

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level overcalls may be light (especially NV)
Overcalls at the 2-level are normally sound.
After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening.
After 1M overcall, 2NT in competition is 4+c supp and inv+ (3c if no space)

1 NT-overcall (2./4.; Answers; Reopening)

15-18 hcp in all hands.
Same responses as after 1NT-opening.

Jump Overcalls (Style; Responses; Unusual NT)

WJS at the 2-level (After 2+1♠-opening, 2♦ shows M's)
Constructive jump-shifts at the 3-level (not green vs red) in 2nd hand
Unusual NT shows 2 lowest with jump

Direct and Jump Cue Bids (Style; Responses)

Cuebid of a minor (3+) shows both majors
Cuebid of a major shows opposite major + ♠
Jumpcuebid asks for stopper

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

VS weak NT (12-14 or weaker):

Dbl = takeout
2♠ = Majors, 2♦ = Multi (13+hcp)
2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp
2NT = Both minors, 3m = Constructive

VS strong NT in direct seat (13-15 or stronger):

Dbl = equal strength +
2♠ = majors, 2♦ = Multi
2♥/♠ = 4(5)c + longer minor, 2NT = both minors
VS NT after pass or VS strong NT in 4.seat:
Dbl = one-suiter, 2♠ = ♠ + higher suit, 2♦ = ♦ + M
2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Generally: Dbl = takeout, 2NT = 15-18

VS Ekren: Dbl = penaltyinterest, 2♠ = T/O in minors

Leaping Micheals VS 2x, 3♠ og 3♦.

VS. Artificial Strong Openings

VS strong 1♠: Yeslek, double = ♦ or both majors

VS strong 2♠: Yeslek, double = ♦ or both majors

Over Opponents' take out double

Rdbl = 10+/penalty interest
Transfers from 1NT after 1M – (dbl)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th (4 th from 6c)	3 rd /5 th (4 th from 6c) 3 rd from inner seq
NT	ATT (possible 3 rd /5 th)	3 rd /5 th (3 rd from inner seq)
Subseq	Mostly attitude (3 rd /5 th if not)	

Leads

Card	VS suit	VS NT
Ace	AKx(x)	AK(x)
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9(x)	HT9x/T9x
9	9(x)	H98(x), 9(x)
HI-X	Even number	Xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (opening honour lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (opening honour lead – low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

Signasr (trumps included): Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles, may be light with good distribution
Equal-level-convention.

Special, Art and Comp Dbl/Rdbl's

Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead.
1♠ - (1♦) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam.



Convention card





Category: RED

Event:

EC teams
2018



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Players

NORWAY – 6384

NORWAY - 27945

System summary

General approach and style

Natural based system with transfers after 1♠.and 2-over-1 is GF except rebid of a minor. 3rd hand openings may be light.

1♠: 3(2)+♠, might be balanced with 3(2)♠4♦.

1♥: May be 44M

14,5-17 NT (5(6)M,6m, singleton and 5422 are allowed)

2♦, 2♥ og 2♠- openings have different meanings based on VUL.

Preempts may be very weak NV vs VUL

Special bids that may require defense

1♠ - 1♦/1♥ = Transfer - 1♠ - 1♠ = ♦ or 6-9NT,

1♠ - 2♦/2♥ = Transfer (weak or strong), 1♠ - 2♠ = 6-9 5+♠

2♦ (Non-vul/all red/red vs green): Weak Multi 5c/weak Multi 6c/8-11 6♣

2♥/2♠ (green / red): 4-10 hcp 6c ♥♠ / 8-11 hcp 6c ♥♠

1M – 2♦ = Nat F or 3-7 hcp with 3(4)c sup

1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♠ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp

Gazilli and some transfers after overcalls/doubles

Constructive jump overcalls at the 3-level (not green vs red) in 2nd hand

Special forcing pass sequences

Standard forcing pass sequences.

Important notes that don't fit elsewhere

The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution we don't give count signals, but play attitude. All hcp-ranges are approximate – we frequently up- and downgrade.

