



Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
Aggressive 1-level if good suit; Sound 2-level Cue-bid = 1 round forcing	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18 bal (subs auction as after 1nt opening) NT-system is on	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
Preemptive (1M)-2NT=any strength normally 9HP+ ♣+♦	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
Direct Cue = majors o/minor,major/minor o/major appr. 9+ Jump cue=Asks for stopper.	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
Dbl : Strength 2♣ ♥+♠ 2NT ♣+♦ or strong 2-suits	
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Take Out DBLs. VS. Multi: D=take out 2NT : 15-18 Versus 2M leaping Michael, example over 2♠=4♣=♣+♥	
<b>VS. Artificial Strong Openings</b>	
Versus 1♣: Dbl=majors 1NT=minors Versus 2♣: D=♣	
<b>Over Opponents' take out double</b>	
Rdbl = 10 hcp + 1M-Dbl-2♣= normal raise to 2M After 1 major- 2 NT at least invitational 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	4 <sup>th</sup> from H/10, high from no H	3 <sup>rd</sup> – 5 <sup>th</sup>	
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)/A K	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 <sup>nd</sup>	count		count
3 <sup>rd</sup>	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>	count	count	count
3 <sup>rd</sup>	Lavinthal		lavinthal
Signals (including Trump's): Lavinthal Count: hi-low = even			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Takeout D in many situations. NEG+RESP+COMP DBL (showing Take Out-distr)			
Special, Art and Comp Dbl/Rdbl's			
SUPP DBL and RDBL			

Convention Card		
		
<b>System: Natural</b>		
Players	Tor Bakke	Trond Hantveit
Club	Bergen Akademiske BK	Bergen Akademiske BK
	Norway	Norway
NBF memb.	2360	13078
System Summary		
General Approach and Style		
5 card MAJOR 1♣ = 2+ 1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor) 2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after major opening.		
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 Puppet Stayman on 20+ with NT distri. Bergen 2 NT in comp. Sit.		
Psychics		
Rare		

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4ru	10-22 hp	Inverted minor raises 9 HP+ Strong jump shifts in ♠/♥/♣ 6Cards+	1♣- 1♥-2♠ =Natural strong After 1♣-(1♦): double=4-4 in majors After 1♣-(1♥): double=4+♠	
1♦		4	4ru	10-22 hp	Inverted minor raises 9HP+ Strong jump shifts in Major 6cards+ 3♣ = Strong 6cards+	1♦- 1♥-2♠ = natural strong After 1♦-(1♥): double=4+♠, 1♠=no ♠suit, 2♥= inverted minor raise 9/10+HP	
1♥		5	4ru	10-20/21 hp	2NT= Jacoby at least invit. . 4+ card support 2♠= minisplinter (short spade) 3♣= minsplinter short club 3♦= minisplinter short in diamond 3♥ = preemptive	1♥- 2NT-3♥ = minimum 1♥-2NT-3 any=natural at least H-x-x GF 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void	Drury 2♣= Game interest with 3 /4+card support
1♠		5	4ru	10-20/21 hp	2NT = Jacob at least invit.. 4+ card support 3♣, 3♦, 3♥ minisplinter 3♠ = preemptive	Same as 1♥	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5major/6-minor Maybe singelton honor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = Singel GF, 3 or 4 in M 3♥/♠ = Singel GF and 4 in unbid M Smolen. Opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 3♣ = asking	
2♣	X	0		20-21 hp bal. Or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = 5 cards+headed by honor)) 2NT=pos. at least 5-4 minors	2♣-2♦- 2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠= semi-running 6 cards 2♣-2♦-3♥/♠= 4M and longer diamond	
2♦		0		Multi Weak 2M or 24+ balanced	2NT =asking bid 2♥/♠ NF , 3♣ NF		
2♥		5		5H and 5-10 hp Vuln.side suit in m	2NT= asking for side suit in minor		
2♠		6(5)		5S and 5-10 hp Vuln.side suit in m	2NT=asking for side suit in minor		
2 NT		---		22-23 Balanced	Puppet stayman, transfers , 3♠ = slaminv. minors 3 NT = to play 4♣/♦ = transf. ♥/♠ 4♥/♠ = slamtry in ♣/♦	<b>Slam Conventions</b>	
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing	4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line Splinter & Minisplinter After 4NT and answer=5NT=asking specific King, promise all aces Exclusion Blackwood	
3NT	X	7	Running suit, No side ace/King	4♣ to correct, 4♦ asks for shortness			
4♣,♦		7	Preempts				
4♥,♠		6	To play	New suit is cuebid, 4NT=RKCB			
4NT	x	---	Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣			