

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, cue-bid is a good raise in overcaller's suit.

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 HCP.
NT-system on.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. white
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+)
Over M: Other Major + a minor (5+-5+)
Jump cue-bid: Asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

DBL = Same strength as opener
2♣ = both Majors
2♦ = One major, weaker than 2♥/♠
2♥/♠ = Natural (at least 5 cards), stronger than 2♦
2NT = both minors
3x = Preemptive

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Natural
2 NT = 15-18 with stopper in opponents suit
DBL = Takeout (Rubensohl)
Leaping Michaels

VS. Artificial Strong Openings

VS Strong 1♣ or 2♣: Yeslek on all levels: Any bid shows the suit over or the other two. NT, shows ♣/♥ or ♦/♥

VS. 2 ♦ Multi

2NT = 15-18 HCP
DBL = Takeout against spades or strong

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	Attitude	3rd /5 th
Subseq	3 rd /5 th	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), AQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x)
Hi-X	Even number	xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count

Signals (including Trump's):

Attitude: Low-Hi = Encrg Hi-Low = Discrg
If we give count: Low-Hi = odd number Hi-Low = even number
Lavinthal, special situations and in trump

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg, support x up to 2 hearts
1♣ - (1♦) - DBL shows both Majors.

1m - (1♥) - DBL shows 4♠,

1m - (1♠) - DBL strongly suggests at least 4♥



WBFF

System Card



Category: Red

Category: U21
NCBO/team: Norway



Players:

Einar Osen



Kristian Dalemark Austad

System Summary

General Approach and Style

Natural, 5c M. 3rd hand openings may be light
Light preempts green vs. red

1NT Openings: 15-17 HCP (5M/6m/single/5422)
2-over-1 Responses: GF

Special bids that may require defence

2♦ weak multi
Transfers after 1♠ opening

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11+ HCP, 2+♣ (normally open 1♣ when 3-3 or 4-4 in the minors, unless 4M 44m) 7	1♦/♥/♠ = Transfer responses 1 NT = (10) 11-12 HCP (no majors) 2♣ = Inverted minors (5+ ♣ 11+ HCP) 2♦/♥ = TRF 6+ 0-9 HCP or 6+ GF, 2 NT = 13-15 or 19+ 3 NT = 16-18 HCP	xyz-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♦		4	3♠	11+ HCP, 4+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-11 HCP (no majors), 2♣ = 11+ HCP and 4+ 2♦ = Inverted minors (4+ ♦ 11+ HCP). 2♥/♠ = 0-7 HCP and 6+ cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP 3♣=6-9 hcp 4+ ♦, 3♦ = 4+ diamonds 0-7 hcp	xyz-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♥		5	3♠	11-21 HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-11 HCP 2♣ = Nat, GF 2♦ = Nat GF 2♥ = 6-9 hcp 2♠ = 4+♥ with unspecified shortness. 2 NT = Jacoby, GF+ with 4+♥. 3♣ = 8-11HCP and 3+♥ 3♦ = "Mixed raise" 6-8HCP 4+♥ 3♥ = preemptive. 3♠ = 10-12HCP, 4+♥ with an unspecified shortness 3 NT = 4+♥, and void in ♠	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥ = minimum 1♥-2NT, 4♣/♦/♥/♠ = void	2♣ = good raise, 3+♥ 2NT = 4+♥ max
1♠		5	3♠	11-21 HCP, 5+♠	1NT = 6-11HCP 2♣/♦/♥ = Nat GF 2♠ = 6-9 HCP 3♠ = preemptive. 2 NT = Jacoby, GF+ with 4+♠. 3♣ = 4+♠ with unspecified shortness. 3♦ = 8-11HCP and 3+♠, 3♥ = "Mixed raise" 6-8HCP 4+♠ 3 NT = 10-12HCP, 4+♠ with an unspecified shortness	Similar as for 1♥	Similar as for 1♥
1 NT			3♠	15-17 HCP May have 5c M, 6c m	2♣ = Stayman, 2♦/2♥ = Transfer to 2♥/♠. 2♠ = Transfer to ♣ or invite 2NT = Transfer to ♦ or weak 5-5 in minors 3♣ = Puppet stayman 3♦ = GF 5-5 in Minors 3♥ = Shortness 3♠ = Shortness		
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦ = Weak OR waiting, 2M = GF 5+, 2NT = 5-5 GF, 3M = GF 6+		
2♦	✓	6		0-7 HCP, (5) 6c ♥/♠ (May have 5 Nonvul)	2NT = Asking for strength, 3minor = nonforcing 2♥/2♠ = P/C, 3♥/3♠ = P/C	2♦-2NT- 3♣ = min with ♥, 3♦ = min with ♠ , 3♥ = max with ♠, 3♠ = max with ♥	
2♥		6		8-11 HCP, 6+♥ May have 6-4 in the Majors	2NT = Asking for hand type 3♥ = Preemptive New suit = Forcing. 3NT = To play.	2♥-2NT : Ask for shortness 3♥/NT = no shortness and min/max	
2♠		6		8-11 HCP, 6+♠ May have 6-4 in Majors	2NT = Asking for hand type 3♠ = Preemptive New suit = Forcing. 3NT = To play	2♠-2NT : Ask for shortness 3♠/NT = no shortness and min/max	
2 NT				20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = Transfer 3♠ = 4+4+m, 3NT = 5 card ♠ and 4 card ♥ 2NT-4♣/4♦/♥/♠ slam try ♥/♠/♣/♦, 4 NT = Invitational		
3x		7 (6)		PRE, ACC to VUL	New suit = Forcing, 3NT = To play		
3NT	✓			Solid minor, gambling	4♣ = p/c, 5♣ = p/c	High Level Bidding RKCB (0134), Opening 4NT ask for spesific aces Cuebids (Italian style) Last Train, Exclusion bw	
4♣/4♦		7-8		PRE, ACC to VUL	4♥/♠ = To play, 4NT = BW		
4♥, ♠		7-8		PRE, ACC to VUL	4♠ = To play		