

 WBF	System Card 	
Category:		Green
NCBO/team: Norway U26		
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System Summary		
General Approach and Style		
Natural , 5 card Major, better minor (normally open 1 ♠ when 3-3 or 4-4 in the minors)		
Preempts lighter 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 Transfers after 1 ♣ opening		
Special forcing pass sequences		
When GF established When it is clear that opponents are sacrificing		
Important notes that don't fit		
xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦= Art. GF		
Psychics		
May happen		

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 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)
DBL = Same strength as opener 2 ♠ = Both majors 2 ♦ = One major weak or strong 2 M = One major constructive (11-15 ish)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Natural DBL = Takeout (Lebensohl) Leaping and non leaping Michaels
VS. Artificial Strong Openings
vs. strong 1♣: <u>DBL = majors min 4+4+</u> 1NT = minors 2♦ = <u>majors min 5+5+</u>
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	3 rd /5 th may be att	3 rd /5 th	
Subseq	Low = 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, 98(x), H98+	
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	Count	Count	Count
3 rd	SP	Count	Count
NT:	Encrg/Discrg	STD smith	Encrg/Discrg
2 nd	Count	SP	Count
3 rd	SP	SP	Count
Signals (including Trump's): Attitude: Low-Hi = Encrg Hi-Low = Discrg If we give count: Low-Hi: Odd Number Hi-Low: Even number Suit preference in trumps, STD smith high enc in NT.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopening			
Special, Art and Comp Dbl/Rdbl's			
Neg DBL			
1m - (1♥) - DBL = 4+♠			
1m- (1♠) - DBL =negative			

Opening	Art	Min. #	Ne g. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11+ HCP, 3+♣ (normally open 1♣ when 3-3 or 4-4 in the minors, unless 4M 44m)	1♦/♥/♠ = Transfer responses, 1 NT = (10) 11-12 HCP, 2♣ = Inverted minors (4+ ♣ 11+ HCP), 2♦/♥ = TRF responses 0-9 HCP OR GF w/ (semi)running suit. 2♣ = 6-9+ 5+ clubs, 2 NT = 13-15 or 19+ 3 NT = 16-18 HCP		
1♦		3	4♥	11+ HCP, 3+♦ (normally open 1♣ when 3-3 or 4-4 in the minors)	1♥/♠ = 6+ HCP, 4+, 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP, 4+. 2♦ = Inverted minors (4+ ♦ 11+HCP) 3♦ = Weak, 2♥/♠ = 0-9 HCP nat 6+, 3♣ = nat INV 6+ 2 NT = 11-12 HCP 3 NT = 13-15 HCP		
1♥		5	4♦	11-22 HCP, 5+♥ May be a 4card suit in 3rd/4th seat	1♣ = 6+ HCP, 4+, 1 NT = 6-10 HCP, 2♣/♦ = 11+ HCP 4+, 2♥ = 6-9 HCP, 2 NT = Jacoby, GF 4+ ♥, 3♥ = Invitational 2♣ = one shortness, 4+♥ 6-9HCP, 3♥ = pree (0-6) 3♣ = INV with 3+♥ (9-11) / 3♦ = mixed raise 5-9 4+♥ 3♣ = one weak void / 3NT = void in ♠	1♥-2NT, 3♣/♦/♠ = 1♥-2NT, 3♥ = Minimum, no shortness 1♥-2NT, 3NT = Extras, no shortness 1♥-2NT, 4♣/♦ = Void, min or extras 1♥-2NT, 4♠ = Void with extra values	2♣ = good raise, 3+♥ 2NT = 4+♥ max 3 x = shortness 4+♥
1♠		5	4♥	11-22 HCP, 5+♠ May be a 4card suit in 3rd/4th seat	Similar as for 1♥ Except 3♥ = nat INV 6+ ♥		Similar as 1♥
1 NT			4♥	15-17 HCP May have 5c M, 6c m, singleton, 5-4-2-2	2♣=Stayman, 2♦/2♥=Transfer, 2♠ = INV or ♣ 2NT= ♦ or both m weak, 3♣= puppet 3♦= GF minors 5+5+ 3♥/♠ = Singleton, 3 NT= To play – 4 NT = INV for 6 NT		
2♣	v			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT= 5-5+ in the minors, GF, 3m=GF 5+		
2♦		6		0-7 HCP, (5) 6c ♥/♠ (Can have 5 Nonvul) or 24+ BAL	2NT= Asking for strength, 3minor = nonforcing 2♥ / 2♠ = P/C , 3♥ = P/C		
2♥		6		8-11 HCP, 6+ ♥ Can have 6-4 in the majors	2NT= Asking for hand type 3♥ = Preemptive New suit = Forcing. 3NT= To play.	2♥-2 NT: 3♣ = 6-4 3♦ = Short minor 3♥ = 6-3-2-2 MIN 3♠ = Short ♠ 3NT = 6-3-2-2 MAX	
2♠		6		8-11 HCP, 6+ ♠ Can have 6-4 in the majors	2NT= Asking for hand type 3♠ = Preemptive New suit = Forcing. 3NT= To play	2♠-2 NT: 3♣ = 6-4 3♦ = Short minor 3♥ = short ♥ 3♠ = 6-3-2-2 MIN 3NT = 6-3-2-2 MAX	
2 NT			4♥	20-21 HCP	3♣ = Puppet Stayman, 3♠/3♥ = TRF, 3♠ = 44+m, 2NT-4♣/4♦ slam try ♥/♠ 4 NT = Invitational for 6 NT		
3x		(6) 7		PRE, ACC to VUL	New suit = Forcing 3NT= To play		
3NT	v			Running major	4♣=ask for shortness 4♦ = ask for extra length 4♥ = p/c 4♠ = to play	High Level Bidding RKCB (1430) 4NT = last train after 4♣ when ♣ is trump. Last train cuebids, 5NT Frequently as Pick-a-slam Exclusion blackwood	
4♣		7-8		PRE, ACC to VUL	4♦ = slam try in, ♠ , 4♥♠=To play, 4NT=To play		
4♦		7-8		PRE, ACC to VUL	4♥♠=To play, 4NT=BW		
4♥,♠		7-8		PRE, ACC to VUL	4♠=To play 5m=Cuebid		