

| Defensive and Competitive Bidding                                                                                                                                                                                                                                                                                                                                  |
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| Overcalls (Style; Responses; Reopening)                                                                                                                                                                                                                                                                                                                            |
| 1-level overcalls may be light (especially NV)<br>Overcalls at the 2-level are normally sound.<br>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.<br>After 1M overcall, 2NT in competition is 4+c supp and inv+ |
| 1 NT-overcall (2./4.; Answers; Reopening)                                                                                                                                                                                                                                                                                                                          |
| 15-18 hcp in all hands.<br>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)<br>Constructive jump-shifts at the 3-level (red vs green) in 2 <sup>nd</sup> hand<br>Unusual NT shows 2 lowest with jump                                                                                                                                                                                     |
| Direct and Jump Cue Bids (Style; Responses)                                                                                                                                                                                                                                                                                                                        |
| Cuebid of a minor (3+) shows both majors<br>Cuebid of a major shows opposit major + ♠<br>Jumpcuebid asks for stopper                                                                                                                                                                                                                                               |
| VS. NT (vs. Strong/Weak; Reopen: PH)                                                                                                                                                                                                                                                                                                                               |
| <b>VS weak NT (12-14 or weaker):</b><br>Dbl = takeout<br>2♠ = Majors, 2♦ = Multi (13+hcp)<br>2♥ = 5c+♥, 8-12 hcp, 2♠ = 5c+♠, 8-12 hcp<br>2NT = Both minors or strong 2-suiter, 3m = Constructive                                                                                                                                                                   |
| <b>VS strong NT in direct seat (13-15 or stronger):</b><br>Dbl = equal strength +<br>2♠ = majors, 2♦ = Multi<br>2♥/♠ = 4(5)c + longer minor, 2NT = both minors or strong 2-suiter                                                                                                                                                                                  |
| <b>VS NT after pass or VS strong NT in 4.seat:</b><br>Dbl = one-suiter, 2♠ = ♠ + higher suit, 2♦ = ♦ + M<br>2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter                                                                                                                                                                                                             |
| VS. Preempts (Doubles; Cue bids; Jumps; NT bids)                                                                                                                                                                                                                                                                                                                   |
| Generally: Dbl = takeout, 2NT = 15-18<br>VS Ekren: Dbl = penaltyinterest, 2♠ = T/O in minors                                                                                                                                                                                                                                                                       |
| Leaping Micheals VS 2x, 3♠ og 3♦.                                                                                                                                                                                                                                                                                                                                  |
| VS. Artificial Strong Openings                                                                                                                                                                                                                                                                                                                                     |
| VS strong 1♠: Yeslek at 1-level, double = ♦ or both majors                                                                                                                                                                                                                                                                                                         |
| VS strong 2♠: Yeslek at 2-level, double = ♦ or both majors                                                                                                                                                                                                                                                                                                         |
| Over Opponents' take out double                                                                                                                                                                                                                                                                                                                                    |
| Rdbl = 10+/penalty interest<br>Transfers from 1NT after 1M – (dbl)                                                                                                                                                                                                                                                                                                 |

| Leads and Signals                                                                                                                                                                                                          |                                                               |                                                                                              |            |
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| Opening Leads Style                                                                                                                                                                                                        |                                                               |                                                                                              |            |
|                                                                                                                                                                                                                            | Lead                                                          | In Partner's Suit                                                                            |            |
| Suit                                                                                                                                                                                                                       | 3 <sup>rd</sup> /5 <sup>th</sup><br>(4 <sup>th</sup> from 6c) | 3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c)<br>3 <sup>rd</sup> from inner seq |            |
| NT                                                                                                                                                                                                                         | ATT                                                           | 3 <sup>rd</sup> /5 <sup>th</sup> (3 <sup>rd</sup> from inner seq)                            |            |
| Subseq                                                                                                                                                                                                                     | Mostly attitude (3 <sup>rd</sup> /5 <sup>th</sup> 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 (on honour lead – low otherwise)                   | H/L = EVEN                                                                                   | LOW = ENC  |
| 2                                                                                                                                                                                                                          | H/L = EVEN                                                    | Lavinthal                                                                                    | H/L = EVEN |
| 3                                                                                                                                                                                                                          | Lavinthal                                                     |                                                                                              |            |
| NT: 1                                                                                                                                                                                                                      | HIGH = ENC (on honour lead - low otherwise)                   | Smith                                                                                        | LOW = ENC  |
| 2                                                                                                                                                                                                                          | H/L = EVEN                                                    | H/L = EVEN                                                                                   | H/L = EVEN |
| 3                                                                                                                                                                                                                          | Lavinthal                                                     | Lavinthal                                                                                    |            |
| <b>Signals (trumps included):</b> 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<br>Cuebid after TOdbl = F1<br>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.<br>1♠ - (1♦) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam. |                                                               |                                                                                              |            |

| Convention card                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                 |                                                                                                      |
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| <br>WBF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |              | <br>NBF           |
| Category: RED                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                 |                                                                                                      |
| NBO:<br>Norway                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <br>Terje Aa | <br>Allan Livgård |
| System summary                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                 |                                                                                                      |
| General approach and style                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                 |                                                                                                      |
| Natural based system with transfers after 1♠. 2-over-1 is GF (a few exceptions) 3 <sup>rd</sup> hand openings may be light.<br>1♠: 2+♠, might be balanced with 2♣3+♦.<br>1♥: May be 44M, else 5+♥<br>14,5-17 NT (5(6)M,6m, singleton og 5422 are allowed)<br>1NT: 1 <sup>st</sup> -2 <sup>nd</sup> /3 <sup>rd</sup> NVvsVUL: (8)9-12(13)/13-16<br>2♦, 2♥ og 2♠- openings have different meanings based on VUL.<br>Preempts may be very weak NV vs VUL                                                                                                                                                                                                                                     |                                                                                                 |                                                                                                      |
| Special bids that may require defense                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                 |                                                                                                      |
| 1♠ - 1♦/1♥ = Transfer / 1♠ - 1♠ = ♦ or 6-9NT,<br>1♠ - 2♦/2♥ = Transfer (weak or strong), 1♠ - 2♠ = 6-9 5+♠<br>1NT 1 <sup>st</sup> -2 <sup>nd</sup> /3 <sup>rd</sup> NVvsVUL: (8)9-12(13)/13-16<br>2♦ (Non-vul/all red/red vs green): Weak Multi 5/6c/weak Multi 6c/8-11 6c♦<br>2♥ (green vs red): 4+♠ + 4+♥ 3-10 hcp<br>2♠ (green vs red): 5+♥ + 5+m 7-11 hcp<br>1M – 2♦ = Nat F1 or 3-7 hcp with 3(4)c support<br>1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♠ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp<br>Gazilli and some transfers after overcalls/doubles.<br>Constructive jump overcalls at the 3-level (red vs green) in 2 <sup>nd</sup> hand |                                                                                                 |                                                                                                      |
| Special forcing pass sequences                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                 |                                                                                                      |
| Standard forcing pass balanced 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                                                                                                                                           | Responses                                                                                                                                                                                                                                                                              | Subsequent Auction                                                                                                                                                                                                                                                                              | Competative and passed hand bidding                                                                |
|---------|-----|------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| 1♣      | (X) | 2                | 4♥           | 2+♣ (may have longer ♦)<br>(8) 11+ hcp<br>Can choose opening when fitting several options.                                                            | 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)<br>2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♠ 0-5 hcp<br>3x = void, 3NT = 16-18 hcp [NOTE 1]                                                                      | 1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦<br>1♣ - 1♦ - 2♥ = 4♥, minimum<br>1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras<br>X-Y-Z/NT, [NOTE 6], 1x - 1y - 2NT = 18-19 bal [NOTE 10]                                                                                    | PH: 1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♠, 4+♥ 5-10 hcp<br>pass - 1♣ - 2♦/♥ = 5♥/♠ + 4+♠, inv |
| 1♦      |     | 4(3)             | 4♥           | 4+♦ (may be 3♦ rarely with 4432)<br>(8) 11+hcp                                                                                                        | Natural answers, 1NT = 6-11 hcp, 2M = strong, Inverted minor [NOTE 2], 2NT = 0-5 supp or bal inv, 3♠ = NAT inv, 3♦ = 6-9 hcp<br>♦-support 3M = void, 3NT = 13-15 bal                                                                                                                   | 1♦ - 2♦ - 3NT = 13-14 hcp<br>X-Y-Z/NT, [NOTE 6]                                                                                                                                                                                                                                                 | PH: Pass - 1♦ - 2M = 5cM + 4c♦ inv                                                                 |
