

Defensive and Competitive Bidding
OVERCALLS (Style; Responses; 1/2 Level)
Aggressive Cue bid = Good 3-card raise or FG Direct jump-raises are pre-emptive. 1 over 1 & 3 over 2 (free bid) = F1
1NT OVERCALL (2 nd /4 th Live; Responses)
15-18 HCP: System on
JUMP OVERCALLS (Style; Responses)
1♣-2♦ = Majors 2♥/2♠ = Weak 1M - 2NT = Two lowest unbid suits 3x/4m = Preemptive
DIRECT and JUMP CUE BIDS (Style; Responses)
1♣-2♣ = Natural 1♦-2♦ = Both majors 1M-2M = Other major + C Jump cue-bid = Asks for stopper.
VS. NT (vs. Strong / Weak; PH)
Dbl = Strength (Passed: One minor or both majors) 2♣ = Both majors (Passed: Clubs and another suit) 2♦ = 5+H or 5+S (Passed: Diamond and a major) 2♥/2♠ = 5+M, weaker than 2♦ 2NT = Minor or strong 2-suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles; 2NT: 15-18 HCP Cue-bid; Asks for stopper at 3-level; 2-suiter at 4-level 4NT = 2-suiter
VS. ARTIFICIAL STRONG OPENINGS
vs. 1♣: 1♦-2♠ = Suit above or the two next suits Dbl = D or H+S 1NT/2NT = C+H or D+S vs. 2♣: Dbl = M+m; 2NT = M or m
OVER OPPONENTS' TAKE OUT DOUBLE
Transfer bids after 1♦, 1♥ and 1♠ openings. 1M – Dbl - 2NT = FG with support.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Usually 3 rd -5 th	3 rd -5 th	
NT	Usually 4 th	3 rd -5 th	
Subseq.	Attitude when opening a new suit. 2 nd or 4 th through declarer		
Other	Against 5-level contracts or higher: Ace: asks enc. /disc. King: asks for count		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJT _x	Ax(x), AKx(x), AKJ _x (x)	
King	AK, KQ _x (x), KQT ₉ (x)	KQ _x (x), KQT _(x) , AKJT _x	
Queen	QJ, QJT,	AQJ, QJ(x), KQT ₉ , KQJ _x	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
T	HT ₉ x, T ₉ x	HT ₉ x, AQT(x), T ₉ x	
9	9x, 98 _x (x), H98x	9x, 98 _x (x), H98x	
X	Hxxxx, xxxxx	Hxxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Low encour.	Standard count	Low encour.
2 nd	Suit pref.		Standard count
3 rd	Standard count		
NT 1 st	Low encour.	Smith/count	Low encour.
2 nd	Standard count	Standard count	Standard count
3 rd			
Lowest from xx on partners Ace lead in suit contracts. Smith (NT): Low-High: Lead is OK. Suit preference in trump.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light or normal T/O doubles → Cue-bid = Forcing			
Special, Artificial and Competitive Dbl/Rdbl's			
Responsive thru 4♦; Competitive thru 4♦ Support Doubles / Rdbl's to show 3-card fit All doubles below 2NT usually for take-out Lightner doubles			

		
WBF	CONVENTION CARD	
Category	BLUE – Relay Precision	
NCBO/team: Norway		
Event: All		
Players	Ulf Tundal	Nils Kvangraven
System Summary		
General Approach and Style		
- Strong 1♣ and 5-card major opening bids - Relays possible after openings 1♣/1♦/1♥/1♠/1NT/2♣ 1NT = 14-16 HCP, may have 5M or 6m - All opening bids could be made on less HCP with compensating values		
Special opening bids that may require defense		
1♥/1♠/2♣ = NV. vs. V: 9-15 HCP. 2♦: Multi, 3-9 HCP, 6H or 6S. 2♥/2♠: 3-9 HCP and 5M + 4+m 2NT = 5-5 minors, 5-15 HCP depending on vuln.		
Special bids that may require defense		
1♣-1♥ = 5+S 8+HCP or balanced 14+HCP 1♣-1♠ = 5+H 8+HCP; 1♣-2♣ = 5+D 8+HCP 1♣-2♦ = 5+C 8+HCP 1♦-1♥ = 4+S 6+HCP or FG relay 1♦-1♠ = 4+H 6+HCP		
1M-1NT = FG relay 1M-2♣ = Invitational hand 2♣-2♦ = Artificial F1		
Important notes that don't fit		
Transfer bids after opponents interfere against 1♣/1♦/1NT		
Psychics		
Openings: Rare; Other: Rare		

Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0	7♠	16+HCP or compensating values	1♦=0-8HCP; 1♥=8+HCP 5+S or 14+HCP bal.; 1♠=8+HCP 5+H; 1NT=9-13 HCP bal.; 2♣=8+HCP 5+D; 2♦=8+HCP 5+C; 2♥=8+HCP 45/54 minors; 2♠=8-11HCP 4441 any single; 2NT=12+HCP 4441 any single, 3♣=Solid 6-card suit, 3♦=Solid 7-card suit	Relays after positive answers 1♣ - 1♦ → 1♥=20+HCP Transfer bids after opponent's interference.	
1♦	X	1	4♥	11-15 HCP	1♥= 4+S 6+HCP or FG Relay; 1♠= 4H 6+HCP; 2♣= 4+C 10+HCP; 2♦=4+D 10+HCP, 2♥/2♠= Weak two bid; 3♣= 7-10HCP, 5+C 5+D;	May continue with relays after 1♦-1♥ Transfer bids after opponent's interference.	1♥=Natural
1♥		5 (4)	4♦	9-15 HCP NV vs. V 11-15 HCP other vul. (may have 4 in 3.rd seat)	1NT=FG Relay; 2♣=Any invitational; 2♦=Invitational with 2H; 2♠=4-card support, any single, 6-9/10-12 HCP; 2NT=5-5 minors, invitational; 3♣=4H, invitational; 3♦=4H, 7-9 HCP, no singleton; 3♥=Pre-emptive.	May continue with relays after 1♥-1NT 1♥ - 2♣ → 2♦ = Waiting bid	2♣ = Invitational w/3+C support 2♦ = Invitational w/2C support 3x = Minisplinter
1♠		5 (4)	4♦	9-15 HCP NV vs. V 11-15 HCP 5+cards (may have 4 in 3rd seat)	1NT= FG Relay; 2♣= Any invitational; 2♦=Invitational with 2S; 2♥=NF; 2NT= 4-card support, any single, 6-9/10-12 HCP; 3♣= 5-5 minors, invitational; 3♦=4S, invitational; 3♥=4S, 7-9 HCP, no singleton; 3♠= Pre-emptive.	May continue with relays after 1♠-1NT 1♠ - 2♣ → 2♦ = Waiting bid	2♣ = Invitational w/3C support 2♦ = Invitational w/2C support 3x = Minisplinter
1NT		-	4♦	14-16 HCP Can have 5M or 6m	2♣=Stayman; 2♦/2♥=Transfers; 2♠=6+C or single minor; 2NT= 6+D or strong with both minors; 3♣= Single major; 3♦=Asks for 5-card major; 4♣/4♦=Transfer H/S;	May continue with relays after 1NT-2♣ Transfer bids after opponent's interference.	
2♣		6 (5)	4♦	9-15 HCP NV vs. V 11-15 HCP other vuln.	2♦=F1; 2♥/2♠=NF, 5+Cards.	May continue with relays after 2♣-2♦	
2♦	X	6 (5)		3-9 HCP with 6H or 6S	2NT= Artificial		
2♥/2♠		5		3-9 HCP 5 Major + 4+minor	2NT=F1; 3♣=P/c; 3♦=Invitational in Major; 3♥/3♠=Preemptive.		
2NT	X	-		5-15 HCP, 5-5 minors	3♥=Relay; 3♠=Invitational;	Slam Conventions	
3♣/3♦		6		Pre-emptive	3♦/3♥=Artificial	Relays and asking bids. 4♦ = Stop signal in relay sequences. Cue bids: 1 st and 2 nd round controls up the line. Cue bids after relay sequences show at least a minimum number of controls. 3NT after relay sequences show a low number of controls. Last train. CRO. Splinter. Roman Key Card Blackwood (0-3, 1-4). DOPE after interference above 5 in the trump suit after 4NT = RKCB Exclusion BW 5NT	
3♥, 3♠		6		Pre-emptive	4♣ = Slam try.		
3NT	X	-		Strong 4M opening	4♣ = Slam try		
4♣/4♦	X	7		Pre-emptive	4♦/5♣ = Slam try.		
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB		
4NT	X			Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces		