

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) 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/club o/major appr. 9+ Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : Strength 2♦ ♥ + ♣ , 2♦ = 1 major, 2♥ ♣=5 + minor 2NT ♣ + ♦ or strong 2-suits	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs. VS. Multi: D=15-18 2NT : 19-21 Leaping Micahels over weak 2 and multi 2 D	
VS. Artificial Strong Openings	
Versus 1♣: Dbl=strong unbalanced, 1♦=majors, 1NT=minors	
Versus 2♣: D=♣	
Over Opponents' take out double	
Rdlb = 10 hcp + usually 2(3) decent 4+ suits After 1 major- 2 NT at least invitational in the bid suit	
1 level forcing for one round, 2 level dto	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3.and 5.	3. and 5.	
NT	3. and 5.	3 and 5.	
Subseq	Attitude when opening a new suit through declarer		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x) or A(xxxx)	AK/AKx/AKxx(x) or A(xxxx)	
King	KQ/KQJ(x)/KQT(x)/A K	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//Tx/T9	HT9(x)/T9(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	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 (showing Take Out-distr) SUPP DBL and RDBL		
	Convention Card	
System: Natural		
Players	Jon Aabye	Arve Farstad
Club	Topbridge BC	Topbridge BC
	Norway	Norway
NBF memb.	2987	2024
System Summary		
General Approach and Style		
5 card MAJOR - if 4-4 in majors opens 1♥ 1 ♣ = 3+ (minisplinter after majoropening) 1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor) 2 over 1: GF unless suit rebid		
Special bids that may require defence		
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) Lebenohl 2nt in most competitive situations except 1 maj-2 maj-double, then 2 NT = minors Puppet Stayman on 20+ with NT distri. Bergen 2 NT in comp. Sit.		
Psychics		
Rare		

Opening	ART	Minimum	Neg. Dbl.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4ru	10-22 hp	Inverted minor raises 9 HP+ Strong jump shifts in ♦/♥/♠ 6Cards+ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ =Natural GF	
1♦		4	4ru	10-22 hp	Inverted minor raises 9HP+ Strong jump shifts in Major 6cards+ 3♣ = Strong 6cards+	1♦ - 1♥-2♠ = natural GF	
1♥		5(4)	4ru	10-20 hp	2NT= Jacoby GF 4+ card support 2♠/3♣/♦ = inviting game,in ♥, short in the bid suit 3 ♥ = inv.	1♥- 2NT-3♥ = Minimum 1♥-2NT-3 any= single 1♥-2NT-3♥-new suit=single? 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void	Drury 2 ♣/= Game interest with 3+ card support
1♠		5	4ru	10-20 hp	2NT = Jacoby GF. 4+ card support 3♣/♦/♥ = inviting game in ♠, short in the bid suit 3 ♠ = inv.	Same as 1♥	Same as 1♥
1 NT		---	3♣	(14)15-17 bal., may be 5major/6-minor Maybe singelton honor	2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best minor, 3♣, ♦ = inv. 3♥/ ♠ = Singel GF and 3 in unbid M Smolen/opposite major GF	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 3♣ = asking	
2♣	X	0		22+ hp bal. Or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(minor) cards+headed by honor)) 2NT= pos. 5-5 minors	2♣-2♦- 2♠-2NT=5+ bal., 3 ♣ second negative 2♣- 3♥/ ♠= semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid 2♥/ ♠ NF , 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF , 3♣/♦ NF		
2♠		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		
2 NT		---		20-21 Balanced	Puppet stayman, transfers , 3♣ = slaminv. minors 4 ♣/ ♦ = slamtry in ♥/ ♠ 4 ♥ / ♠ = slamtry in ♣/ ♦	Slam Conventions	
3x		6		Preempts	1/2. Pos. Good suit in ♣/♦ New suit forcing	4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter After 4NT and answer=5NT=asking specific King, promise all aces Exclusion Blackwood	
3NT	X	7		Running suit, No side ace/King	4♣ to correct, 4♦ asks for shortness		
4♣,♦		7		Preempts			
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB		
4NT	x	---		Asks for specific aces?	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣		