



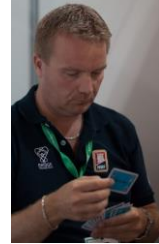


Defensive and Competitive Bidding [Note 6]
OVERCALLS (Style; Responses; 1/2 Level)
Aggressive Cue bid = Good 3-card raise or FG Direct jump-raises are pre-emptive. 1 over 1 & 3 over 2 (free bid) = F1
1NT OVERCALL (2 nd /4 th Live; Responses)
15-18 HCP: System on
JUMP OVERCALLS (Style; Responses)
1♣-2♦ = Majors. 2♥/2♠ = Weak 1M - 2NT = Two lowest unbid suits 3x/4m = Preemptive 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; 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
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 = 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. 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, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJT _x	
Queen	QJ, QJT,	AQJ, QJ(x), KQT9, KQJ _x	
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	
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): Low-High: Lead is OK. Suit preference in trump. Odd-Even: 1 st discard: odd card enc.; even card: SP; 6 or 7 neutral			
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		
<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 = 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♦: 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.		
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	Kvangraven-Tundal Norway Open		Subsequent Auction	Passed Hand Bidding
						Responses		
1♣ [Note 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♦ [Note 2]	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♥ [Note 3]		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♠ [Note 3]		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 [Note 4]		-	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♣ [Note 5]		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		NV: At least 4-5/5-4 in the majors 2-9 HCP	2NT= Artificial F1. 3♣ = Invitational in one major.			
2♦		5		Vul: Weak two	2NT= Artificial F1 (Ogust).			
2♥/2♠		5		NV: 2-9 HCP and 5M + 4+m	2NT= Artificial F1, asks for side suit and strength.			
2♥/2♠		5		Vul: Weak two	2NT=Single? 3♣=Asks suit quality and strength; 3♥/3♠=Preemptive.			
2NT	X	-		5-15 HCP, 5-5 minors	3♥=Relay;	Slam Conventions		
3♣/3♦		6		Pre-emptive	Opposite minor =Slam try.	Relays and asking bids. 4♦ = Stop signal in relay sequences. Cue bids: 1 st and 2 nd round controls up the line.		
3♥, 3♠		6		Pre-emptive	4♣ = Slam try.	Cue bids after relay sequences show at least a minimum number of controls.		
3NT	X	-		Solid major	4♣ = Slam try, asks for singleton.	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.		
4♦	X	7		Strong 4S opening ~9 tricks	4♥ = Slam try.	Last train. CRO. Splinter.		
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB	Roman Key Card Blackwood (0-3, 1-4).		
4NT	X			Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces	DOPE after interference above 5 in the trump suit after 4NT = RKCB Exclusion BW 5NT		

[Note 1] 1♣ OPENING BID

Shows normally at least 16 HCP but can have less with compensating values.

Responses to 1♣

- 1♦ = 0-7/8 HCP
- 1♥ = a) 8+HCP, 5+S
b) 14+HCP, balanced.
- 1♠ = 8+HCP, 5+H.
- 1NT = 9-13 HCP, balanced.
- 2♣ = 8+HCP, 5+D.
- 2♦ = 8+HCP, 5+C.
- 2♥ = 8+HCP, 4D 5C/ 5D 4C
- 2♠ = 8-11 HCP, 4441-hand
- 2NT = 12+HCP, 4441-hand
- 3♣ = Solid 6-card suit.
- 3♦ = Solid 7-card suit.
- 3♥ = 7C with KQ, AQ or AK, no outside strength.
- 3♠ = 7D with KQ, AQ or AK, no outside strength.
- 3NT = 7H with KQ, AQ or AK, no outside strength.
- 4♣ = 7S with KQ, AQ or AK, no outside strength.

Subsequent auction

- 1♣ - 1♦
- 1♥ = At least 20 HCP
- 1 NT = 16/17 - 19 HCP

In general: After all answers we can continue with relays.

After opponents interference against 1♣:

1♣ - 1♦ - ?

- Pass = 6-8 HCP.
- DBL = 0-5 HCP.
- 1♥..3NT = As without interference..

1♣ - 1♥ - ?

- Pass = 6-8 HCP with 4S or penalties.
- DBL = 0-5 HCP.
- 1♠ = 8+HCP 5+S, usually at least a 2nd round control in H.
- 1NT = 9+HCP with heart stopper.
- 2♣ = 5+D at least invitational
- 2♦ = 5+C, FG.
- 2♥ = 5+S at least invitational
- 2♠ = 9+HCP, no or poor heart stopper.
- 2NT = 5S 5D, 5-7HCP.
- 3♣ = 6+D slam try
- 3♦ = 6+C slam try.
- 3♥ = 6+S slam try.
- 3♠ = 4144 and FG.

We use similar defence also after overcalls 1♠ thru 2NT.

[Note 2] 1♦ OPENING BID

Shows 11-15 HCP and at least 1 diamond.

Responses to 1♦

- 1♥ = a) 6+HCP 4+S.
b) FG.
- 1♠ = 6+HCP, 4+H.
- 1NT = 6-11HCP.
- 2♣ = 4+C, 10+HCP
- 2♦ = 4+D 10+HCP.
- 2♥ = Weak two bid.
- 2♠ = Weak two bid.
- 2NT = 10-13 HCP, Invitational.
- 3♣ = 7-10 HCP, 5+D 5+C.
- 3♦ = Invitational with 6+D.
- 3♥ = Usually 3145 or 3154, FG.
- 3♠ = Usually 1345 or 1354, FG.

