






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 highest unbid suits 1M - 3♣ = Both minors 3x/4m = Preemptive when NV vs. V 3x = Constructive in other VUL.
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; Reopening; PH)
Dbl = Strength 2♣ = Both majors 2♦ = 5+H or 4+S and 5+Minor 2♥ = 4+H and 5+Minor 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 = Strong 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 = 10+HCP support. 1M - Dbl - 3NT = 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 3 rd -5 th	3 rd -5 th	
Subseq	Attitude when opening a new suit		
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), AKJTx	Ax(x), AKx(x), AKJx(x)	
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJTx	
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)	9x, 98x(x)	
X	Hxxxx, xxxxx	Hxxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Low encour.	Standard count	Odd-Even
2 nd	Suit pref.		Standard count
3 rd	Standard count		
NT 1 st	Low encour.	Smith/count	Odd-Even
2 nd	Standard count	Standard count	Standard count
3 rd			
Lowest from xx on partners Ace lead in suit contracts. Smith (NT): High-Low: 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		 NBF
CONVENTION CARD		
Category	BLUE – Viking Precision Club	
NCBO/team: Norway		
Event: All		
Players	Ulf Tundal	Glenn Groetheim
System Summary		
General Approach and Style		
<ul style="list-style-type: none"> Strong 1♣ and 5-card major opening bids Relays possible after openings 1♣/1♦/1♥/1♠/1NT/2♣ 1NT = 9-12 1st and 2nd position in favorable vul. otherwise 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, 5H/5S, 2-10 HCP. 2♥ = NV vs. V shows 4+H and 4+S and 2-8 HCP. 2NT = 5H + 5m, 9-12 HCP.		
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♣ = Any invitational		
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♥	11-16 HCP	1♥= 4+S or FG Relay; 1♠= 6+HCP, 4+H; 2♣= 10+HCP, 4+C; 2♦=10+HCP, 4+D; 2♥=6-10HCP, 4S 5+H; 2♠= 6+ invitational; 3♦= 7D, invitational. 3♣= 7-10HCP, 5+C 5+D; 3♥/3♠=Single and 3 card other major, FG.	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 5S 5+C; 2NT=4-card support, any single, 6-9/10-12 HCP; 3♣=7-10 HCP 5+C 5+D; 3♦=Invitational 5S 5+D; 3♥=7-9 HCP, no singleton.	May continue with relays after 1♥-1NT 1♥ - 2♣ → 2♦ = Waiting bid	2♣ = Invitational w/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♦=F1; 2♥=NF; 2NT= 4-card support, any single, 6-9/10-12 HCP; 3♣= Invitational 5H 5+C; 3♦= Invitational 5H 5+D; 3♠= 7-9 HCP, no singleton.	May continue with relays after 1♠-1NT 1♠ - 2♣ → 2♦ = Waiting bid	2♣ = Invitational w/support 3x = Minisplinter
1NT		-	4♦	9-12 HCP in 1 st and 2 nd pos favorable. Usually no 5M.	2♣=Stayman, weak or invitational; 2♦= FG relay; 2♥/2♠ to play; 2NT= Both minors; 3♣/3♦/3♥/3♠= Good 6-card, slam interest; 4♣/4♦=Preemptive;	Relays after 1NT-2♦ Transfer bids after opponent's interference.	
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	4♦	Multi: 2-10 HCP, always 5H or 5S Strength depending on vul.	2♥/3♥/4♥=Pass/correct. 2♠=Own suit. 2NT= Artificial F1.		
2♥	X	4		NV vs. V: 2-8 HCP 4+H 4+S	3♣=Artificial F1; 3♥/3♠=Preemptive.		
		6		Other vul: Weak two	2NT=Single? ; 3♣=Asks suit quality and strength; 3♥=Pre-emptive.		
2♠		6		Weak two	2NT=Single? ; 3♣=Asks suit quality and strength; 3♠=Pre-emptive.		
2NT	X	-		9-12 HCP, 5H 5+m	3♦=Relay;	Slam Conventions	
3♣/3♦		6		Preemptive Undisciplined in 3 rd position	Opposite minor =KCB	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. 3NT=Key Card Blackwood in some positions when major suit is agreed as trump. Last train. CRO. Splinter. Roman Key Card Blackwood (0-3, 1-4). Exclusion BW 5NT	
3♥, 3♠		6		Preemptive Undisciplined in 3 rd position	4m = Cue-bid		
3NT		-		Solid major	4♣ = Slam try, asks for singleton.		
4♣		7		Preemptive	4♦ = Slam try.		
4♦		7		Preemptive	5♣ = Slam try.		
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB		
4NT				Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces		