## **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 bidding opening suit

shows support and is invitational or better

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)

Michaels Cue bid: Highest unbid suit and an other suit

(5+5+) weak/strong

Jump Cue-bid: Strong hand, asks for stopper

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

DBL = Same strength as opener

2♣ = At least 4-4 in M

 $2 / \nabla / = \text{Natural (at least 5 cards)}$ 

2NT = both minors

3x = Preemptive

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

Natural

2 NT = 15-18 with stopper in opponents suit

**VS. Artificial Strong Openings** 

Natural

VS. 2 ♦ Multi

2NT = 15-18 HCP DBL = 13+ HCP

Leads	and	Signa	ls
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## **Opening Leads Style**

	Lead	In Partner's Suit
Suit	Attitude	Attitude
NT	Attitude	Attitude

Subseq -

Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x)	
Queen	QJ(x)	QJ(x), AQJx(x)	
Jack	J10(x), KJ10(x)	J10(x), AJ10(x), KJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	9x	9x, 98(x)	
Hi-X	xx, xxx, xxxx(x)	xx, xxx, xxxx(x)	

## Signals in order of priority

	Partners lead	Declarer	Discarding	
Suit: Encrg/Discrg		-	Encrg/Discrg	
2 <sup>nd</sup>	-	-	-	
3 <sup>rd</sup>	-	-	-	
NT:	Encrg/Discrg	-	Encrg/Discrg	
2 <sup>nd</sup>	-	-	-	
3 <sup>rd</sup>	-	-	-	

Signals:

Hi-X

Attitude: Low-Hi = Encrg Hi-Low = Discrg

**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♥



## **System** Card



**WBF** 

Category: Green

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



Players:

Markus Hansen Moe

Ida Kristine Mathisen

**System Summary** 

**General Approach and Style** 

Natural, 5c M. 3rd hand openings may be light

1NT Openings: 15-17 HCP (5M/5422) 2-over-1 Responses: GF unless rebid

Special bids that may require defence

Special forcing pass sequences

Important notes that don't fit

**Psychics** 

Rare, but might occure.

Opening	Art	Min.#	Neg. D. thru		Markus H. Moe – Ida K. Mathisen NOR U16 Responses	Subsequent Auction	Passed Hand Bidding
1&		3		11+ HCP, 3+&	1 ◆/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = 6-9 HCP 3♣ = 10-12 HCP minimum 5+ cards 2/3 ◆/♥/♠ = 2-5 HCP and 6/7 cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP no majors	xyz/xyNT: 2♣=sign off in ◆ OR inv, 2◆=GF Artificial	
1 ◆		3		11+ HCP, 3+◆	1 ▼/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = 6-9 HCP 3♦ = 10-12 HCP minimum 5+ cards 2/3♦/▼/♠ = 2-5 HCP and 6/7 cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP no majors	xyz/xyNT: 2♣=sign off in ◆ OR inv, 2◆=GF Artificial	
1♥		5		11-21 HCP, 5+♥	1 ♠ = 6+ HCP and 4+ cards, 1 NT = 6-10 HCP 2 ♣ = 12+ HCP and 3+ cards OR 8-10 HCP and 6/7 cards 2 ♦ = 12+ HCP and 4+ cards OR 8-10 HCP and 6/7 cards 2 ♥ = 6-9 HCP 3 ♥= inv to game 4 ♥= preempt 2 ♠ 3 ♣ 3 ♦ = minisplinte (support and inv or better) 2 NT = 11-12 3 NT = 13-15 HCP exactly 2 cards in heart		
1♠		5		11-21 HCP, 5+♠	Similiar as for 1♥		
1 NT			2	15-17 HCP May have 5c M, 6c m	2♣ = Stayman 2♠/2♥ = Transfer to 2♥/♠. 2♠ = Transfer to one of the minors 2NT = Inv. 3 NT = To play 4NT = Inv. 3♣/♦ = HHxxxx, inv 3♥/♠ = slam try in the M	Opener bids 3M to show 5 card suit after stayman.	
2*	V			Strong, HCP (22+) OR tricks (8,5+)	2 ◆ = Weak OR waiting 2M = GF 5+ cards 3m = GF 6+ cards 2NT = 10-12 HCP		
2♦		6		6-10 HCP, 6 ◆	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play		
2♥		6		6-10 HCP, 6 ♥	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play.		
2♠		6		6-10 HCP, 6 ♠	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play		
2 NT		7 (0)		20-21 HCP	3♣ = Stayman 3♦/3♥ = TRF 4NT = Inv.		
3x		7 (6)		PRE, ACC to VUL	New suit = Forcing 3NT = To play		
3NT	<b>V</b>			Solid minor, gambling	4 - p/c  5 - p/c	High Level Bidding	
4.*		7-8		PRE, ACC to VUL	4♥♠ = To play 4NT = BW	RKCB (03 14 25noQ 25Q)	
4 •		7-8		PRE, ACC to VUL	4 V ♠ = To play 4NT = BW	5NT specific king question	
4♥,♠		7-8		PRE, ACC to VUL	4♠ = To play 4NT = BW		
4NT	<b>V</b>			Asking for specific aces	5♣ = none 5♦ = ace of ♦ 5♥ = ace of ♦ 5NT = 2 unspecified aces 6♣ = ace of ♣		
			$\vdash$				