






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 1x - 3x/4m = Preemptive when NV vs. V 3x = Typically 13-16 HCP 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
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 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), 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 st	Low: encour.	Suit pref. trump	Low: encour.
2 nd	Suit pref.	Count, 2 nd -4 th	Count, 2 nd -4 th
3 rd			
NT 1 st	Low: encour.	Smith/count	Low: encour.
2 nd	Count, 2 nd -4 th	Count, 2 nd -4 th	Count, 2 nd -4 th
3 rd			
Reverse count (2 nd -4 th) 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			

 WBF		 NBF
SYSTEM CARD		
Category	BLUE – Viking Precision Club	
NCBO/team: Norway Open		
Event: WBG 2008 Beijing, China		
Players	Ulf Tundal	Glenn Groethelm
System Summary		
General Approach and Style		
<ul style="list-style-type: none"> o Strong 1♠ and 5-card major opening bids o Relays possible after openings 1♠/1♦/1♥/1♠/1NT/2♣ o 1NT = 14-16 HCP, may have 5M or 6m o 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♥ = 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;	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 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 rd position	4m = Cue-bid		
3NT		-		Solid minor	4♦ = Slam try, asks for singleton.		
4♣	X	0		Solid H	Relay suit = Slam try.		
		7		NV vs. V: Preemptive in C			
4♦	X	0		Solid S	Relay suit = Slam try.		
		7		NV vs. V: Preemptive in D			
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		

[Note 1] 1♣ OPENING BID

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

Responses to 1♣

- 1♦ = 0-7HCP
- 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+H.
 b) FG.
 1♠ = 6+HCP, 4+S.
 1NT = 6-11HCP.
 2♣ = F1, 4+C
 2♦ = F1, 4+D
 2♥ = Invitational 6+H.
 2♠ = Invitational 6+S.
 2NT = 10-13HCP, Invitational.
 3♣ = 7-10 HCP, 5+D 5+C.
 3♦ = Invitational with 7D.
 3♥ = Usually 3145 or 3154, FG.
 3♠ = Usually 1345 or 1354, FG.

Subsequent auction-----
1♦ - 1♥

- | | |
|--|-------------------------|
| 1♠ = 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♥ = 4H, min | (2♠=Relay). |
| 2♠ = 6+D or both minors, max | (2NT=Relay). |
| 2NT = 4+H no void, max | (3♣=Relay). |
| 3♣ = 4+H 0-1C min or 5C, max | (3♦=Relay, 3♥=To Play). |
| 3♦ = 4+H 1D, min | (3♥=To Play, 3♠=Relay). |
| 3♥ = 4+H 0-1S, min | (3♠=Relay). |
| 3♠ = 4+H void in S, max. | |
| 3NT = 4450, max. | |
| 4♣ = 3460/2470, max. | |

1♦ - 1♥

1♠ -

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

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.
 2NT = Invitational

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 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♦ = Natural F1.
 2♥ = Support.
 2♠ = Invitational, 5S 5+C.
 2NT = 4+H, 6-9/10-12 HCP with unknown singleton.
 3♣ = 5+D 5+C and typically 7-10 HCP.
 3♦ = 5S 5+D, invitational.
 3♥ = 4+H, no singleton and typically 7-9 HCP.
 3♠ = Invitational with typically 7S.
 3NT = 4+H, void S, typically 9-12HCP.
 4♣ = 4+H, void C, typically 9-12HCP.
 4♦ = 4+H, void D, typically 9-12HCP.
 4♥ = To play, could be 12-14 balanced with 3 card support.

Responses to 1♠

- 1♠ - 1NT = FG.
 2♣ = Any invitational hand.
 2♦ = Natural F1.
 2♥ = NF.
 2♠ = Support.
 2NT = 4+S, 6-9/10-12 HCP with unknown singleton.
 3♣ = 5H 5+C, invitational.
 3♦ = 5H 5+D, invitational.
 3♥ = Invitational with typically 7H.
 3♠ = 4+S, no singleton and typically 7-9 HCP.
 3NT = 4+S, void S, typically 9-12HCP.
 4♣ = 4+S, void C, typically 9-12HCP.
 4♦ = 4+S, void D, typically 9-12HCP.
 4♥ = To play.
 4♠ = To play, could be 12-14 balanced with 3 card support.

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:

1♠	= F1.
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 weak doubleton in D/H/S.
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.

 Natural overcall

1NT 2♥ ?

- DBL = Negative (through 4♦)
- 2♠ = Natural NF.
- 2NT = Invitational.
- 3♣ = At least invitational with D.
- 3♦ = At least invitational with C → 3♥=Min and 4♣=Max with xx/xxx in H.
- 3♥ = At least invitational with S.
- 3♠ = Asks for stopper in H.
- 4m = Slam try.
- 4♥ = Void with both minors.
- 4♠ = To play.

We use similar defence also after interference other natural overcalls at the 2-level.

 After artificial overcalls

DBL shows strength.
 Defense depends on actual meaning of the bid.

[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♦ = Fit-jump.

 2♣ - 2♦

- | | |
|---------------------------|---|
| 2♥ = (5)6+C 4H | (2♠=Relay). |
| 2♠ = 6+C 4S | (2NT=Relay). |
| 2NT = Max, 6C | (3♣=NF, 3♦=Relay). |
| 3♣ = Min, 6+C | (3♦=Slam try C). |
| 3♦ = Max, 6+C 4D | (3♥=Relay, 3♠= Slam try C, 4♣= Slam try D). |
| 3♥ = Max, 6+C 0-1H | (3♠= Slam try C, 4♣= Slam try S) |
| 3♠ = Max, 6+C 0-1H | (4♣= Slam try C, 4♦=Stop signal, 4♥=KCB). |
| 3NT = Max, 2227/2317/3217 | (4♣= Slam try C, 4♦=Stop signal, 4♥=KCB). |
| 4♣ = Max, 7C 0-(1)D | (4♦=Stop signal, 4♥=KCB). |

After opponents interference against 2♣:

 2♣ - DBL - ?

RDBL = 10+hp
 2♦ = Relay, F1.
 2NT = At least invitational with C-support.
 3♣ = Support.
 3x = Fit-jump.
 4♦ = Fit-jump.

 After overcall

DBL = Negative thru 4♦.
 2NT = Natural.
 2♥/2♠ = NF.
 3-level bid = FG.
 Jump = FG with good suit.
 4♦ = Fit-jump.
 Cue-bid = Asks for stopper / Slam try in C.

[Note 6] 2♦ OPENING BID

The multi 2♦ opening bid shows either 5H or 5S. The strength range of the 2♦ opening bid is 2-11HCP, but depends on the vulnerability:

NV vs. V : 2-8 HCP, 5M, may have 5332 or 4+minor.
 NV vs. NV : 4-8 HCP, 5M, may have 5332 or 4+minor.
 V vs. V : 5-10 HCP, 5M and 4+minor.
 V vs. NV : 6-10 HCP, 5M and 4+minor.

The suit quality depends on the vulnerability.

In the 4th seat the opening bid shows: 11-13 HCP and 6+D.

 2♦ - ?

2♥ = P/C.
 2♠ = Natural own suit, NF.
 2NT = Relay.
 3♣ = 6+C NF.
 3♦ = At least invitational with own heart suit.
 3♥ = P/C.
 3♠ = Invitational with own spade suit.
 4♣ = Preemptive with both minors.
 4♥ = P/C.
 4♠ = To play.

 2♦ - 2NT

3♣ =	5H, 54 or 5332 hand	(3♦=Relay, 3♥=Invitational).
3♦ =	5S, 54 or 5332 hand	(3♥=Relay, 3♠=Invitational).
3♥ =	5H 5m	(3♠=Relay).
3♠ =	5S 5C	(4♣=Slam try S, 4♦=Slam try C).
3NT =	5S 5D	(4♣=Slam try S, 4♦=Slam try D).

 2♦ - 2NT

3♣ - 3♦

3♥ =	5332 hand	(3♠=Slam try in H).
3♠ =	5H 4C	(4♣=Slam try in H, 4♦=Slam try in C).
3NT =	5H 4D	(4♣=Slam try in H, 4♦=Slam try in D).

 2♦ - 2NT

3♦ - 3♥

3♠ =	5332 hand	(4♣=Slam try in S).
3NT =	5S 4C	(4♣=Slam try in S, 4♦=Slam try in C).
4♣ =	5S 4D	(4♦=Slam try in S, 4♥=KCB with D).

 2♦ - 2NT

3♥ - 3♠

3NT =	5H 5C	(4♣=Slam try in H, 4♦=Slam try in C).
4♣ =	5H 5D	(4♦=Slam try in H, 4♠= KCB with D).

When vulnerable the responses showing 5332 are not included.

After opponents interference against 2♦:

 2♦ DBL ?

Pass = Opener passes with 4+D, RDBL with 5C otherwise bids his M.
 RDBL = Bid the M
 2♥/2♠ = To play, own suit
 2NT = As without interference.
 3♣/3♦ = To play.
 3♥/4♥ = P/C.
 3♠ = Preemptive, own suit
 4♣ = preemptive with both minors.

 After overcalls

Negative DBL's thru 4♦
 2NT = As without interference.

Example

 2♦ 2♥ ?

