Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level; Sound 2-level

Responses: Jumps in new suit to 3-level = FG

1 NT overcall (2ND/4TH; Responses; Reopening)

2nd: 15-18 bal (subs auction as after 1nt opening)

Responses: System is on

4th: 11/12-14/15; reponses: NT System is on

Jump Overcalls (Style; Responses; Unusual NT)

Weak, norm. 6 card

(1M)-2NT=♣+♦

Direct and Jump Cue Bids (Style; Responses)

Aggressive style

(1♣/♦) – cue = ♠ + ♥ (55+), (1M) – cue = OM+m,

Jump cue=Asks for stopper.

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

Dbl : about same strength as opener

2♣ ♠+♥

2♦ One major

2M 4(5) M & 5+ m

2NT Both minor or any FG

Take Out DBLs

2NT : 15-18

VS. Artificial Strong Openings

(1♣)

– dbl = ♠+♥

– NT (except 3NT) = ♣+♦

(2♣) - dlb = ♣

Over Opponents' take out double

Forcing at 1-level, 1M - (dbl) – 2 ♣ = at least a good 2M

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd;	3rd-5th
NT	4th best (at least the 10)	3rd-5th
Subseq	Attitude when opening a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/Ax(x)	AKx(x)
King	AKx(x)KQ/KQJ(x)	KQ/KQJ(x)/KQT(x), KQx
Queen	KQx(x)/QJ	AQJ(x) / KQJx / QJ(x) / QJT(x)
Jack	HJT(x)/JT	HJT(x)/JT(x)
10	HT9x//T9	HT9x/T9x
9	T9x(x)/9x	9xx/98x(x)
X	3rd / 5th	Hx**x**x /x**x**x(x)/ **x**xxx

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	Hi/Lo = even	Hi=Disc
2nd	Hi/Lo = even		Hi/Lo=even
3rd			
NT:	Hi=Disc	Hi/Lo = even	Hi=Disc
2nd	Hi/Lo = even		Hi/Lo= even
3rd			

Signals (including Trump's): Trumph suit = Lavinthal

NT: First suit played by declarer: Opening leader hi/lo = switch, Partner high/low = likes the lead

Doubles

Takeout Doubles (Style; Responses; Reopening)

Aggressive 1-level and reopening, Sound 2-level

(subs auction: cue=Art-F1, promise rebid if unpassed hand)

Special, Art and Comp Dbl/Rdbl's

NEG+RESP+SUPP DBL and RDBL

Convention Card

WBF

NBF

System: Natural

Players	Sven-Olai Høyland	Magne Eide
Club	Bergen AK	Bergen AK
	Norway	Norway
NBF memb.		

System Summary

General Approach and Style

5♥/♠ in 1. & 2. seat, 3♣/♦

Transfer responses over 1♣

May open higest 4 card minor if the suit is much better. Also possible to open with 1♣ with 3 ♣ and 4 weak ♦

1 NT openings 15-17

Special bids that may require defence

2♦ Multi; Weak 2 in ♥ or ♠, or balanced

22-24/25-27

2 ♥ ♠ 5cards and one minor suit 4+card (VUL), (3+ NV)

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare

Opening	Tick if artificial	Min. No. of cards	Neg. dbl thru	Description	Responses	Subsequent auction	Modifications over competition and wiht passed partner
1♣		3	2♠	Natural	1♦/♥ = transfer; 1♠= 6-9/10 bal or ♦; 1nt = 10/11 - 12 2♣= F1 with ♣, normally not 4 ♥/♠ 2♦/♥= transfer, 0-6/7 or FG, 2♠ =6–9, 5+♣ 2nt = FG, ca 12, inv, normally not 4 ♥/♠ 3♣= prememptive; 3♦/♥/♠= splinter (void)	1♣ - 1x 1y - 2♣ = to play in ♦ or any invitational hand. 1♣ - 1x 1y - 2♦ = FG	1♣ – (1♥) – dbl = 4+ ♠ 1♣ – (1♥) – 1♠ = at most 3 ♠ 1♣ – (1♠) – 2 ♦ = ♥; 2 ♥ = ♦ 1♣ – (1x) –2♠= 4+♣, inv+
1♦		4	2♠	Natural	2♦ = F1 with ♦, normally not 4 ♥/♠ 2♥/♠/3♣= FG, either at most 1 ♦ or 4+ ♦ 2nt = invit., balanced , normally not 4 ♥/♠; 3♦ = premptive; 3♥/♠= splinter (void)	1♦ - 1x 1y - 2♣ = to play in ♣/♦ or any invitational hand. 2 ♦ = FG	1♦ – (1♥) – 1♠ = at most 3 ♠ 1♦ – (1♠) – 2 ♣= ♥; 2 ♥ =♣ 1♦ – (1x) –2♠= 4+♦, inv+
1♥/♠		4 5♥/♠ 1. & 2	2♠	May have longer ♣/♦/♥	2♣= 9/10-12 or FG with 3 ♥/♠ or FG bal or F1 with ♣ 2♦ = F1, usually 5+ ♦ 2♠ (over 1♥)/2nt (over 1♠) = at least inv. with 4+ ♥/♠ 1♥ - 3♣/1♠ –3♦ = 7 – 9, 4+ suport. (often bal) 1♥ - 2nt = short ♣/♠, inv.+, 1♠ –3♣= short ♣/♦, inv.+ Double jumps = void ; 3♥/♠= premptive	1♥/♠ – 1 nt 2♣ is ♦ or ♣ (5+ or 14/15+) 2♦= ♥ (14/15+ if opening 1♥) 2♥= ♠ (14/15+ if opening 1♠) 1♥/♠ – 2♣ 2♦= waiting (us. 11 – 14/15)	1 ♥/♠ -dbl 2 ♣= at lest constructive 2 ♥/♠ 2 ♥/♠=0-7
1nt				(14)15-17, may have 5 ♥/♠ or 6 ♣/♦	2 ♣= Stayman or FG; 2 ♦/♥ = transfer to ♥/♠ 2 ♠ = weak or inv+ with one minor / inv+ both m 3♣= FG asks for 5M; 3 ♦ = FG, 5♥ & 3♠; 3♥= FG, 5♠ & 3♥; 3♠ = FG, short ♠ & 4 ♥		1nt - (2♥/♠) – a kind of transfers
2♣	x	0		Strong	2 ♦ = 0-6/7 or often balanced (if 7+) 2nt = at least 5-4 in ♣/♦, FG	2♣ - 2♦ 2♥/♠ – 3♣= second negative	
2♦	x	0		a) NV vs VUL: 2/3 - 9/10, 6 ♥/♠ NV vs. NV: 5/6 – 9/10 6 ♥/♠ VUL: 6/7 -10/11, 6 ♥/♠ b) 22-24, BAL c) 25-27, BAL	2♥ = pass or correct. 2♠ = pass or correct (not necc. invit. in ♥) 2nt = F1 (asks for suit/strength) 3♣= to play in ♦ or FG with own suit 3♦ = inv with ♦; 3♥/♠= pass or correct	2♦ - 2nt 3♣ = max, ♥ or ♠ 3♦ = min, ♥ 3♥ = min, ♠	2♦ – (dbl) pass = ♦ rdbl = bid your major
2♥/♠		5		NV vs VUL: 5 4/5 - 9/10,5 ♥/♠. 1. and 2. 4+♦ or 3+ ♣. NV: 5/6 – 9/10, 5 ♥/♠. 1. and 2. 4+♦ or 3+ ♣. VUL: 6/7 – 10/11, ♥/♠ and 4+ ♣/♦	2nt = F1 New suit = not forcing	Shows longest minor	
2nt				18-19, 44M (singleton m possible)	3-level = all transfers (3♠= at least mild slamtry in ♣)	**Slam approach and conventions** Splinter, Cuebids (normally 1. and 2. round controls up the line) Roman Key Card Blackwood (not necessarily 4nt) When ♥/♠ is trumfh and there is just one bid between first cue/splinter the inbetween suit just shows slaminterst, do not promise control	
3♣/♦		6		premptive	Over 3 ♣, 3 ♦ asks for quality of suit 4 in opposite ♣/♦ = Keycard Blackwood		
3♥/♠		6		preemptive			
3nt	x			Running ♥/♠, 7+ no outside ace, at most one king -> 4m at least mild slamtries, 4♥= p/c			