Psychics

Seldom

Opening	Art	Min. #	Neg. X thru.	Description	Livgard-Aa Norway Open		Passed Hand Bidding
					Responses	Subsequent Auction	
1♣	(X)	3(2)	4♥	3(2)+♣ (may have longer ♦) (8) 11+ hcp (May be 2+♣ rarely with 4432)	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor [NOTE 2], 2♦/♥ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♠ 0-5 hcp 3x = void, 3NT = 16-18 hcp [NOTE 1]	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT, [NOTE 6]	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♣, 4+♥ 5-10 hcp pass - 1♣ - 2♦/♥ = 5♥/♠ + 4+♠, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor [NOTE 2] 3♣ = 6-9 hcp with ♦-support, 3♦ = 0-5 hcp with ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT, [NOTE 6]	Pass - 1♦ - 2M = 5cM + 4c♦ inv
1♥		4	4♦	5+♥ or 4(+)+♠4+♥ (8) 11+hcp	2♠ = Nat, but can be 3c with longer ♦, 2♦ = nat F or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♠ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF [NOTE 8], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void, 3NT = 13-15 3c-support bal [NOTE 3]	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp, 1♥ - 1♠/1NT - 2♥ = 5(+)+♥ + 4+♠ 11-14 hcp 1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double - [NOTE 5]	2-way Drury, 2NT = minors Minisplinters
1♠		5	4♥	5+♠ (8) 11+hcp	2♠ = nat, but can be 3c with longer ♥/♥, 2♦ = nat F or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF [NOTE 8] 3♠ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = 13-15 3c-supp bal 4x = void [NOTE 4]	1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min 1♠ - 1NT - 2♠ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+)+♠ + 4+♠ 11-14 hcp After double - [NOTE 5] [NOTE 6]	2-way Drury, 2NT = minors Minisplinters
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422.	2♠ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♠/4♦ = TRF [NOTE 10]	1NT - 2♠ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♠ - 2♥ - 2NT = GF relay	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♠ = Second negative	
2♦	X	5 6 6		Green: 5cM, 4-8 hcp All RED: Multi, 6cM 4-8 RED VS GREEN: 6k♦ 8-11 4 th : 9-13 hcp, 6c♦	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠ [NOTE 11] 2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♠ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠ + 5c♣, 3NT = 5c♠ + 5c♦	
2♥		6 6		Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4 th : 9-13 hcp 6c♥	2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit, 2♥ - 3♠ - 3♠ = Extras with good suit	
2♠		6 6		Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4 th : 9-13 hcp 6c♠	2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♠ - 3♥ = Extras with "bad" suit 2♥ - 3♠ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♠ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	High Level Bidding	
3x				Preemptive, may be very weak NV vs VUL 4 th : 9-13 hcp, 7c suit	3x = F1, 3♣ - 4♦ / 3♦ / ♠ - 4♠ = BW 3♣ - 3♦ = asks suit quality	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit.. 4NT/5♣/5♦/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you'll always raise to slam with 3 or 4 aces. [NOTE 7]	
3NT				Solid minor 3rd/4th: To play	4♠ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suitlength	Cuebid - Italian style Last train	
4♣, ♦				Preemptive		DOPI/ROPI/DEPO with disturbance	
4♥, ♠				To play		5NT is frequently pick-a-slam.	
4NT				Asks specific ace	5♠ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♠ = ace		

Supplementary sheets

Terje Aa & Allan Livgård – Norway Open

Note 1 – responses to 1♣

1♦/1♥	= 4+♥/♠ - (4)5+hcp -> Accept transfer with 3c-support or 4c and extras.
1♠	= 4+♦ or 6-9 balanced. 4cM possible if 5+♦ and GF.
1NT	= 10 – 12 balanced.
2♣	= Inverted minor
2♦	= 6c(+)♥, weak or strong. -> Accept = To play vs weak
2♥	= 6c(+)♠, weak or strong. -> Accept = To play vs weak
2♠	= 4+♣, 6-9 hcp -> 2NT = asks shortness
2NT	= 13-15 or 19-20 bal
3♣	= preemptive
3x	= 5+♣, void GF
3NT	= 16-18 bal
4x	= To play

Note 2 – inverted minor

1♣ - 2♣:

2♦	= 18-19 bal/shortness with 15+/6c ♣ not minimum/5422 15+ -> 2♥ asks 2♠ = 5422 15+ or 16+ 6c♣ 2NT = 18-19 bal with 4+♣ 3♣ = 13-15 hcp 6+♣ 3x = shortness, 16+hcp 3NT = 18-19 bal (2)3♣
2♥	= normally 11-14 bal – no ♥-stopper
2♠	= normally 11-14 bal – no ♠-stopper
2NT	= 11-12 bal – normally stoppers in M
3♣	= minimum, unbalanced
3x	= shortness, (11)13-15 hcp
3NT	= 13-14 bal, normally stoppers in M

1♦ - 2♦

2♥ = 18-19 bal/shortness with 15+/6+♦ not minimum/5422 15+
2♠ asks
2NT = 5422 or 6+♦ 16+hcp
3♣/♥/♠ = shortness, 16+hcp

2♠ = normally 11-14 bal – wants partner to play NT

2NT = 11-12 bal – normally stoppers in M

3♦ = minimum, unbal

3x = shortness, (11)13-15 hcp

3NT = 13-14 bal, normally stoppers in M

Note 3 – responses to 1♥

1♠ = 4+♠, (4)5+hcp

1NT = 5-11 hcp, NF

1♥ - 1♠/1NT

2♣ = Gazilli (11-14 6+♥ or 15+ various hands)