- DBL = Pass with 5H, bid 2♠ with 5S (or minor with 5S 5m and maximum)
 2♠ = Own suit, NF.
 2NT = Relay, as without interference.
 3♣/3♦ = Natural, NF
 3♥ = Stopper?
 3♠ = Invitational with own suit

[Note 7] 2♥ OPENING BID

NV vs. V it shows: 4+H 4+S 2-8 HCP.

In other vulnerabilities it shows a normal weak two bid in hearts.

Responses to 2♥ [4+H and 4+S]

 2♥ - ?

- 2♠ = To-play.
 2NT = Invitational, max 33 in the majors.
 3♣ = Artificial FG or invitational with 4-card major.
 3♥/3♠ = Preemptive.
 4♣ = FG/Slam try in H (also after interference) → 4♦ = additional values, 4♥ = minimum.
 4♦ = FG/Slam try in S (also after interference) → 4♥ = additional values, 4♠ = minimum.

4♣/4♦ sets up forcing pass.

 2♥ - 3♣

- | | | |
|-------|---------|---|
| 3♦ = | Min | (3♥,3♠=NF,4♣=Slam try in H,4♦=Slam try in S). |
| 3♥ = | 44, max | (3♠=Slam try in H,4♣=Slam try in S). |
| 3♠ = | 45, max | (4♣=Slam try in H,4♦=Slam try in S). |
| 3NT = | 54, max | (4♣=Slam try in S,4♦=Slam try in H). |
| 4♣ = | 55, max | (4♦=Slam try in H,4NT=KCB with S). |
| 4♦ = | 56, max | (4NT= KCB with H,5♣=KCB with S). |
| 4♥ = | 65, max | (4NT= KCB with S,5♣=KCB with H). |

[Note 8] 2NT OPENING BID

9-12 HCP, 5H 5m

Responses to 2NT

3♣ = P/C.

3♦ = Relay.

4♣ = P/C.

2NT - 3♦

3♥ = 5H 5/6C → 3♠=Slam try in H, 4♣=Slam try in C.

3♠ = 5H 5D → 3♠=Slam try in H, 4♣=Slam try in D.

3NT = 5H 6D → 4♣=Slam try in D, 4♦=Slam try in H.

After opponents interference against 2NT:-----
2NT DBL ?

RDBL = To play.

Pass = Bid minor suit.

3♣ = To play, own suit.

2NT 3♣ ?

DBL = For penalty if opener has 5C, otherwise bid 3♦.

[Note 9] Slam conventions in relay sequences

If distribution is known (or close to known) below 4♦:

- 4♦ = Stop signal → transfer to 4♥.
- 1 step (if 4♣ or lower) is slam try in longest suit (♥♠♣♦ if equal length).
- 2 steps (if 4♣ or lower) is slam try in second longest suit.
- 3 steps (if 4♣ or lower) is slam try in third longest suit.
- 4 steps (if 4♣ or lower) is slam try in shortest suit.
- Highest bid for slam try is 4♣.
- With no room for slam try below 4♣, bids of 4♥ or above are Key-Card Blackwood in a suit (same rules as above apply)

Example

```

-----
1♥ - 1NT   (1♥ = 5H, 11-15 HCP   1NT = FG Relay)
2♦ - 2♥   (2♦ = 5+H 4S, 11-15 HCP 2♥ = Relay)
3♣ - ?    (3♣ = 4513, 13-15 HCP)
-----

```

- 3♦ = Slam try in H.
- 3♥ = Slam try in S.
- 3♠ = Slam try in C.
- 4♣ = Slam try in D.
- 4♦ = Stop signal → Transfer to 4♥.
- 4♥ = 4 Ace Blackwood.

After slam try

After a slam try below 3NT the following rules apply:

- 3NT shows a low number of controls (depending on strength level).
- Cue-bid shows a certain number of controls (depending on strength level).
- Trump suit at 3-level (or 4-level if minor) shows extra number of controls (depending on strength level).

The controls are counted as follows:

```

Ace           = 2 controls
King          = 1 control
Trump Queen = 1 control

```

Example

```

-----
1♥ - 1NT   (1♥ = 5H, 11-15 HCP   1NT = FG Relay)
2♦ - 2♥   (2♦ = 5+H 4S, 11-15 HCP 2♥ = Relay)
3♣ - 3♦   (3♣ = 4513, 13-15 HCP 3♦ = Slam try in hearts)
-----

```

- 3♥ = 6 or more controls
- 3♠ = Cue and exactly 5 controls
- 3NT = 4 or less controls
- 4♣ = Cue and exactly 5 controls
- 4♦ = Cue and exactly 5 controls
- 4♥ = Maximum with very good suits but only 4 controls