Subsequent auction-----
1♦ - 1♥

- | | |
|--|--------------|
| 1♠ = 4H, may have 4S | (2♣=Relay). |
| 1NT = 11-13 HCP no 4M | (2♣=Relay). |
| 2♣ = 11-15 HCP, at least 9 cards in the minors | (2♦=Relay). |
| 2♦ = 11-13 HCP, 6+D | (2♥=Relay). |
| 2♥ = 6+D or both minors, max | (2NT=Relay). |
| 2♠ = 4S no 4H, min | (2NT=Relay). |
| 2NT = 4S no void, max | (3♣=Relay). |

1♦ - 1♥1♠ -

- 2♣ = FG, Relay.
- 2♦ = Invitational with 5S.

After opponents interference against 1♦:-----
1♦ 1♥ ?

- | | |
|------|--------------------------------------|
| Pass | = Weak or penalties. |
| DBL | = 4S 6+HCP or 5+S none invitational. |
| 1♠ | = 8+HCP no 4S. |
| 1NT | = Natural. |
| 2♣ | = 5+D at least invitational. |
| 2♦ | = 5+C at least invitational. |
| 2♥ | = 5+S at least invitational. |
| 2♠ | = 6S, invitational. |

We use similar defence also after overcalls 1♠ thru 2NT.

When opponents double we play transfer bids

[Note 3] 1♥ / 1♠ OPENING BIDS

Shows at least 5 cards in the suit except in 3rd position where it can be on 4 cards.
Opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.
With compensating values opener can have less HCP.

Responses to 1♥

- 1♥ - 1♠ = 4+S, usually max 12HCP.
1NT = FG.
2♣ = Any invitational hand.
2♦ = Invitational with 2H
2♥ = Support.
2♠ = Weak two bid.
2NT = 4+H, 6-9/10-12 HCP with unknown singleton.
3♣ = 7(6)C 6-9 HCP.
3♦ = 4+H, no singleton and typically 7-9 HCP
3♥ = Preemptive.
3♠ = Invitational with typically 7S.

Responses to 1♠

- 1♠ - 1NT = FG.
2♣ = Any invitational hand.
2♦ = Invitational with 2S.
2♥ = NF.
2♠ = Support.
2NT = 4+S, 6-9/10-12 HCP with unknown singleton.
3♣ = 7(6)C 6-9 HCP
3♦ = 4+S, no singleton and typically 7-9 HCP.
3♥ = Invitational with typically 7H.
3♠ = Preemptive

Subsequent auction:

After 1M – 1NT we can go on with relays to get distribution and strength.
After opening in 3rd and 4th seat, we use 2♣ as invitational with fit and 3x as Minisplinter.

After overcalls:

- DBL = Negative through 4♦.
Suit w/o jump = F1 at 2-level (promises new bid), FG at 3-level.
2NT = FG, 3+card support (1♥ - 2♠ - 2NT = Invitational +).
3NT = Natural.
Cue-bid = 9+HCP with 3-card support.
Jump cue-bid = Splinter.
Jump new suit = Natural slam try.
4♣/4♦ = Fit-Jump.
3M/4M = Preemptive.

After DBL: Transfer bids

- 1♠/1NT/2♣/♦ = Transfer
2NT = Invitational with 3+card support.
2♠/3♣/3♦ = Minisplinter (1♥ opening).
3NT = FG with 4+card support, sets up forcing pass.
3♠/4♣/4♦ = Fit Jump (1♥ opening).

[Note 4] 1NT OPENING BID

14-16hp, in all positions. Can have 5M or 6m.
With good suits 1NT opener can have less HCP.

Responses to 1NT

1NT - ?

- 2♣ = Stayman w/relays.
- 2♦/2♥ = Transfer.
- 2♠ = 6+C weak or invitational, or singleton minor.
- 2NT = 6+D weak or invitational, or strong with both minors.
- 3♣ = Single M.
- 3♦ = Asks for 5-card major.
- 3♥/3♠ = Slam try without singleton (3♠ could be 6+S and 0-1H).
- 3NT = To play.
- 4♣,4♦ = Transfer to H/S.

After opponents interference against 1NT:

After 1NT - DBL

- Pass = To play.
- RDBL = Asks for 2♣.
- Others as without double

After 1NT – DBL: Subsequent doubles from our side are negative.

[Note 5] 2♣ OPENING BID

Shows at least 6 clubs unless the opener has a 4405 distribution.
The opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.
With compensating values the opener can have less HCP.

Responses to 2♣

2♣ - ?

- 2♦ = Relay, F1.
- 2♥ = 6-11HCP, 5+H, NF.
- 2♠ = 6-11HCP, 5+S, NF.
- 2NT = Natural.
- 3♣ = Support.
- 3x = FG good 6+card suit.
- 4♣ = Pre-emptive.
- 4♦ = Splinter

[Note 6] Defensive bidding**Defense vs multi 2♦ and Ekrens 2♦/♥ (both majors)**

Dbl = T/O against ♠! (normally a hand with 4+hearts)
Other = Natural

Example

(2♦) P (2♥) P
(2♠) Dbl = T/O, promises spades

Leaping Michaels cue-bid

This convention is on when opponents open 1, 2 or 3 of a suit.
4♣ or 4♦ = GF, at least 5-5 in bid suit + ♥

When we are green vs red 4♣/♦ = natural, preempt