



Defensive and Competitive Bidding
OVERCALLS (Style; Responses; 1/2 Level)
Aggressive 1-level; Sound 2-level Cue bid = Good 3-card raise or GF 2NT over 1M overcall shows 4 card support 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)
Aggressive style; 1♣ - 2♦ = Majors 2NT=Lowest un-bid suits 1M/2M – 4m=m+other M
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♦= H or S 2♥/2♠= 4-cards and one minor 5+cards 2NT= 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♣: x = Majors; 1NT/2NT = m + M; 3NT=To play vs. 2♣: x = Majors; 1NT/2NT = m + M
OVER OPPONENTS' TAKE OUT DOUBLE
At 1-level F1 1M – Dbl: 2NT = 10+HCP support; Rdbl=10+HCP 1M – Dbl: Jump = Fit-Jump. 1♦ – Dbl: Rdbl=4+H; 1♥=4+S; 1♠=8+HCP; 1NT=C; 2♣=D

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Normally 3 rd -5 th	3 rd -5 th	
NT	Normally 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)	
King	AK, KQx(x) , KQT9(x)	KQx(x), KQT(x), AKJTx	
Queen	AQJ, QJ, QJT,	AQJ,QJ(x), QJT,KQ109	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
10	HT9x, AQT(x), T9x	HT9x, AQT(x), T9x	
9	H98x, 9x	H98x, 9x	
X	Hxxxx, xxxxx	Hxxxx , xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Low: encour.	Count	Low: encour.
2 nd	Suit pref.		Count
3 rd			
NT 1 st	Low: encour.	Smith/count	Low: encour.
2 nd	Count		Count
3 rd			
Smith (including Trump's): Low-high: Lead is OK			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light or normal T/O doubles Cue-bid = Forcing 1♣ - Dbl – p - 1♦ = 0-4 HCP or up to 8HCP with D			
Special, Art. and Comp 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	CONVENTION CARD	
System	Relay Precision - BLUE	
Names	Ulf Tundal	Bjørn Olav Ekren
Country	Norway	
Event	48 th European Bridge Team Championship Warsaw - 2006	
System Summary		
General Approach and Style		
Strong 1♣ and 5-card majors Relays possible after openings 1♣/1♦/1♥/1♠/2♣ 1NT opening 11-13 HCP1 st - 2 nd pos. white / 14-16 HCP		
Special opening bids that may require defense		
2♦ = 2-8 HCP, 4+H & 4+S (white); Weak two (red) 2NT = Good pre-emptive in any suit [BROWN STICKER] 3♣/3♦/3♥/3♠=Weaker pre-emptive than 2NT		
Special bids that may require defense		
1♣-1♥ =8+HCP, 5+S or 5+D; 1♣-1♠ =8+HCP, 5+H; 1♣-1NT =8+HCP, 5+C; 1♣-2♣ =8-10HCP, bal;		
1♦-1♥ = Natural or GF relay 1♦-2♣ = Invitational, balanced or minors 1♦-2♦ = Invitational 5H & 4m or 6+card m 5-9HCP 1♦-2♥ = Invitational 5S & 4H 1♦-2♠ = Invitational both minors		
1M-1NT = GF relay; 1M-2♣ = Any invitational; 1♥-2♦ = Nat NF; 1♠-2♦/2♥ = Nat. NF; 1♥-2♠..3♦=H-support; 1♠-2NT..3♥=S-support;		
2♣ - 2♦ = Artificial F1		
Important notes that don't fit		
Transfer bids after opponents interference against 1♣/1♦ at 1- and 2-level See supplementary notes for interfered bidding		
Psychics		
Openings: Rare; Other: Occasional		

Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ Note 1	X	0	7♠	16+HCP	1♦=0-7HCP; 1♥=8+HCP 5+S or 5+D; 1♠=8+HCP 5+H; 1NT=5+C; 2♣=8-10HCP bal; 2♦=11-13HCP 4432 hand; 2♥=14+HCP bal; 2♠=any 4441 8-11HCP; 2NT=any 4333 11-13HCP; 3♣= 4441 12+HCP	Relays after positive answers 1♣ - 1♦ → 1♥=20+HCP	After positive answer: Min. = 0-2 Controls Max. = 3-4 Controls
1♦ Note 2	X	1	4♥	11-16 HCP	1♥= 4+H or GF Relay; 2♣= Invitational, a) balanced, b) one m, c) two m 2♦= Invitational 5H 4m or 5-9HCP and 6 card m; 2♥= Invitational 5S 4H; 2♠= Invitational 5-5 minors 3♣/3♦= Invitational 4♥ 5+m; 3♥/3♠=Invitational 6+cards	May continue with relays after 1♦-1♥	1♥=Nat.
1♥ Note 3		5 (4)	4♦	11-15 HCP 5+cards (may have 4 in 3.rd seat)	1NT=GF Relay; 2♣=Any invitational; 2♦=Nat. 6-11HCP 2♠=9-11HCP 4H any singleton. 2NT=5-8HCP 4H single D or S, or 12+HCP void D or S 3♣=7-11HCP 4H no singleton 3♦=5-8HCP 4H single C or 12+HCP void C; 3♥=Pre-emptive	May continue with relays after 1♥-1NT 1♥ - 2♣ → 2♦ = Waiting bid	2♣ = Inv. 3-card support
1♠ Note 3		5 (4)	4♦	11-15 HCP 5+cards (may have 4 in 3.rd seat)	1NT=GF Relay; 2♣=Any invitational; 2♦/2♥=Nat. 6-11HCP; 2NT=9-11HCP 4S any singleton; 3♣=5-8HCP 4S single D or S or 12+HCP void D or S; 3♦=7-11HCP 4S no singleton; 3♥=5-8HCP 4S single C or 12+HCP void C; 3♠=Pre-emptive	May continue with relays after 1♠-1NT 1♠ - 2♣ → 2♦ = Waiting bid	2♣ = Inv. 3-card support
1NT Note 4		-	3♣-3♠	11-13HCP 1 st -2 nd pos white	2♣=Stayman; 2♦/2♥=Transfers; 2♠/2NT=Transfer to 3♣/3♦; 3x=Single GF; 4♣/4♦=Transfer H/S; See supplementary notes for interfered bidding		
		-	3♠	14-16HCP else No 5 card M			
2♣ Note 5		5	4♦	11-15 HCP 5+cards (If 5 cards, also 4M)	2♦=F1; 2♥/2♠=NF; 2NT=Invitational; 3♣=Pre-emptive 3♦/3♥/3♠=Invitational 6+cards	May continue with relays after 2♣-2♦	
2♦ Note 6	X	0		White: 2-8HCP 4+H 4+S Red: Weak two	2NT=Invitational max 3-3 in the M; 3♣=Artificial F1; 3♦=Slam try in m; 3♥/3♠=Pre-emptive; 4♣/4♦=Good raise to 4♥/4♠; 2NT=F1; 2♥/2♠=Nat. NF; 3x=GF; 3♦=Pre-emptive.	2♦ - 3♣ → 3♦=44, 3♦=45, 3♥=54, 3♠=55 2♦ - 2NT → 3♣=Min. good suit; 3♦=Min. bad suit	
2♥		5		Weak two	2NT=Single? ; 3♣=Asks suit quality and strength; 3♥=Pre-emptive.	2♥ - 2NT → 3♣/3♦/3♠=Singleton	
2♠		5		Weak two	2NT=Single? ; 3♠=Asks suit quality and strength; 3♠=Pre-emptive.	2♠ - 2NT → 3♣/3♦/3♥=Singleton	
2NT Note 7	X	-		Good pre-emptive in any suit EJ10xxx or better	3♣=Pass/correct; 3♦=Asks for suit; 3♥/3♠=Nat. NF; 4♣=Pass/correct; 4♥/4♠=To play.	Slam Conventions	
3♣ 3♦ 3♥ 3♠		6 6 6 6		Pre-emptive, usually weaker than 2NT	3♥/3♠ = NF; 3M - 4m = Cue-bid; 3♣-4♦/3♦-4♠=KCB	Relays and asking bids; Control showing 3NT; 4♦ = Stop signal in relay sequences; Cue bids: 1 st and 2 nd round controls up the line	
3NT	X	0		Solid minor	4♣=Pass/correct; 4♦= Ask for single, 4NT=Asks for J or extra length	Last train Splinter	
4♣, 4♦	X	0		1 st , 2 nd and 4 th : Solid major 3 rd : Pre-emptive	Relay suit = Slam try, asks for singleton or void; 5M and 5NT asks for J or extra length	KCB (0-3,1-4) 5NT	
4♥, 4♠		7		To play	4♠=To play; 4NT=KCB; 5m=Cue-bid	Exclusion Blackwood DOPI	
4NT	X	-		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT=2 Aces	Note 8	

1♣ OPENING BID (Note 1)**Responses to 1♣**

- 1♦ = 0-7HCP
 1♥ = a) 8+HCP, 5+S
 b) 8+HCP, 5+D
 1♠ = 8+HCP, 5+H
 1NT = 8+HCP, 5+C
 2♣ = 8-10HCP, balanced
 2♦ = 11-13HCP, balanced, not 4333 hand
 2♥ = 14+HCP, balanced
 2♠ = 8-11HCP, 4441-hand
 2NT = 11-13HCP, 4333 hand
 3♣ = 12+HCP, 4441
 3♦ = 7H with KQ, AQ or AK, no outside strength.
 3♥ = 7S with KQ, AQ or AK, no outside strength.
 3♠ = 7C with KQ, AQ or AK, no outside strength.
 3NT = 7D 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 through 3♣ we can continue with relays.

After opponents interference against 1♣:

 1♣ Dbl/1♦ ?

- Pass = 5-7HCP.
 1♦/Dbl. = 0-4HCP.
 1♥..3NT = As without interference..

 1♣ 1♥ ?

- Pass = 0-5HCP or penalties.
 Dbl = 4S, 5+HCP or 5S 5-7HCP.
 1♠ = 6+HCP, no 4S.
 1NT = 5-7HCP with stopper.
 2♣ = 6D 4-7HCP or 5+D GF.
 2♦ = 5+C, GF.
 2♥ = 6S 4-7HCP or 5+S GF.
 2♠ = 4S 5D, 5-7HCP.
 2NT = 5S 5D, 5-7HCP.
 3♣ = 4S 5C, 5-7HCP.
 3♦ = 6D, KJ, EJ, KD, ED, 4-7HCP.
 3♥ = 4144, 8+HCP.
 3♠ = 6+S, KJ, EJ, KD, ED 4-7HCP

 1♣ 1♠ ?

Pass = 0-5HCP or penalties.
 Dbl = 4H, 5+HCP or 5H 5-7HCP.
 1NT = 5-7HCP with stopper.
 2♣ = 6D, 4-7HCP or 5+D, GF.
 2♦ = 6hj, 4-7HCP or 5+H, GF.
 2♥ = 5+C, GF.
 2♠ = 6+HCP, no 4M.
 2NT = 5hj 5D, 5-7HCP.
 3♣ = 4hj 5C, 5-7HCP.
 3♦ = 4hj 5D, 5-7HCP.
 3♥ = 6hj, KJ, EJ, KD, ED, 4-7HCP.
 3♠ = 1444, 8+HCP.

 1♣ 1NT ?

Pass = 0-5HCP
 DBL = 6+HCP.
 2♣ = 6+D 4-7HCP or 5D GF.
 2♦ = 6+H 4-7HCP or 5hj GF.
 2♥ = 6+S 4-7HCP or 5sp GF.
 2♠ = 5+C GF.
 2NT = 5+H 5+S, 4-7HCP.
 3♣ = 6+C, 4-7HCP.
 3♦ = 6+D, KJ, EJ, KD, ED 4-7HCP.
 3♥ = 6+H, KJ, EJ, KD, ED 4-7HCP.
 3♠ = 6+S, KJ, EJ, KD, ED 4-7HCP.

 1♣ 2♣ ?

Pass = 0-5HCP.
 DBL = 6+HCP, at least one 4-card major.
 2♦ = 6+H 4-7HCP or 5H GF.
 2♥ = 6+S 4-7HCP or 5S GF.
 2♠ = 6+HCP, no 4M.
 2NT = 5+H 5+S, 4-7HCP.
 3♣ = 5+D GF.
 3♦ = 6+D, 4-7HCP.
 3♥ = 6+H KJ, EJ, KD, ED 4-7HCP.
 3♠ = 6+S KJ, EJ, KD, ED 4-7HCP.

 1♣ 2♦ ?