| 1♥      |     | 4                | 4♦           | 5+♥ or 4(+)♠4+♥<br>(8) 11+hcp                                                                                                                         | 2♣ = Nat or bal, 2♦ = nat F1 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 9], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void 11+hcp, 3NT = any void 5-10 hcp [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<br>1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv.<br>X-Y-Z/NT, After double - [NOTE 5]. Gazilli | PH: 2-way Drury, 2NT = minors<br>Minisplinters<br>COMP: Some switch bids, transfers after dbl      |
| 1♠      |     | 5                | 4♥           | 5+♠<br>(8) 11+hcp                                                                                                                                     | 2♣ = Nat or bal, 2♦ = nat F1 or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF [NOTE 9] 3♣ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = any void 5-10 hcp 4x = void 11+ hcp [NOTE 4]                    | 1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min<br>1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp<br>1♠ - 1NT - 2♠ = 5(+)♠ + 4+♠ 11-14 hcp<br>After double - [NOTE 5] [NOTE 6] Gazilli                                                           | PH: 2-way Drury, 2NT = minors<br>Minisplinters<br>COMP: Some switch bids, transfers after dbl      |
| 1NT     |     | 1                | 4♥           | (14) 15-17 hcp<br>5M, 6m, singleton, 5422.<br><br>1 <sup>st</sup> -2 <sup>nd</sup> /3 <sup>rd</sup> NV vs VUL: (8)9-12(13) 6m, 5422 (singleton)/13-16 | 2♣ = NF Stayman, 2♦/♥ = Trf, 2♠ = weak d-ton in any suit, 2NT = weak/strong, 1/2 minors, 3♣ = S-ton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♠/4♦ = TRF [NOTE 11]<br>2♣ = NF Stayman, 2♦ = relay, 2M = NF, 2NT = ♣ or GF with 4/5M, 3♣ = Minors NF, 3x = To play, 4x = To play   | 1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak<br>1NT - 2♣ - 2♥ - 2NT = GF relay<br><br>1NT - 2♦ - 2♥/2♠ = ♠/♥                                                                                                                                                                                 |                                                                                                    |
| 2♣      | X   |                  |              | Strong unbal<br>22+ bal                                                                                                                               | 2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF<br>3M = 4cM + 6c+♦                                                                                                                                                                                                                   | 2♣ - 2♦ - 2♥ = 25+NT or nat<br>2♣ - 2♦ - 2♠ - 3♣ = Second negative                                                                                                                                                                                                                              |                                                                                                    |
| 2♦      | X   | 5<br>6<br>6      |              | Green: 5/6cM, 3-8 hcp<br><br>All RED: Multi, 6cM 3-8<br><br>RED VS GREEN: 6k♦ 8-11<br>4 <sup>th</sup> : 9-13 hcp, 6c♦                                 | 2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF<br>3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠ [NOTE 12]<br>2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1<br>4♣ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?                                                      | 2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 6c♠, 3♠ = 6c♥                                                                                                                                                                                                                                                |                                                                                                    |
| 2♥      | X   | 4<br>6<br>6<br>6 |              | Green vs red: 4+4+Ms, 3-9 hcp<br>Green: 4-10 hcp 6c♥<br>RED: 8-11 hcp 6c♥<br>4 <sup>th</sup> : 9-13 hcp 6c♥                                           | 2NT = relay, 3m = NF, 3M = pre<br><br>2NT = singleton?, 3♣ = Art F1<br>2NT = singleton?, 3♠ = Art F1                                                                                                                                                                                   | 2♥ - 2NT: 3♣ = min, 3♦ = 5♥4♠, 3♥ = 5♠4♥, 3♠ = 5♠5♥, 3NT = 4♠4♥<br><br>2♥ - 3♣ - 3♦ = Min, "bad" suit, 2♥ - 3♣ - 3♥ = Min, good suit, 2♥ - 3♣ - 3♠ = Extras, "bad" suit, 2♥ - 3♣ - 3NT = Extras, good suit                                                                                      |                                                                                                    |
| 2♠      |     | 0<br>6<br>6<br>6 |              | Green vs red: 5♥ + 5m, 7-11hcp<br>Green: 4-10 hcp 6c♠<br>RED: 8-11 hcp 6c♠<br>4 <sup>th</sup> : 9-13 hcp 6c♠                                          | 2NT = relay, 3♣ = P/C, 3♦ = inv in ♥<br><br>2NT = singleton?, 3♣ = Art F1<br>2NT = singleton?, 3♠ = Art F1                                                                                                                                                                             | 2♠ - 3♣ - 3♦ = Min, "bad" suit, 2♠ - 3♣ - 3♥ = Min, good suit, 2♠ - 3♣ - 3♠ = Extras, "bad" suit, 2♠ - 3♣ - 3NT = Extras, good suit                                                                                                                                                             |                                                                                                    |
| 2NT     |     | 1                | 4♥           | (19) 20-21 hp<br>5M, 6m, singleton, 5422                                                                                                              | Mod Puppet Stay and transfers<br>3♠ = minors, 4♣ = slamtry ♥, 4♦ = slamtry ♠<br>4♥ = slamtry ♣, 4♠ = slamtry ♦                                                                                                                                                                         | High Level Bidding                                                                                                                                                                                                                                                                              |                                                                                                    |
| 3x      |     |                  |              | Preemptive, may be very weak NV vs VUL<br><br>4 <sup>th</sup> : 9-13 hcp, 7c suit                                                                     | 3x = F1. 3♣ - 4♦ / 3♦/♥/♠ - 4♣ = BW<br>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.<br>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<br><br>3rd/4th: To play                                                                                                                   | 4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suit length                                                                                                                                                                                                                          | Cuebid - Italian style<br>Last train<br><br>DOPI/ROPI/DEPO with disturbance<br><br>5NT is frequently pick-a-slam.                                                                                                                                                                               |                                                                                                    |
| 4♣, ♦   |     |                  |              | Green: Preemptive<br>Red: Good 4♥/4♠                                                                                                                  |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                 |                                                                                                    |
| 4♥, ♠   |     |                  |              | To play                                                                                                                                               |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                 |                                                                                                    |

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|-----|--|--|-------------------|----------------------------------------------------|
| 4NT |  |  | Asks specific ace | 5♣ = no aces, 5♥/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace |
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