






Defensive and Competitive Bidding
<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 highest unbid suits 1M - 3♣ = Both minors 1x - 3x/4m = Preemptive when NV vs. V 3x = Typically 13-16 HCP 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; 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
<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 = Strong 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>
New suit F1 at 1-level. 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 <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		
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 <sub>x</sub>	Ax(x) , AKx(x), AKJ <sub>x</sub> (x)	
King	AK, KQx(x) , KQT9(x)	KQx(x), KQT(x), AKJT <sub>x</sub>	
Queen	QJ, QJT,	AQJ, QJ(x), QJT , KQT9	
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 <sup>st</sup>	Low: encour.	Suit pref. trump	Low: encour.
2 <sup>nd</sup>	Suit pref.	Count, 2 <sup>nd</sup> -4 <sup>th</sup>	Count, 2 <sup>nd</sup> -4 <sup>th</sup>
3 <sup>rd</sup>			
NT 1 <sup>st</sup>	Low: encour.	Smith/count	Low: encour.
2 <sup>nd</sup>	Reverse count	Reverse count	Reverse count
3 <sup>rd</sup>			
Reverse count Lowest from xx on partners Ace lead in suit contracts Smith (NT): High-Low: Lead is OK			
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 Doubles below 2NT usually for take-out Lightner doubles			

		
<b>WBF</b>	<b>SYSTEM 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>	<b>Glenn Groetheim</b>
System Summary		
General Approach and Style		
<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>		
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♥ = Natural or FG relay		
1M-1NT = FG relay 1M-2♣ = Any invitational 1M-2NT = 4-card support, any single, 6-9/10-12 HCP		
2♣-2♦ = Artificial F1		
Important notes that don't fit		
Transfer bids after OPPT interference against 1♣/1♦/1NT.		
Psychics		
Openings: Rare;                      Other: Rare		



Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ [1]	X	0	7♠	16+HCP	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 OPPT interference.	
1♦ [2]	X	1	4♥	11-16 HCP	1♥= 4+H or FG Relay; 2♣= 10+HCP, 4+C; 2♦=10+HCP, 4+D; 2♥/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 OPPT 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 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♠ [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♦=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]		-	4♦	14-16 HCP Can have 5M or 6m	2♣=Stayman; 2♦/2♥=Transfers; 2♠=6+C or any weak double in D/H/S; 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 OPPT 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]	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♥ [7]	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 [8]	X	-		9-12 HCP, 5H 5+m	3♦=Relay;	<b>Slam Conventions</b>  Relays and asking bids. 4♦ = Stop signal in relay sequences. Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line. Cue bids after relay sequences show minimum number of controls [9]. 3NT after relay sequences show maximum number of controls [9]. 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). 5NT	
3♣/3♦		6		Preemptive Undisciplined in 3 <sup>rd</sup> position	Opposite minor =KCB		
3♥, 3♠		6		Preemptive Undisciplined in 3 <sup>rd</sup> position	4m = Cue-bid		
3NT		-		Solid minor	4♦ = Slam try, asks for singleton.		
4♣	X	0		Solid H	Relay suit = Slam try.		
4♦	X	0		Solid S	Relay suit = Slam try.		
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB; 5m=Cue-bid		
4NT				Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces		