

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= $\clubsuit+\diamond$	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
Aggressive style (1 $\clubsuit$ /1 $\diamond$ ): 2 $\clubsuit$ =natural, 2 $\diamond$ =Multi, 2 $\heartsuit$ = weak 5-5 $\heartsuit/\spadesuit$ , 2 $\spadesuit$ = strong 5-5 $\heartsuit/\spadesuit$ Jump cue=Asks for stopper.	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
Dbl : Strength 2 $\clubsuit$ $\heartsuit + \spadesuit$ (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>	
Natural	
<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> (4. from 6 card)	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	3 <sup>rd</sup> -5 <sup>th</sup> (4. from 6 card)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	High=Disc		High=Disc
2 <sup>nd</sup>	Low/high=Odd		Hi/Lo=even
3 <sup>rd</sup>			
NT:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>			Hi/Lo=even
3 <sup>rd</sup>			
Signals (including Trump's): Smith against NT; High from both shows that one like the lead			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level (subs auction: cue=Art-F1)			
Special, Art and Comp Dbl/Rdbl's			
NEG+RESP+COMP DBL (showing Take Out-distr) SUPP DBL and RDBL			

	Convention Card	
<b>System: Natural</b>		
Players:		
	Erlend Skjetne	Fredrik Simonsen
		Norway
System Summary		
General Approach and Style		
5 card majors 1 NT openings (14) 15-17, can be semibalanced		
Special bids that may require defence		
2 $\diamond$ Multi; Weak 2 in $\heartsuit$ or $\spadesuit$ 0-7hp (can be only 5 nonvul) 2 $\heartsuit/\spadesuit$ ; 6cards and 8-11 Transfers after 1 $\clubsuit$ , transfer overcalls after opponents 1 $\clubsuit$ "Multi-overcalls" og opponents 1 $\clubsuit/\diamond$		
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		
XYZ, e.g. 1 $\diamond$ -1 $\heartsuit$ -1 $\spadesuit$ ; 2 $\clubsuit$ relay (normally invite), 2 $\diamond$ Gameforce 1 $\heartsuit$ -2 $\diamond$ /1 $\spadesuit$ -2 $\heartsuit$ : Either natural or a weak majorraise Drury after pass		
Psychics		
Rare		

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	10-22 hp Shows 4c, except 4-3-3-3/3-4-3-3/4-4-2-3	1♦♥♠ is transfer (♠ shows ♦) 2♣ is inverted minor with 4+card ♣ 10hp+ 2♦♥♠ weak, 6card+ 2NT= Weak raise, 3♣=Semiconstructive (7-10)	Completing the transfer shows 3card or min with 4 1♣-2♣, 2NT=12-14 bal	
1♦		4	3♠	10-22 hp 4 card + (except 4-4-3-2)	1♥♠ is F1 2♦ is inverted minor with 4+card ♦ 10hp+ 2♥♠, 3♣ weak, 6card+ 2NT= Weak raise, 3♦=Semiconstructive (7-10)	1♦-2♦, 2NT =12-14 NT	
1♥		5	3♦	10-20 hp 5card+	Jump-shifts: Short suit, invitational with support 2♦ either natural or weak (3-7) majorraise 2NT: Gameforcing with 4card support 3♥ Invitational 3♠ og 4♦♦ is void and 4card+ support slam inv.	1♥-2NT, 3♣♦=nat (can be 3c), non minimum 1♥-2NT, 3♣-3NT = slamtry with bad trumphs Long Suit Invitational can be xxx	After 3rd hand opening 1♥-2♣: Artificial, inv with 3card support, 2♦ shows 4card support
1♠		5	3♦	10-20 hp 5card+	Jump-shifts: Short suit, invitational 2♥ either natural or weak (3-7) majorraise 2NT: Invitational and 4card support 3♠ Invitational 4♣♦♥ is void and 4card+ support slam inv.	1♠-2NT, 3♣♦=nat (can be 3c), non minimum 1♠-2NT, 3♣-3NT = slamtry with bad trumphs Long Suit Invitational can be xxx 1♠-1NT, 2x = Artificial	After 3rd hand opening 1♠-2♣: Artificial, inv with 3card support, 2♦ shows 4card support
1 NT		---	2♦	(14)15-17 balanced	2♣ F1 Stayman, 2♦,♥ is transfers, 2♠ is one or both minors, 3♣,♦ er inv. to 3NT with HHxxxx	1NT-2♣, 2♦-2♠ = Artificial F1, 1NT-2♣, 2♥-2♠ = Artificial F1, 1NT-2♣, 2♠-2NT=Artificial F1, 1NT-2♦, 2♥-3♣,♦=Nat inv.	
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 ♥ or ♠ (5/6+card) 3-7hp	2NT = F1 relay, 2♥♠ = NF, 3♣♦ = forcing, 3♥ = Pass or correct	2♦-2NT, 3♣♦=Maximum with ♥♠ 2♦-2NT, 3♥♠=Minimum 2♦-2NT,3NT=20-21 hp	If 3NT shows 20-21, then 4♣ is stayman and 4♦♥ is transfers to 4♥♠
2♥		5		8-11hp, 6 cards	2NT+3♣=F1-relay, New suit: F1	2♥-2NT, 3♣♦=4card+ 2♥-2♠, 3♣, 3♦=F1	
2♠		5		8-11hp, 6 cards	2NT+3♣=F1-relay, New suit: F1	2♠-2NT, 3♣♦=4card+ 2♠-3♣, 3♦, 3♥=F1	
2 NT		---		20-21	Puppet Stayman and transfers	<b>Slam Conventions</b>	
3x		6		Preempts		4NT: Roman Key Card Blackwood: 5♣: 1/4, 5♦: 0/3, (Reversed if clubs is agreed) 5♥: 2 w.o. Tr Q, 5♠: 2 w. Tr Q	
3NT		7		Running 7cm, No side values	4♣ to correct, 4♦ asks for shortness	Cue bids: 1st and 2nd round controls up the line Splinter & Minisplinter	
4♣,♦	X	0		Preempt		Jump to 5NT (5♠ if ♣ is trump) asks for AKQ in trumphs	
4♥,♠		5		To play/preempt	New suit is cue-bid, 4NT=RKCB		
4NT		---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT=2Aces		