

<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♠ = 4 and 5+Minor (Weak NT/passed: 5+) 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 <sub>x</sub>	Ax(x), AKx(x), AKJx(x)	
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJT <sub>x</sub>	
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			
<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>NBF</b>
<b>CONVENTION CARD</b>		
<b>Category</b>	<b>BLUE – Viking Precision Club</b>	
<b>NCBO/team:</b> Norway		
<b>Event:</b> All		
<b>Players</b>	<b>Ulf Tundal</b> 6883	<b>Niils Kvangraven</b> 23912
<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. 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♥	11-16 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 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♦	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♦		6		Weak two	2NT= Artificial F1 (Ogust).		
2♥		6		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	-		5-15 HCP, 5-5 minors	3♥=Relay;	<b>Slam Conventions</b>	
3♣/3♦		6		Preemptive Undisciplined in 3 <sup>rd</sup> position	Opposite minor =KCB	Relays and asking bids. 4♦ = Stop signal in relay sequences.	
3♥, 3♠		6		Preemptive Undisciplined in 3 <sup>rd</sup> position	4m = Cue-bid	Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> 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		-		Solid major	4♣ = Slam try, asks for singleton.	3NT=Key Card Blackwood in some positions when major suit is agreed as trump. Last train. CRO. Splinter.	
4♣		7		Strong 4H opening ~9 tricks	4♦ = Slam try.	Roman Key Card Blackwood (0-3, 1-4).	
4♦		7		Strong 4S opening ~9 tricks	4♥ = Slam try.	Exclusion BW	
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB	5NT	
4NT				Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces		