=no single 11-14hp	Drury 2♣/♦ = Game interest with 3 /4+card support
1♠		5	3h	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠, short in ♣, 3♦= short in ♦ inv. in ♠, 3♥=splinter 3♠ = preemptive	Same as 1♥	Same as 1♥
1 NT		---		(14)15-17 bal., may be 5major/6-minor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣/♦/♥/♠ = transfer 6 card slam invit. 4c = 5-5 major, 4d/h=transfer to h/s	1NT-2♣-2♦-2♠= rele forcing (do not show ♠) 1NT-2♦-2♥-2♠= forcing 1 round=5hearts+4spades 1NT-2♥-2♠-3♥=forcing 5-4+ in major 1nt-2♣-2♠-3♣ = asking. 1NT-2c-2x-3d= slamtry in d	
2♣	X	0		20-21 hp bal. or strong unbalanced	2♦= asking opener to clarify his hand (waiting) 2♥/♠ NF (0-4hp) 2♣-2NT=both m 2♣-2♦-2NT-3♣= muppet, 3♦/♥=transfer	2♣-2♦-2♥/♠-3♣ = second negative or club 2♣-2♦-2♥/♠-2NT=5+ bal. 2♣-2♦-3♥/♠=4M and 5+♦ 2♣-3♥/♠= semi-running 6 cards	
2♦		6		ca.5-10 and 6 in d	2NT =asking bid 2♥/♠/3♣ F1	2d-2NT-3c/h/s=good week and some value in the suit. 2d-2Nt-3d = minimum	
2♥		6		Ca.5-10 and 6 ♥	2NT= asking. 2sp/3cl/di = F1	2h-2NT-3c/d/s = single. 2h-2NT-3h=minimum 2h-2NT-3nt= maximum and no single	
2♠		6		Ca.5-10, 6♠	2NT=asking. 3cl/d/h = F1	Same as 2♥	
2 NT		---		22-23 Balanced	Muppet stayman, transfers, 3♠ = ask for 5 card 3 NT = to play 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦	Slam Conventions	
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing	4NT: Roman Key Card Blackwood	
3NT	X	7		Running suit, No side ace/King	4♣ to correct, 4♦ asks for shortness	5♣: 0/3, 5♦: 1/4, 5♥: 2, 5♠ 2 incl. Triumph Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter	
4♣,♦		7		Preempts		After 4NT and answer=5NT=asking specific King, promise all aces	
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB	Exclusion Blackwood	
4NT	x	---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣		

