






Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Aggressive 1-level; Sound 2-level Responses: Natural, cuebid shows good raise Direct jump-raises are pre-emptive.
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
2nd: 15-18 bal (subs auction as after 1nt opening) 4th Live: 15-18 NT System is on
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Aggressive style Weak, 5-card possible (1M)-2NT=♣+♦
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Aggressive style (1♣)-cue=♠-♥/♦ (55+), (1♦)-cue=♠-♥/♣, (1M)-cue=OM+m, Jump cue=Asks for stopper.
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Dbl: Strength 2♣ ♥+♠ (Landy) at least 4-4 2NT: 2 suiter, at least 5-5
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take Out DBLs 2NT: 15-18 (4M)-4NT=any strong 2-suiter
<b>VS. Artificial Strong Openings</b>
1♦ = majors, 1NT = minors Jump to 2-level is same as our usual 2-level
<b>Over Opponents' take out double</b>
New bid without jump is forcing, 2NT is 10+ with support, RD=10hp+

Leads and Signals		
Opening Leads Style		
	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
NT	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
Subseq	Attitude when opening a new suit	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	Ax/AKx/AKxx(x)	Ax/AKx/AKxx(x)
King	AK/KQJ(x)/KQT(x)	AK/KQJ(x)/KQT(x)
Queen	AQJ(x)/AQT(x)/QJ(x)	AQJ(x)/AQT(x)/QJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	987(x)/9x	987(x)/9x
X	HxXx/xxXx(x)	HxXx/xxXx(x)
Signals in order of priority		
	Partners lead	Declarer Discarding
Suit:	Even=Enc	Possible count Odd=Disc
2 <sup>nd</sup>		Hi/Lo=Even
3 <sup>rd</sup>		
NT:	Even=Enc	Possible count Odd=Disc
2 <sup>nd</sup>		Hi/Lo=Even
3 <sup>rd</sup>		
<b>Signals (including Trump's):</b> Trump-echo, lavinthal in obvious positions		
Doubles		
Takeout Doubles (Style; Responses; Reopening)		
Based on majors. Supp.dobl og redobl to 2♠, responsive dobl to 3♠, NEG dobl to 3♠		
Special, Art and Comp Dbl/Rdbl's		
NEG+RESP+SUPP+COMP DBL (showing Take Out-distr), Supp.dobl and rdbl		

Convention Card		
		
<b>WBFF</b>		<b>NBF</b>
<b>Category:</b>	<b>Green</b>	
<b>NCBO/team:</b> <b>Norway U25</b>		
<b>Event:</b> <b>All events</b>	<b>Lars Arthur Johansen</b>	<b>Håkon Bogen</b>
<b>Players:</b>		
System Summary		
General Approach and Style		
Lowest 4 card suit, 1♣ may be 3 card, 1♠ is 5 card+		
1 NT opening: (14) 15-17, can be semibalanced, 5M, 6m or singleton is possible		
2/1: Almost GF, Rebid and Pref on 2-level is INV only		
Special bids that may require defence		
2♦ Multi; Weak 2 in ♥ or ♠ (5)6-10 hcp, or 20-21 NT		
2♥/♠; 5 cards and minor (4+card) (5)6-10 hcp		
2NT: Both minors, variable strength acc. to VUL		
Special forcing pass sequences		
1x-(1/2 y)-p = Pass CAN be strong with long suit in y and ask pd to double if he is short (Pd CAN also pass)		
Important notes that don't fit		
1x-1y-1NT-2♣ = asks partner to bid 2♦		
1x-1y-1NT-2♦ = GF		
Psychics		
Rare, but possible		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	10-22 hp Shows 4c, except 4-3-3-3 or 3-4-3-3,	1♦♥♠ is F1 2♣ is inverted minor with 4+card ♣ 10hp+ 2♦♥♠ Weak, 6card+ 2NT=Invitational, 3♣=Preemptive	1♣-1♥, 1♠= Can be 12-14 NT (4-3-3-3) 1♣-2♣, 2NT=12-14 bal	2♣ = 6-9 hcp 3♣ = 10-11 hcp
1♦		4	3♠	10-22 hp 4 card+	1♥♠ is F1 2♦ is inverted minor with 4+card ♦ 10hp+ 2♥♠, 3♣ Weak, 6card+ 2NT=Invitational, 3♦=Preemptive	1♦-2♦, 2NT =12-14 NT	2♦ = 6-9 hcp 3♦ = 10-11 hcp
1♥		4	3♦	11-20 hp Shows 5-card+ or at least 4-4 in majors	<b>Jump-shifts:</b> Short suit, invitational <b>2NT:</b> At least invitational to game with 4-card support 3♥ Preemptive, 3♠ og 4♦♦ is void and 4card+ support slam inv.	1♥-2NT, 3♣♦=nat (can be 3c), non minimum	After 3 <sup>rd</sup> hand opening 1♥-2♣: Artificial, inv with 3-card support 1♥-2♦: Artificial, inv with 4-card+ support
1♠		5	3♦	11-20 hp 5-card+	<b>Jump-shifts:</b> Short suit, invitational <b>2NT:</b> At least invitational to game with 4-card support, 3♠ Preemptive 4♣♦♥ is void and 4card+ support slam inv.	1♠-2NT, 3♣♦=nat (can be 3c), non minimum	After 3 <sup>rd</sup> hand opening 1♠-2♣: Artificial, inv with 3-card support 1♠-2♦: Artificial, inv with 4-card+ support
1 NT				(14) 15-17, can be semibalanced, 5M, 6m or singleton is possible	2♣ Stayman, 2♦,♥ is transfers, 2♠ is one or both minors, 3♣,♦ er inv. to 3NT with HHxxxx, 3♥♠ GF with maximum 2♥♠ and 4-card in the other major		
2♣	X	0		Forcing	2♦ relay 0-5hp, 6-9 NT or any 4-4-4-1 distr.	2♣-2♦, 2M-3♣: 0-3 w.o. supp	
2♦	X	0		Multi; Weak 2 in ♥/♠ (6+card) (5) 6-10hp, or 20-21 balanced	2NT = F1 relay, 2♥♠ = Pass or correct, 3♣♦ = NF, 3♥ = Pass or correct	2♦-2NT-3♣=Maximum → 3♦ = relay 2♦-2NT - 3♦♥=Minimum with ♥♠ 2♦-2NT-3NT=20-21 hp	4♣ is stayman and 4♦♥ is transfers to 4♥♠
2♥ 2♠		5		5-10hp, 5 cards and one minor suit 4+card	2NT=F1-relay		
2 NT	X	-		5-5+ in minors, NV vs V: 6-10hcp, Equal V: 8-11(12)hcp, V vs NV: 10-13(14)hcp	2NT-3♣/♦ = to play 2NT - 3♥ = Forcing relay 2NT - 3♠ = "Bid 3NT partner" 2NT-3NT = pre in one minor	<b>Slam Conventions</b>	
3x		5		Preempts		4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4	
3NT	X			Running 7(8) card minor, No side values	4♣ to correct, 4♦ asks for shortness	5♥: 2 w.o. Tr Q, 5♠: 2 w. Tr Q	
4♣,♦		5		Preempt		Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line (Italian style)	
4♥,♠		5		To play	New suit is cue-bid, 4NT=RKCB	Splinter & Minisplinter	
4NT				Asks for specific aces	5♣=0 Aces, Suit = that Ace, 6♣ = ♣A, 5NT=2Aces	Jump to 5NT (5♠ if ♣ is trump) asks for AKQ in trumps	