

## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Generally sound - could be 4-card at the 1-level
New suit from partner: F1 at the 1 and 3 level, NF but constructive at the 2-level
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 / 15-18
Opponent's suit the only forcing bid
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (3-13, 6+ depending on vulnerability)
New suit from partner: F1
Unusual NT: 2 lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cuebid: 2 highest unbid suits - 2 NT and opponent's suit forcing
Jump cuebid: Solid minor (ask for stopper) OR highest+lowest unbid suits
VS. NT (vs. Strong/ Weak; Reopening: PH)
In direct position: 2♣=majors, 2♦/♥: transfer, 2NT: Minors or any strong 2-suiter
In 4th position: 2♣=majors
Passed hand: Double=♣ (otherwise Double=penalties)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Double = takeout at the 3-level, optional at the 4-level
VS. ARTIFICIAL STRONG OPENINGS
vs 1♣: Double = majors, NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10+
New suit not forcing. Jumps; preemptive
2 NT = support, at least invitational

## LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	Low from an even number		
NT	Middle from an odd number		
Subseq	Top of sequence		
When returning partner's suit: High from xx or xxxx remaining, low from xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x		
King	K Q x, A K		
Queen	Q J x	Q J x, A Q J x	
Jack	K J 10 x, J 10 x	A J 10 x, K J 10 x, J 10 x	
10	K 10 9 x, Q 10 9 x, 10 9 x	A 10 9 x, K 10 9 x, Q 10 9 x, 10 9 x	
9	K 9 x, Q 9 x, J 9 x, 9		
Hi-x	Middle card from odd number		
Lo-x	Lowest card from even number		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 odd=encouraging	hi/lo=odd number	odd=encouraging
Suit	2 lavinthal		hi/lo=odd number
	3 low=even number		lavinthal
	1		
NT	2 (same)	(same)	(same)
	3		
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Sound (opening hand), natural responses (cuebid=8+, promises another bid)			
Reopening: 8+			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative, responsive and competitive doubles through 3 ♠			

## Convention Card



Category:

**GREEN**

NCBO:

NORWAY

EVENT: d'Orsi Senior Trophy 2019

PLAYERS:

Leif-Erik Stabell (NOR4240)

Tolle Stabell (NOR3618)

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE	
<b>NATURAL</b> (2 over 1 not gameforce)	
<b>Strong NT / 4-card majors</b>	
1♣: Could be 3 with precisely 4333	
1♠: 5 in 1. and 2. position	
1 NT: 15-17, 2-way Stayman	
2♦/♥/♠: weak (6-11, 6+ in 1st and 2nd position)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Opening 4♣/♦: Natural preempt OR solid ♥/♠	
(partner and opponents will have to guess which)	
1♣ - 2♦ )	
1♦ - 2♥ ) Artificial gameforce with support for opener's suit	
1♥ - 2♣ )	
1♠ - 3♣ )	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS: Rare	

				Leif-Erik Stabell - Tolle Stabell		Norway Seniors			
OPENING	TICKET	ARTIFICIAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣			3	3♣	(3)4+, 3 only if 4-3-3-3	2♦: Gameforce, 4+♣ Double jumps: Void	Basically natural continuation		
						2 NT: 11-12 balanced. 3♣: Invitational. Other jumps: strong			
1♦			4	3♣		2♥: Gameforce, 4+♦ Double jumps: Void	Basically natural continuation		
						2 NT: 11-12 balanced. 3♦: Invitational. Other jumps: strong			
1♥			4	3♣		2♠: Gameforce, 4+♥ Double jumps: Void	Short suit trialbids	JUMP: Natural + fit	
						2 NT: 11-12 balanced. 3♥: Invitational. Other jumps: strong	Basically natural continuation		
1♠			4	3♣	Should be 5 in 1. and 2. position	3♣: Gameforce, 3+♠ Double jumps: Void	Short suit trialbids	2 NT: Strong raise to at least	
						2 NT: 11-12 balanced. 3♠: Invitational. Other jumps: strong	Basically natural continuation	3 of partner's suit	
1 NT					15-17, may contain a 5-card major	2♣: NF Stayman 2♦: Gameforce	Basically natural continuation		
						2♥/♠/3♣/♦: To play			
						4♣/♦: Transfer to ♥/♠			
2♣	✓				(18)20+, any distribution	2♦: 0-6	2♥/♠: 4+, F1 2 NT: 22-24		
						2♥/♠/NT/3♣/♦: Natural, 7+			
						Jumps: 7+, Good suit, 3 NT: Any solid suit			
2♦			6		6-11 (3-13, 5+♦ in 3. position)	2 NT: Gameforce, 3♣: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow	2 NT: Good fit	
						New suit: Constructive, NF	3♣: Asking for suit quality/strength, promising support		
2♥			6		6-11 (3-13, 5+♥ in 3. position)	2 NT: Gameforce, 3♣: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow	2 NT: Good fit	
						New suit: Constructive, NF	3♣: Asking for suit quality/strength, promising support		
2♠			6		6-11 (3-13, 5+♠ in 3. position)	2 NT: Gameforce, 3♣: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow	2 NT: Good fit	
						New suit: Constructive, NF	3♣: Asking for suit quality/strength, promising support		
2 NT					20-21(22)	3♣: Baron 3♦: Flint (transfer to 3♥, does not promise ♥)	After 3♣: Both players bid 4-cardsuits at the 3-level		
3 bids			6		Normal preempt	New suit at 3-level F1, natural	Cuebids / Asking bids		
3 NT			7		Solid minor	4♦: Relay			
						4 NT: To play in partner's suit			
4♣	✓		7		Preempt OR solid ♥	4♦: Slam interest			
						4♥: To play opposite solid ♥			
4♦	✓		7		Preempt OR solid ♠	4♥: Slam interest			
						4♠: To play opposite solid ♠			
							<b>HIGH LEVEL BIDDING</b>		
							Cuebids (1st and 2nd round controls)		
							RKCB and 4-Ace Blackwood (from the 2-level and when no trumpsuit is agreed)		
							Splinter		
							5 NT Grand slam force (5♠ if ♣ are trumps)		
							Asking bids in specific situations		