Pass = 0-5HCP.
 DBL = All 6+HCP.
 2♥ = 5+H, 4-7HCP.
 2♠ = 5+S, 4-7HCP.
 2NT = 5+H 5+S, 4-7HCP.
 3♣ = 5+C, GF.
 3♦ = 5+H, GF.
 3♥ = 5+S, GF.
 3♠ = 6+S KJ, EJ, KD, ED 4-7HCP.

 1♣ 2♥ ?

Pass = 0-5HCP.
 DBL = All 6+HCP.
 2♠ = 5+S, 4-7HCP.
 2NT = Natural, NF.
 3♣ = 5+D, GF.
 3♦ = 5+C, GF.
 3♥ = 5+S, GF.
 3♠ = Balanced GF, no 4M and no stopper.
 3NT = To play.

 1♣ 2♠ ?

Pass = 0-5HCP.
 DBL = All 6+HCP.
 2NT = Natural, NF.
 3♣ = 5+D, GF.
 3♦ = 5+H, GF.
 3♥ = 5+C, GF.
 3♠ = Balanced GF, no 4M and no stopper.
 3NT = To play.

 1♣ 2NT..4♠ ?

Pass = 0-5/6HCP.
 Dbl = 6+HCP no good suit.
 Suit = Natural GF.
 Cue-bid. = At 4/5-level: Two-suiter.
 4NT = Minors.

1♦ OPENING BID (Note 2)**Responses to 1♦**

- 1♥ = a) 6+HCP 4+H.
 b) GF.
 1♠ = 6+HCP, 4+S.
 1NT = 6-11HCP.
 2♣ = a) Balanced invitational.
 b) Invitational with one minor.
 c) Invitational with 44, 45, 54 in the minors, nothing in the majors with 44.
 2♦ = Invitational with 5H 4m or 5-9HCP with 6+m.
 2♥ = Invitational with 5S 4H.
 2♠ = Invitational with at least 55 in the minors.
 2NT = Invitational with 5H 5m.
 3♣ = Invitational with 4H 5+C (good minor).
 3♦ = Invitational with 4H 5+D (good minor).
 3♥ = As good pre-emptive opening bid.
 3♠ = As good pre-emptive opening bid.

Subsequent auction

After the 1♦ - 1♥ sequence we can go on with relays.

After opponents interference against 1♦:

 1♦ 1♥ ?

- Pass = Weak or penalty (non forcing pass).
 DBL = 4S 6+HCP or 5S max invitational.
 1♠ = 8+HCP no 4-card M.
 1NT = Natural.
 2♣ = 6+D invitational or 5+D GF.
 2♦ = 5+C GF.
 2♥ = 6+S invitational or 5+S GF.
 2♠ = 4S 5+D 8-11HCP.
 2NT = 5+S 5+D 7-10HCP.
 3♣ = 4S 5+C 8-11HCP.
 3♦ = 6+D with KQ, EQ or AK, 8-11HCP.

 1♦ 1♠ ?

- Pass = Weak or penalty (not forcing pass)..
 DBL = 4H 8+HCP or 5H max invitational..
 1NT = Natural.
 2♣ = 6+D invitational or 5+D GF.
 2♦ = 6+H invitational or 5+H GF.
 2♥ = 5+C GF.
 2♠ = 9+HCP no 4-c major.
 2NT = 5+H & 5+D 7-10HCP.
 3♣ = 4H & 5+C 8-11HCP.
 3♦ = 4H & 5+C 8-11HCP.
 3♥ = 6+H with KQ, EQ or AK, 8-11HCP.

 1♦ 1NT ?

DBL = Penalty
 2♣ = Both majors.
 2♦ = H or S.
 2♥/2♠ = 4-card + 5-card minor.
 2NT = 5+C 5+D.
 3x = Pre-emptive.

 1♦ 2♣ ?

DBL = 8+HCP, usually at least one 4+M.
 2♦ = 6+H invitational or 5H GF.
 2♥ = 6+S invitational or 5S GF.
 2♠ = 8+HCP no 4M.
 2NT = 5+H 5+S 7-10HCP.
 3♣ = 5+D GF.
 3♦ = 6+D with KQ, EQ or AK, 8-11HCP.
 3♥ = 6+H with KQ, EQ or AK, 8-11HCP.
 3♠ = 6+S with KQ, EQ or AK, 8-11HCP.

