






<b>Defensive and Competitive Bidding</b>
<b>OVERCALLS</b> (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
<b>1NT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses)
15-18 HCP: System on
<b>JUMP OVERCALLS</b> (Style; Responses)
1♣-2♦ = Majors. 2♥/2♠ = Weak 1M - 2NT = Two lowest unbid suits 3x/4m = Preemptive when NV vs. V 3x = Constructive in other VUL.
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses)
1♣-2♣ = Natural 1♦-2♦ = Both majors 1M-2M = Other major + C Jump cue-bid = Asks for stopper.
<b>VS. NT</b> (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, stronger than 2♦ 2NT = Minor or strong 2-suiter
<b>VS. PREEMPTS</b> (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
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
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
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Transfer bids after 1♦, 1♥ and 1♠ openings. 1M - Dbl - 2NT = 10+HCP support. 1M - Dbl - 3NT = FG with support.

<b>Leads and Signals</b>			
<b>Opening Leads Style</b>			
	Lead	In Partner's Suit	
Suit	Usually 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Usually 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq.	Attitude when opening a new suit. 2 <sup>nd</sup> or 4 <sup>th</sup> through declarer		
Other	Against 5-level contracts or higher: Ace: asks enc. /disc. King: asks for count		
<b>Leads</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJT(x)	Ax(x), AKx(x), AKJx(x)	
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJT(x)	
Queen	QJ, QJT,	AQJ, QJ(x), KQT9, KQJx	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
T	HT9x, T9x	HT9x, AQT(x), T9x	
9	9x, 98x(x), H98x	9x, 98x(x), H98x	
X	Hxxxx, xxxxx	Hxxxx, xxxxx	
<b>Signals in order of priority</b>			
	Partners lead	Declarer	Discarding
Suit: 1 <sup>st</sup>	Low encour.	Standard count	Odd-Even
2 <sup>nd</sup>	Suit pref.		Standard count
3 <sup>rd</sup>	Standard count		
NT 1 <sup>st</sup>	Low encour.	Smith/count	Odd-Even
2 <sup>nd</sup>	Standard count	Standard count	Standard count
3 <sup>rd</sup>			
Lowest from xx on partners Ace lead in suit contracts. Smith (NT): Low-High: Lead is OK. Suit preference in trump. Odd-Even: 1 <sup>st</sup> discard: odd card enc.; even card: SP; 6 or 7 neutral			
<b>Doubles</b>			
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			

 <b>WBF</b>	 <b>CONVENTION CARD</b>	
<b>Category</b>		<b>BLUE – Relay Precision</b>
<b>NCBO/team:</b> Norway		
<b>Event:</b> All		
<b>Players</b>	<b>Ulf Tundal</b>	<b>Nils Kvangraven</b>
<b>System Summary</b>		
<b>General Approach and Style</b>		
<ul style="list-style-type: none"> <li>Strong 1♣ and 5-card major opening bids</li> <li>Relays possible after openings 1♣/1♦/1♥/1♠/1NT/2♣</li> <li>1NT = 14-16 HCP, may have 5M or 6m</li> <li>All opening bids could be made on less HCP with compensating values</li> </ul>		
<b>Special opening bids that may require defense</b>		
1♥/1♠/2♣ = NV. vs. V: 9-15 HCP. 2♦: NV: 2-9 HCP and at least 4-5/5-4 i the majors 2♥/2♠: NV: 2-9 HCP and 5M + 4+m 2NT = 5-5 minors, 5-15 HCP depending on vuln.		
<b>Special bids that may require defense</b>		
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♣ = Any invitational 2♣-2♦ = Artificial F1		
<b>Important notes that don't fit</b>		
Transfer bids after opponents interfere against 1♣/1♦/1NT		
<b>Psychics</b>		
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 or FG Relay; 1♠= 6+HCP, 4+H; 2♣= Invitational unbal., no M; 2♦=6-9 or 13+HCP, 6+H, 2♥=6-9 or 13+HCP, 6+S; 2♠= 9-12HCP 4-4 or 5-4 in the minors, weak majors; 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♠=6+S 5-9 HCP; 2NT=4-card support, any single, 6-9/10-12 HCP; 3♣=7(6)C 6-9 HCP; 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/3C support 2♦ = Invitational w/4C 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 2H; 2♥=NF; 2NT= 4-card support, any single, 6-9/10-12 HCP; 3♣= 7(6)C 6-9 HCP; 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/4C 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	0		<b>NV:</b> At least 4-5/5-4 in the majors 2-9 HCP	2NT= Artificial F1. 3♣ = Invitational in one major.		
2♦		5		<b>Vul:</b> Weak two	2NT= Artificial F1 (Ogust).		
2♥/2♠		5		<b>NV:</b> 2-9 HCP and 5M + 4+m	2NT= Artificial F1, asks for side suit and strength.		
2♥/2♠		5		<b>Vul:</b> Weak two	2NT=Single? 3♣=Asks suit quality and strength; 3♥/3♠=Preemptive.		
2NT	X	-		5-15 HCP, 5-5 minors	3♥=Relay;	<b>Slam Conventions</b>	
3♣/3♦		6		Pre-emptive	Opposite minor =Slam try.	Relays and asking bids.	
3♥, 3♠		6		Pre-emptive	4♣ = Slam try.	4♦ = Stop signal in relay sequences. Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line.	
3NT	X	-		Solid major	4♣ = Slam try, asks for singleton.	Cue bids after relay sequences show at least a minimum number of controls. 3NT after relay sequences show a low number of controls.	
4♣	X	7		Strong 4H opening ~9 tricks	4♦ = Slam try.	3NT=Key Card Blackwood in some positions when major suit is agreed as trump. Last train. CRO. Splinter.	
4♦	X	7		Strong 4S opening ~9 tricks	4♥ = Slam try.	Roman Key Card Blackwood (0-3, 1-4).	
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB	DOPE after interference above 5 in the trump suit after 4NT = RKCB	
4NT	X			Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces	Exclusion BW 5NT	