



Forsvar, konvensjoneDefensive 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) but 12-15 in 4th 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/minor o/major any strength Jump cue=Asks for stopper.		
VS. NT (vs. Strong/Weak; Reopen: PH)		
Dbl : Strength 2♣ = ♥+♠, 2NT=♣+♦ or strong 2-suits 2♦ = ♥ or ♠ 2M= 4+M and 5+m		
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)		
Take Out DBLs. VS. Multi: D=take out of sp (norm.4h) 2NT: 15-18 Versus 2M, example over 2♠=4♣=♣+♥ (leaping Michael)		
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- 2 NT at least invitational in the bid suit. 1M-Dbl-2cl = 6-9hp and 3+ M 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 th from at least 10	1st- 3 rd – 5th	
Subseq	Attitude when opening a new suit through declarer		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK or A(xxxx)	AK/AKx/AKxx(x)or A(xxxx)	
King	KQ/KQJ(x)/AKx	KQ/KQJ(x)/KQT(x)/	
Queen	QJ/KQx	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT/QJx	HJT(x)/JT(x)	
10	HT9x/Tx but 9 fromT9x	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. SUPP DBL and RDBL			

 <div>Convention Card</div> 		
Category:Red		
Players	Tor Bakke	Jim Høyland
Club	Bergen Akademiske BK	BAK
	Norway	Norway
NBF memb.	2360	8188
System Summary		
General Approach and Style		
5 card MAJOR 1 ♣ = 2+ 1♦= 4+ 1 NT : (14+)15-17, might be 5major/6 minor 2♦ = multi weak M or 22+ balanced. 2NT 18-19 and 4-4 in M		
Special bids that may require defence		
Transferbids after 1♣ opening. 2♦ multi opening.		
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 (Dto 1X-1Y-1Z) Lebensohl 2nt in most competitive situations Puppet Stayman on 20+ with NT distri.		
Psychics		
Rare		

Opening	ART	Minimum	Neg. Dbl. To	Description	Re=sponses	Subsequent Auction	Passed Hand Bidding
1♣		2	3hj	10-22 hp	Inverted minor raises 9 /10 HP+ 1NT=10-11hp Transfer bids. 1♠=6-9 or no M and unlimited with ♦, 2♦/♥=♥/♠ ca.6hp or strong 2♠=ca.8-11hp 5+♣, 2NT= invit. ca 12hp	1♣ - 1♦-2♥= 11-13hp and 4 card support 1♣- 1♥-1♠ = 3+ support in spade After 1♣-(1♦): double=4♥+, 1♥ = 4+♠, 1♠=4♠ 4/5♥ After 1♣-(1♥): double=4♠+, 2♥=6♠ 6+hp, 2♠=inv.m	
1♦		4	3hj	10-22 hp	Inverted minor raises 9/10 HP+ Jump shifts in Major 6cards+ and strong 3♣ = invit. in ♦	1♦- (1♠) - 2♣=SWITCH 5♥. 2♥=♣ After 1♦-(1♥): double=4♠, 1♠=no♠suit, 2♥= 6♠ 6+hp, 2♠=inverted minor raise 9/10+HP	
1♥		5	3ru	10-20 hp	2NT= Jacoby GF . 4+ card support 2♠= inviting game,in ♥, short in ♣or ♦ 2NT ask 3♣= limit raise in ♥ . 4+ card support 3♦= inviting game,in ♥, short in ♠ 3♥ = preemptive	1♥- 2♣ either nat or.invit.with 3 cards ♥ and ca.10hp 1♥--2NT-3♣=any minimum and 3♦ ask for singleton 1♥-2NT-3♦= 14+ hp no single 1♥-2NT-3♥/♠/NT=single ♣/♦/♠	1♥-2♣ =inv.with 3 ♥ 1♥ - 2♦= inv.with 4 ♥
1♠		5	3ru	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠ , short in ♣or ♦ (rele ask), 3♦= limit raise in ♠, 3♥=splinter 3 ♠ = preemptive	Same as 1♥	Same as after 1heart
1 NT		---		(14)15-17 bal., may be 5major/6-minor	2♣ = Stayman, 2♦/♥ is transfers, 2♠ asking best minor, 3♣ ask for 5M, 3♦/♥ = 5/3 in M, 3♠=singl Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♥-2♠-3♥=forcing 5-5 in major 3♣ = asking	
2♣	X	0		20-21 bal. or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = 5+ cards+headed by honor 2NT=both m 2♣-2♦-2NT-3♣= puppet, 3♦/♥=transfer	2♣-2♦- 2♥/♠-3♣ = second negative 2♣-2♦- 2♥/♠-2NT=5+ bal. 2♣-2♦- 3♥/♠=4c and 5+♦ 2♣- 3♥/♠= semi-running 6 cards	
2♦	X	0		Multi weak 2M or 22+bal.	2NT = forcing 2♥/♠ pass or corr. , 3♣ NF		
2♥		5		Ca.5-10. Vuln. also 4+ in m	2NT= asking, 2♠ NF , 3♣/♦ NF		
2♠		5		Ca.5-10. Vuln. also 4+ in m	2NT=asking, 3♣/♦/♥ NF		
2 NT		---		18-19 and 4-4 in M	Transfer bids	Slam Conventions	
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. Trumph Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter After 4NT and answer=5NT=asking specific King, promise all aces Exclusion Blackwood	
3NT	X	7		Running M-suit, No side ace/King			
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♣		

