

## 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-Suits:** 2NT = 2 lowest suits (5+ 5+, 8+ hcp)

### Direct and Jump Cue Bids (Style; Responses)

**Michaels Cue bid:** (5+ 5+, 8+ hcp)  
(1M)-2M: Highest unbid suit and another suit  
(1m)-2m: Both majors  
**Jump Cue-bid:** Strong hand, asks for stopper

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

DBL = strong (at least same strength as opener)  
2♣ = At least 4-4 in M  
2♦/2♥/2♠ = **natural 5+**  
2NT = both minors (5+ 5+)  
3x = Preemptive (6+)

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

Natural  
2NT = 15-18 with stopper in opponents' suit

### VS. Artificial Strong Openings

Natural

### VS. 2♦ Multi

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

## Leads and Signals

### 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:

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♥



WBF

**System  
Card**



**Category: Green**

**Category: U16**  
**NCBO/team: Norway**

**Players:**

**Norway U16,**  
**all other combinations**

## System Summary

### General Approach and Style

**Natural**, 5c M. 3<sup>rd</sup> hand openings may be light

**1NT Openings:** 15-17 HCP (5M)  
**2-over-1 Responses:** 11+HCP

### 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	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3		11-21 HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1NT = 6-10 HCP (no majors) 2♣ = 10+ HCP and 5+ cards 3♣ = preemptive, 5+ cards 2/3♦/♥/♠ = 2-5 HCP and 6/7 cards in the suit 2NT = 11-12 HCP 3NT = 13-15 HCP no majors	xyz/xyNT: 2♣=sign off in ♦ OR inv, 2♦=GF Artificial	
1♦		3		11-21 HCP, 3+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = 10+ HCP and 5+ cards 3♦ = Preemptive, 5+ cards 2/3♦/♥/♠ = 2-5 HCP and 6/7 cards in the suit 2NT = 11-12 HCP 3NT = 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, 1NT = 6-10 HCP 2♣ = 11+ HCP, 3+ ♣ (Nat or bal) 2♦ = 11+ HCP, 4+ ♦ (Nat or bal) 2♥ = 6-9 HCP 3♥ = inv to game, no shortness 4♥ = preempt 2♠3♠3♦ = minisplinter ((3)4+ support and inv or better) 2NT = 4+♥ GF 3NT = 13-15 HCP exactly 2 cards in heart	xyz/xyNT: 2♣=sign off in ♦ OR inv, 2♦=GF Artificial  <b>After 1♥ - 2NT:</b> 4♥ = min, 3NT = 18-19 bal, 3x = nat, extras, 4x = void	After 3 <sup>rd</sup> and 4 <sup>th</sup> hand major openings: 2♣ = 3+ card support and invitational
1♠		5		11-21 HCP, 5+♠	Similar as for 1♥ 2♥ = 11+HCP, 5+♥	xyz/xyNT: 2♣=sign off in ♦ OR inv, 2♦=GF Artificial	
1NT			2♠	15-17 HCP May have 5c M	2♣ = Stayman* 2♦/2♥ = Transfer to 2♥/♠ 2♠ = Asking for minors** 2NT = Inv 3NT = To play 4NT = slam inv 3♣/♦ = HHxxxx, inv 3♥/♠ = slam try in the M	*Opener bids 3M to show 5 card suit after stayman. **Responder shows slam inv in ♣/♦/both with 3♥/♠/NT	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦ = Weak OR waiting 2M = GF 5+ cards 3m = GF 6+ cards		
2♦		6		6-9 HCP, 6♦	2NT = Asking for shortness Suit raise is preemptive New suit = Forcing 3NT = To play		
2♥		6		6-9 HCP, 6♥	2NT = Asking for shortness Suit raise is preemptive New suit = Forcing 3NT = To play		
2♠		6		6-9 HCP, 6♠	2NT = Asking for shortness Suit raise is preemptive New suit = Forcing 3NT = To play		
2NT				20-21 HCP	3♣ = Stayman 3♦/3♥ = TRF 4♣/4♦/4NT = slam try		
3x		7 (6)		PRE, ACC to VUL	New suit = Forcing 3NT = To play		
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♥♠ = To play 4NT = BW	5NT specific king question	
4♥, ♠		7-8		PRE, ACC to VUL	4♠ = To play 4NT = BW		

Norway U16, all other combinations