

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 3x = 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	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), 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	Count
3 rd			
NT 1 st	Low: encour.	Smith/count	Low: encour.
2 nd	Count		Count
3 rd			
Smith (NT): High-Low: Lead is OK Lowest from xx on partners Ace lead in suit contracts			
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			

	CONVENTION CARD		
System	Viking Precision Club - Blue		
Names	Ulf <u>Tundal</u>	Glenn <u>Groetheim</u>	
NCBO	Norway		
Tournament	2007 Bermuda Bowl		
System Summary			
General Approach and Style			
- 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♦ = 5H/5S, 2-11 HCP or balanced with 28-29 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: Occasional	

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♥= 6+H, invitational; 2♠= 6+S, 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♠=Any weak double or single C; 2NT= Transfer to 3♣; 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: a) 2-11 HCP 5M b) 28-29 HCP balanced	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 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	Opposite minor =KCB		
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.		
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		

[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♠ = 6-8 HCP no 4S.
- 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♦ = Preemptive.
 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	= Pre-emptive.

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♠	= Unknown weak doubleton or single C.
2NT	= Asks for 3♣.
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♣=NF).
3♥ = Max, 6+C 0-1H	(3♠= Slam try C, 4♣=NF)
3♠ = Max, 6+C 0-1H	(4♣=NF, 4♦=Stop signal, 4♥=KCB).
3NT = Max, 2227/2317/3217	(4♣=NF, 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 or a balanced hand with 28-29 HCP.

The strength range of the weak variant 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 : 6-10 HCP, 5M, may have 5332 or 4+minor.
 V vs. NV : 7-11 HCP, 5M, may have 5332 or 4+minor.

The suit quality depends on the vulnerability but should normally be at least Q10xxx.

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♦ - 2♥/2♠/2NT/3♥

4♣ =	28-29hp balanced with 5m	(4♦=Relay, 4♥/4♠/4NT=To play).
4♦ =	28-29hp balanced with 4M	(4♥=4S, 4♠=4H, 4NT=To play).
4♥ =	28-29hp balanced with 5H	(5♣/5♦=Slam try with 0/1 Ace).
4♠ =	28-29hp balanced with 5S	(5♣/5♦=Slam try with 0/1 Ace).
4NT =	28-29hp 3334/3343	(5♣/5♦=Slam try with 0/1 Ace).

 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).

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

```