2♣ = 3+♣ (may have 4♦ with 3343) GF except rebid 3♣

2♦ = (2)4-7 hcp with 3(4)c ♥-support – F ->2♥ or 4+♦ GF except rebid 3♦

1♥ - 2♦ - 2♥ = Not inv vs weak alternative

1♥ - 2♦ - 2♠ and up = Normally nat inv vs weak raise

2♥ = 8-11 hcp 3(4)♥-support

2♠ = 4+♥-supp, any singleton, gametry (not GF-values)
-> 2NT asks

2NT = 4+♥-supp, GF

3♣ = 4+♥, 7-11 hcp, normally no shortness
-> 3♦ invitational

3♦ = 3c♥, 11-12 hcp

3♥ = preemptive

3♠/4♣/4♦ = 4+♥, void

3NT = 13-15 bal 3c♥

Note 4 – responses to 1♠

1NT = 5-11 hcp, NF

1♠ - 1NT

2♣ = Gazilli (11-14 6+♠ or 15+ various hands)

2♣ = 3+♣ (may have 4♦ with 3343) GF except rebid 3♣

2♦ = (2)4-7 hcp with 3(4)c ♠-support – F ->2♠ or 4+♦ GF except rebid 3♦

1♠ - 2♦ - 2♥ = Natural, does not promises extras

1♠ - 2♦ - 2♠ = Not inv vs weak alternative
1♠ - 2♦ - 2NT and up = Normally nat inv vs weak raise

2♥	= 5+♥, GF
2♠	= 8-11 hcp, 3(4)c♠
2NT	= 4+♠-supp, GF
3♣	= 4+♠, shortness in ♣ or ♦, gametry (not GF-values)
3♦	= 4+♠ 7-11 hcp (normally no shortness) or 3c♠ 11-12 hcp -> 3♥ = invitational
3♥	= 4+♠, shortness in ♥, gametry (not GF-values)
3♠	= preemptive
3NT	= 13-15 bal 3c♠
4x	= 4+♠, void slamtry

Note 5 – transfers after double of 1M

We use transfers after 1M in two different cases:

1. After our 1M-opening is doubled
2. After we have overcalled 1M and next opponent doubles

1NT	= ♣ or good raise in M (after opps opening 1♣)
2♣	= ♦ or good raise i M (after opps opening 1♦)
2♦	= ♥ or good raise i M (after opps opening 1♥) or 5-9 ♥-raise with an top honour in ♥
2♥	= 5-9 ♥ raise without top honour in ♥ or 5-9 ♥-raise with an top honour in ♠
2♠	= 5-9 ♠ raise without top honour in ♠

Note 6 – transfer/switch in competetion

1♣ - (1♠)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10+hcp
(1♣) - 1♠	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10+hcp
1♠ - (2♣)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♦, 10 hcp
1♦ - (2♣)	
2♦	= 5+♥, 8+hcp
2♥	= 5+♠, 8+hcp
2♠	= 4+♦, 10+hcp

Note 7 – Blackwood

We frequently use the suit above the trump suit as 5 keycard BW. So if ♣ are trumps, 4♦ are normally BW. But there are several exceptions:

1. If the opponents have bid at the 3- or 4-level
2. After inverted minor (where 4m is BW)
3. After we have bypassed the original BW, 4♠ or 4NT is normally BW
4. After some strong opening, 5♣/5♦ might be used as BW

If the answer is 3 or 4 aces, responder raises to slam after a «sign-off».

Note 8 – Stenberg

1M – 2NT = GF with 4+-support

3x = Natural (3+c) – not minimum
-> 3/4x = Singelton
-> 3M = asks shortness

3M = Minimum

4x = Void

If opponents interfere:

Dbl = Singelton

Pass = Penalty interest or xx(x)

3NT = Cuebid in opponents suit, slamtry

Direct cuebid = Void

Note 9 – transfers after 2NT rebid

1x – 1y

2NT

3♣ = transfer to 3♦ - always accepted. May be sign-off in responders suit (or ♥) or slamtry in ♦

3♦ = transfer to ♥

3♥ = transfer to ♠

3♠ = transfer to ♣

4x = 5-5, slamtry

Note 10 – responses to 1NT

2♣ = NF Stayman, does not promise a major

2♦ = Transfer to ♥

2♥ = Transfer to ♠

2♠ = any weak doubleton (may be singelton i ♣/♦

-> 2NT = asks

2NT = transfer to 3♣, weak with one minor or GF with both

3♣ = Singelton in a major

3♦ = Asks 5 card major

3M = Slamtry

4♣ = Transfer to ♥

4♦ = Transfer to ♠

4M = To play
4NT = Bal slamtry
5NT = Quantitative to 7NT

Note 11 – responses to 2♦ (NV - 5c Multi)

2♥ = P/C
2♠ = Natural – not forcing
2NT = asks
-> 3♣ = ♥
-> 3♦ = ♠
-> 3♥ = 5♥+5+m
-> 3♠ = 5♠+5+♣
-> 3NT = 5♠ + 5♦
3♣ = Natural, not forcing
3♦ = Inv+ with own ♥-suit
3♥/4♥ = P/C
3♠ = Inv with own ♠-suit

If 2♦ is doubled – pass suggest to play 2♦, rdbl asks suit. After double – pass – pass, rdbl shows 5+♣.