

## 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

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

♦ = ♥ OR ♠+♣  
♥ = ♠ OR ♣ + ♦  
♠ = ♣ OR ♦ + ♥  
♣ = ♦ 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	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 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	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 strongly suggests at least 4♥



WBFF

System  
Card



Category: **Green**

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



Players:

Einar Osen

Kristian Dalemark Austad

## System Summary

### General Approach and Style

Natural, 5c M. 3<sup>rd</sup> 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

### Special forcing pass sequences

### Important notes that don't fit

### Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Einar Osen – Kristian D. Austad NOR U16 Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11+ HCP, 2+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-11 HCP (no majors) 2♣ = Inverted minors (4+ ♣ 11+ HCP). 2♦ = 6-9 + 5+♣ 2♥/♠ = 0-7 HCP and 6+ cards in the suit 2 NT = 11-12 HCP 3♣ = 5+ clubs 0-7 hcp, 3 NT = 13-15 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 3♥ = preemptive. 2♠ = 0-7 HCP, 6 card suit, 2 NT = Jacoby, GF+ with 4+♥. 3♣/♦/♠ = Shortness w/support, , 3 NT = 13-15 HCP	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥ = minimum 1♥-2NT, 4♣/♦/♥/♠ = void	2♣ = good raise, 3+♥ 2NT = 4+♥ max 3 x = shortness 4+♥
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♥=Transfer to 2♥/♠. 2♠ = Minor Stayman 2NT= Invitational to 3 NT. 3♣/♦ = Inv w/ good suit		
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT= 5-5 GF, 3m=GF 5+		
2♦	✓	6		0-7 HCP, (5) 6c ♥/♠ (May have 5 Nonvul)	2NT= Asking for strength, 3minor = nonforcing 2♥/2♠ = P/C, 3♥ = P/C		
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-3♣, 3♦, 3♠ = singleton, 3♥/NT = no shortness and min/max 2♥-2NT-4♣, 4♦ = Void, 4♥ = Void in ♠	
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-3♣, 3♦, 3♥ = singleton, 3♠/NT = no shortness and min/max 2♠-2NT-4♣, 4♦, 4♥ = Void	
2 NT				20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = TRF, 3♠ = 4+4+m, 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	<b>High Level Bidding</b>	
4♣/4♦		7-8		PRE, ACC to VUL	4♥♠=To play, 4NT=BW	RKCB (0314)	
4♥,♠		7-8		PRE, ACC to VUL	4♠=To play	Cuebids (Italian style)	
4NT	✓			Asking for specific aces	5♣ = no aces, 5♦ = ♦ ace, 5♥ = ♥ ace, 5♠ = ♠ ace 5NT = 2 aces 6♣ = ♣ ace	Exclusion blackwood	