

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)

Landy
DBL = Same strength as opener
2♣ = both Majors
2♦/♥/♠ = Natural (at least 5 cards)
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

Natural and Preempts

VS. 2♦ Multi

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	Attitude
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), HQJx(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	Lavinthal	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

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 = 4+♥



WBF

System Card



Category: **Green**

Category: U16 NCB0/team: Norway
World Youth Team Championships 2023, Veldhoven



Players:

Sebastian Lillejord Jonas Brekke

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

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Jonas Brekke – Sebastian Lillejord NOR U16 Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11+ HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-11 HCP (no majors) 2♣ = Inverted minors (4+ ♣ 12+ HCP). 2♦/♥/♠ = Preemptive 2 NT = 11-12 HCP 3♣ = Preemptive, 3 NT = 13-15 HCP	xyz-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♦		3	3♠	11+ HCP, 3+♦	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+ ♦ 12+ HCP). 2♥/♠ = Preemptive 2 NT = 11-12 HCP 3 NT = 13-15 HCP 3♣ = Preemptive, 3♦ = 5+ 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 or inv 3c support 2♦ = Nat GF 2♥ = 6-9 HCP 3♥ = preemptive. 2♠/3♣/♦ = Minisplinter 2 NT = Jacoby, INV+ balanced with 4+♥. 3♥ = P preemptive, 3 NT = 13-15 HCP	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥ = minimum 1♥-2NT, 4♣/♦/♥/♠ = void	
1♠		5	3♠	11-21 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	Similar as for 1♥
1 NT			3♠	15-17 HCP May have 5c M, 6c m	2♣=Stayman, 2♦/2♥/2♠/2NT=Transfer, 3♣ = 55m weak. 3♦ = 55m G, 3♥/3♠/4♣/4♦ =Slam try+	Smolen, Big Smolen	
2♣	√			Strong, HCP (20+) OR tricks	2♦=Weak OR waiting, 2M=GF 5+, 2NT= 5-5 GF, 3m=GF 5+, 3M=6c top honnor		
2♦		6		Weak 2	2NT= Ask for strength		
2♥		6		Weak 2	2NT= Ask shortnes		
2♠		6		Weak 2	2NT= Ask shortnes		
2 NT				20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = TRF, 3♠ = both minors, 4♣/4♦ = Slam try		
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	
4♣/4♦		7-8		PRE, ACC to VUL	4♥♠=To play, 4NT=BW	RKCB (0134)	
4♥,♠		7-8		PRE, ACC to VUL	4♠=To play	Cuebids (Italian style)	
4NT	√			PRE, 55+ m			