






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 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♠ = 4 and 5+Minor (Weak NT/passed: 5+) 2NT = Minor or strong 2-suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles; [6] 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), 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), 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			
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			

 EBL	 CONVENTION CARD	
Category	BLUE – Relay Precision	
NCBO/team: Norway		
Event: All		
Players	Ulf Tundal 6883	Niils Kvangraven 23912
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. 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♣ [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♦ [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♥ [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♠ [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 [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♣ [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♦		6		Weak two	2NT= Artificial F1 (Ogust).		
2♥		6		Weak two	2NT=Single? 3♣=Asks suit quality and strength; 3♥=Preemptive.		
2♠		6		Weak two	2NT=Single? 3♣=Asks suit quality and strength; 3♠=Preemptive.		
2NT	X	-		5-15 HCP, 5-5 minors	3♥=Relay;	Slam Conventions	
3♣/3♦		6		Pre-emptive Undisciplined in 3 rd position	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. 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). DOPE after interference above 5 in the trump suit after 4NT = RKCB Exclusion BW 5NT	
3♥, 3♠		6		Pre-emptive Undisciplined in 3 rd position	4♣ = Slam try.		
3NT		-		Solid major	4♣ = Slam try, asks for singleton.		
4♣		7		Strong 4H opening ~9 tricks	4♦ = Slam try.		
4♦		7		Strong 4S opening ~9 tricks	4♥ = 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		

[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♣ = 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,
- 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♠ = Invitational, 5S 5+C.
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: - We play transfer

- 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