 1♦ 2♦ ?

(2♦ = natural)

DBL = 8+HCP, usually at least one 4M.
 2♥ = Natural, NF.
 2♠ = Natural, NF.
 2NT = 5+H 5+S 7-10 HCP.
 3♣ = 5+C GF.
 3♦ = 5+H GF.
 3♥ = 5+S GF.
 3♠ = 6+S with KQ, EQ or AK, 8-11HCP.

 1♦ 2♦ ?

(2♦ = both majors)

DBL = a) Invitational with both minors.
 = b) Balanced.
 = c) Penalties.
 2♥ = 5+C GF.
 2♠ = 5+D GF.
 2NT = Weak with both minors (or 16-19HCP).
 3♣ = 5+C NF.
 3♦ = 5+D NF.

 1♦ 2♥ ?

DBL = 8+HCP, usually 4S.
 2♠ = Natural, NF.
 2NT = Natural, NF.
 3♣ = 5+D, GF.
 3♦ = 5+C, GF.
 3♥ = 5+S, GF.
 3♠ = Balanced GF, no 4M and no stopper.
 3NT = To play.

 1♦ 2♠ ?

DBL = 8+HCP, usually 4H.
 2NT = Natural, NF.
 3♣ = 5+D, GF.
 3♦ = 5+H, GF.
 3♥ = 5+C, GF.
 3♠ = Balanced GF, no 4M and no stopper.
 3NT = To play.

1♥ / 1♠ OPENING BID (Note 3)**Responses to 1♥**

- 1♥ - 1♠ = 4+S, usually max 12HCP.
 1NT = GF.
 2♣ = Any invitational with max 3 card support.
 2♦ = Natural NF.
 2♥ = 3+H, 3-8HCP.
 2♠ = 4+H, 9-11HCP any single.
 2NT = 4+H, 5-8HCP single D/S or 12+HCP void D/S.
 3♣ = 4+H, 7-11HCP no single.
 3♦ = 4+H, 5-8HCP single C or 12+HCP void C.
 3♥ = 4+H, 3-6HCP.
 3♠ = Invitational with good 6+S.
 3NT = 4+H, void C max 11HCP.
 4♣ = 4+H, void D max 11HCP.
 4♦ = 4+H, void S max 11HCP.
 4♥ = To play.

Responses to 1♠

- 1♠ - 1NT = GF.
 2♣ = Any invitational with max 3 card support.
 2♦ = Natural NF.
 2♥ = Natural NF.
 2♠ = 3+S, 3-8HCP.
 2NT = 4+S, 9-11HCP any single.
 3♣ = 4+S, 5-8HCP single D/H or 12+HCP void D/H.
 3♦ = 4+S, 7-11HCP no single.
 3♥ = 4+S, 5-8HCP single C or 12+HCP void C.
 3♠ = 4+S, 3-6HCP.
 3NT = 4+S, void C max 11HCP.
 4♣ = 4+S, void D max 11HCP.
 4♦ = 4+S, void H max 11HCP.
 4♥ = To play.
 4♠ = To play.

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 Drury fit.

After opponents interference against 1♥ / 1♠:

1♥	Dbl	?
	Rdbl	= 10+HCP, usually max 2H (could be 3H with few offensive values).
	1♠	= Nat. F1.
	1NT	= 5+C.
	2♣	= 5+D.
	2♦	= 9+HCP 3H, or 4H with few offensive values.
	2NT	= Invitational with 4+H.
2♠/3♣/3♦		= Fit-jump.
	3NT	= GF with 4+H (sets up forcing pass).
	3♥/4♥	= Pre-emptive.
3♠/4♣/4♦		= Fit-jump.

1♠	Dbl	?
	Rdbl	= 10+HCP, usually max 2S (could be 3S with few offensive values).
	1NT	= 5+C.
	2♣	= 5+D.
	2♦	= 5+H.
	2♥	= 9+HCP 3S, or 4S with few offensive values.
	2NT	= Invitational with 4+S.
3♣/3♦/3♥		= Fit-jump.
	3NT	= GF with 4+S (sets up forcing pass).
	3♠/4♠	= Pre-emptive.
	4♣/4♦	= Fit-jump.
	4♥	= To play

After overcalls:

Dbl	= 8+HCP no support.
Suit w/o jump	= F1 at 2-level (promises new bid), GF at 3-level.
2NT	= Invitational with 4+card support.
3NT	= GF with 4+card support (sets up forcing pass).
Cue-bid	= 9+HCP with 3-card support.
Jump cue-bid	= Splinter.
Jump < 3M	= Fit-jump.
Jump > 3M	= Fit-jump (4♥ = Natural).
3M/4M	= Pre-emptive.

After overcalls >= 3♣:

Dbl (thru 4♦)	= 9+HCP no support.
3NT	= To play.
Cue-bid	= Support (sets up forcing pass).
Jump	= Fit-jump.
4M	= To play (may be pre-emptive).

1NT OPENING BID (Note 4)

11-13HCP, NV 1st and 2nd position. (Penalty doubles at 2-level; Negative doubles at 3-level).
 14-16hp, all other positions. (Negative doubles thru 3♠).

Responses to 1NT

- 2♣= Weak with both M.
 Invitational to 3NT.
 Invitational with 5332 in major.
 Invitational with 5S, un-balanced.
 Invitational with 5H 4S.
 Invitational with 55 in the majors.
 Slam try with 55 in the majors.
 Start relays.
- 2♦= 5+H.
 Invitational with 5H, un-balanced.
 Not 5H, 5332 and invitational.
- 2♥= 5+S.
 Not 5S, 5332 and invitational.
 GF with 55 in the majors.
- 2♠= (5)6+C.
 2NT= (5)6+D.
 Slam try with 55 in the minors.
- 3♣/3♦/3♥/3♠ = Singleton GF.
- 4♣/4♦ = Transfer to H/S, also after overcalls thru 3♣.
- 4♥/4♠ = To play.
- 4NT = Quantitative.

After opponents interference against 1NT:

 After 1NT - Dbl

Pass = To play.

Rdbl = To play.

2♣ = C or 2-suiter → If 2♣ gets doubled: Rdbl = D+S, 2♦ = D+H, 2♥ = H+S.

2♦/2♥/2♠ = To play.

2NT = Both minors.

3X = Invitational, un-balanced.

After 1NT – Dbl: Subsequent doubles are negative if no Rdbl.

 Natural overcall

11-13 NT:

Double is for penalties at 2-level.

2x = Natural NF.

2NT = Forcing to 3♣: a) Weak with one minor, b) GF balanced.

- After: 1NT - (2♦) - 2NT - p

3♣ - p - ?

Pass = weak.

3♦ = 4M no stopper.

3♥/3♠ = 4 card H/S with stopper.

3NT = 4 card both M with no stopper.

- After: 1NT - (2M) - 2NT - p

3♣ - p - ?

Pass/3♦ = Weak.

3♥/3♠ = 4H/4S with stopper.

3NT = 4 card in the un-bid M with no stopper

Cue-bid 3M = GF with singleton and at least 45/54 in the minors.

A 3-level bid is transfer to the suit above and is at least invitational.

Transfer to opponents suit shows C and is at least invitational.

3♠ asks for stopper in opponents suit.

14-16 NT:

Double is for take-out.

2NT is invitational.

Otherwise as after 11-13NT.

 After artificial overcalls

11-13 NT:

Dbl = Shows strength, forcing to 2♠

2x = Natural NF.

2NT = Invitational transfer to 3♣ (only 3rd hand).

3♣/3♦/3♥ = Transfer to the suit above and is at least invitational (only 3rd hand)

3♠ = GF with clubs.

If opponents show both majors: 3♥/3♠ = GF with shortness.

14-16 NT:

2NT is invitational.

Otherwise as after 11-13NT

2♣ OPENING BID (Note 5)

Responses to 2♣

 2♣ - ?

2♦ = Relay, F1.

2♥ = 6-11HCP, 5+H, NF.

2♠ = 6-11HCP, 5+S, NF.

2NT = Natural.

3♣ = Support.

3x = Invitational good 6+card suit.

4♣ = Pre-emptive.

4♦ = Fit-jump.

After opponents interference against 2♣:

 2♣ - Dbl - ?

Rdbl = 10+hp

2x = Natural NF.

2NT = At least invitational with C-support.

3♣ = Support.

3x = Fit-jump.

