

## 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

### 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

### 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 (4+/4+)  
2♦/♥/♠ = Natural (at least 5 cards)  
3x = Preemptive

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

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

### VS. Artificial Strong Openings

### VS. 2 ♦ Multi

2NT = 15-18 HCP  
DBL = Takeout with at least 3-3 in Majors

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	4 <sup>th</sup> best (at least the 10) Highest from 4+ small if touching. Otherwise 2. highest	3./5.
Subseq	Attitude	

### 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, 9xx, 98xx(x)
Hi-X	Even number	xx, xxx

### 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 Hi-Low = Even

### Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

### Special, Art and Comp Dbl/Rdbl's

Neg DBL to 2♠  
1♣ - (1♦) - DBL shows 4+ ♥  
1m - (1♥) - DBL shows 4+♠, 1♠ = MAX 3♠  
1m- (1♠) - DBL strongly suggests at least 4 ♥  
1M - (DBL) - TRF from 1N, 5+ in the suit above



WBF

## System Card



Category: **Green**

World Youth Team  
Championships 2025

Category: U26W  
NCBO/team: Norway

Players:  
Solvei Grande-Weberg  
Cathrine Wedvik

## 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 possible. 6m and 5422 might occur, but rarely)

**2-over-1 Responses:** 11+HCP

### Special bids that may require defence

### Special forcing pass sequences

### Important notes that don't fit

Leads vs suit at 5 or 6 level: Ace for enc., King for count

### Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11+ HCP, 3+♣	1♦ = 6+ HCP and 4+♥ 1♥ = 6+ HCP and 4+♠ 1♠ = 6-9 HCP, bal (no 4 M) or 4+♦ may have M if GF 1 NT = 10 - 11 HCP (no majors) 2♣ = 10+ HCP 3♣ = 6-9 HCP. 2 NT = 11-12 HCP 3 NT = 13-15 HCP	1♣-1♦-1♥: 3♥ 1♣-1♥-1♠: 3♠ 1♣-1♦-2♥: 4+♥ 12-14 HCP 1♣-1♥-2♠: 4+♠ 12-14 HCP xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♦		3	4♥	11+ HCP, 3+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 (11) HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = 10+ HCP 3♦ = 6-9 HCP. 2 NT = 11-12 HCP 3 NT = 13-15 HCP	xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♥		5	4♥	11-21 HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-10 (11) HCP 2♣ = GF with ♣ or bal or inv+ with 3♥ 2♦ = GF with ♦ 2♥ = (5) 6-9 HCP 3♥ = 4+♥ inv, 2♠ = short ♣/♦, 4+♥, Inv 3♦ = Short ♠ 4+♥, Inv 2 NT = Jacoby, GF w/4+♥ 3♣ = 4+♥ 7- 9/10, no small singleton	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥=Minimum 1♥-2NT, 4♣/♦/♠ = void 1♥-2NT, 4♥ = void in ♠, minimum xy-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♠		5	4♥	11-21 HCP, 5+♠	Similar as for 1♥ 3♣ = short ♣/♦, 4+♥, Inv 3♦ = 4+♥ 7- 9/10, no small singleton	Similar as for 1♥ 1♠-2NT, 4♠ = void in ♥, minimum	
1 NT			4♥	15-17 HCP May have 5c M, (6c m)	2♣=Stayman, 2♦/2♥=Transfer to 2♥/♠. 2♠ = weak/strong with one or both minors 3♣ = asks for 5 M 3♦ = FG 3♠ and 5(+)♥; 3♥ = FG 3♥ and 5(+); 3♠ = FG, short ♠ 3♥	1NT-2♣, 3♥/♠ = 5-card suit  System of after interference	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦ = waiting 2M = 6+HCP 5+ cards in the suit 3m = 6+HCP 6+ cards in the suit	2♣-2♦-2 NT = 22-24 HCP, balanced 2♣-2♦-2/3x = 5+cards, almost GF 2♣-2♦-2/3x: Next suit = weak (0-5 HCP), Other suits = 5+cards and 6+ HCP, 2/3 NT = 6+HCP, no 5-card suit. 2♣-2♦-2♥: 3♥ = 3+cards and 6+HCP, 4♥ = 3+cards and 0-5 HCP	
2♦		6		6-10 HCP, 6+♦	2NT= Asking for stoppers New suit = Forcing. 3NT= To play		
2♥		6		6-10 HCP, 6+♥	2NT= Asking for shortness New suit = Forcing. 3NT= To play.	2♥-2NT-4♣,4♦=Void, 4♥=Void in ♠	
2♠		6		6-10 HCP, 6+♠	2NT= Asking for shortness New suit = Forcing. 3NT= To play		
2 NT				20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = slam try, 4+/4+ in ♣/♦, 4♣/♦ = slam try	2NT-3♣, 3♦=At least one 4c M, 3♥/♠ =5-card suit	
3x		7 (6)		PRE, ACC to VUL 3♣ might be 6-card, 3♦♥♠ normally 7-card	New suit = Forcing 3NT= To play		
4♣		8 (7)		PRE, ACC to VUL	4♥♠=To play, 4NT=BW	<div>High level bidding</div> <div>RKCB (0314)</div> <div>Cuebids (Italian style)</div>	
4♦		8 (7)		PRE, ACC to VUL	4♥♠=To play, 4NT=BW		
4♥,♠		8 (7)		PRE, ACC to VUL	4♠=To play		