

## 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) 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 <sup>th</sup> from at least 10	1st- 3 <sup>rd</sup> - 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 <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

### Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL. SUPP DBL and RDBL



Convention  
Card



## 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 ca.5-10 hp and 5-5 In m

### Special bids that may require defence

Transferbids after 1♣ opening. 2♦ multi opening. 2NT open

### 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.	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 2NT=12 +hp	1♣ - 1♦ - 2♥ = 11-13hp and 4 card support 1♣- 1♥-1♠ = 3+ support in spade After 1♣-(1♦): double=4♥+ After 1♣-(1♥): double=4♠+, 2♥=6♠ 6+hp, 2♠=inv.m	
1♦		3	3hj	10-22 hp	Inverted minor raises 9/10 HP+ Jump shifts in Major 6cards+ and strong 3♣ = 6cards+ and strong	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♦		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		---		Ca.5-10 and 5-5 I min.	3♥= ♠ or inv.in minor, 3♠=♥ or any slam try	<b>Slam Conventions</b>	
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. Trump Q Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line	
4♣,♦		7		Preempts		Splinter & Minisplinter	
		6		To play	New suit is cuebid, 4NT=RKCB	After 4NT and answer=5NT=asking specific King, promise all aces	
4NT	x	---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣	Exclusion Blackwood	