4♦ = Fit-jump.

 After overcall

Dbl = Negative thru 3♠.

2NT = Natural.

2♥/2♠ = NF.

3-level bid = GF.

Jump = GF with good suit.

4♦ = Fit-jump.

Cue-bid = Asks for stopper, F1.

2♦ OPENING BID (Note 6)

(NV: 4+H 4+S 2-8HCP)

Responses to 2♦-----
2♦ - ?

- Pass = To-play, does not promise D.
 2♥/2♠ = To-play, usually at least 3-kort.
 2NT = Invitational, max 33 in the majors.
 3♣ = Artificial GF or invitational with 4-card major.
 3♦ = Slam try in the minors.
 3♥/3♠ = Pre-emptive.
 4♣ = GF/Slam try in H (also after interference) → 4♦ = additional values, 4♥ = minimum.
 4♦ = GF/Slam try in S (also after interference) → 4♥ = additional values, 4♠ = minimum.

4♣/4♦ sets up forcing pass.

After opponents interference against 2♦:-----
2♦ - Dbl - ?

- Pass = D.
 RD = Equal length or C.
 Others = As without Dbl.

2♦ - pass- 3♣ - Dbl
?

- Pass = Minimum.
 RD = Max, 44 M with no stopper in C.
 3♦ = Max, 4+D.
 3♥/3♠ = Max with 5-card.
 3NT = Max, 44 M with stopper in C.

After overcall

Dbl = For penalties

2NT OPENING BID (Note 7)

(Good pre-emptive in any suit, at least AJ10)

Responses to 2NT-----
2NT - ?

- 3♣ = Pass/correct.
- 3♦ = Asks for suit.
- 3♥/3♠ = Natural, NF.
- 4♣ = Pass/correct.
- 4♥/4♠ = To play, own suit.

2NT - 3♦

- 3♥ = C → 3♠ asks for suit quality, 4♣ asks for Cue-bid.
- 3♠ = D → 4♣ asks for suit quality, 4♦ asks for Cue-bid.
- 3NT = M → 4♣ asks: 4♦=H, 4♥=S.

After opponents interference against 2NT:

V	N	Ø	S	
2NT x	xx			= To play.
	Pass			= Bid suit.
	3x			= Own good suit.

V	N	Ø	S	
2NT 3♦	x			= For penalties.
	3♥			= Pass/correct.
	3♠			= Pass/correct.
	4♣			= Pass/correct.

Slam conventions in relay sequences (Note 8)

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 (highest 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, 11-15HCP)
2♠	-	2NT	(2♠ = 5+H 4+D, 13-15HCP)
3♣	-	3♦	(3♣ = Single S)
3♥	-	?	(3♥ = 1543)

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

After slam try

After 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).

BROWN STICKER OPENING BID 2NT

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Bjorn Olav Ekren – Ulf Tundal
Country Norway **Event** Open class - European Bridge Team Championships 2006
Opening bid of 2NT **in** all **seat at** all vulnerabilities
Shows: Preempt in any suit
Detailed Description: Good preempt in any suit, at least AJ10xxxx

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

None

Meanings of other responses and rebids:

3♣=Pass/correct; 3♦=Asks for suit; 3♥/3♠=Nat. NF; 4♣=Pass/correct; 4♥/4♠=To play

2NT - 3♦ = Asks for suit

3♥ = ♣ → 3♠ asks for suit quality, 4♣ asks for Cue-bid

3♠ = ♦ → 4♣ asks for suit quality, 4♦ asks for Cue-bid

3NT = M → 4♣ asks: 4♦=♥, 4♥=♠

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2NT (x) xx = To play

2NT (x) Pass = Bid suit

2NT (x) 3x = Own good suit

Responses after opponent's overcall:

2NT (3♦) x = For penalties

2NT (3♦) 3♥ = Pass/correct

2NT (3♦) 3♠ = Pass/correct

2NT (3♦) 4♣ = Pass/correct

Rebids after 4th hand DBLs the response:

If asked for show your suit on the agreed level.

Rebids after 4th hand overcalls:

If asked for show your suit on the agreed level. If this is not possible, pass.

Proposed Defence

DBL = Strong balanced, 16+ HCP

DBL for "take-out" = First pass, then double when opener shows his suit

3x = NAT