

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

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♣ = Majors
2♦ = One major
2♥ = 4+ hearts and a minor
2♠ = 4+ spades and a minor

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

Natural
DBL = Takeout up to/including 4♠
Lebensohl is on after 2x preempt openings and 2x overcalls over 1NT from opponents and when available.
Example: 2x – (dbl) – pass – (2NT: lebensohl)
Leaping (2nd level M opening) – Non-leaping (3rd level M opening) Michaels
Rubinsohl

VS. Artificial Strong Openings

Vs 2♣:
Yeslek (only in firsthand after 2♣ opener)
Dbl = diamonds or both majors
2d = hearts or spades and clubs
2h = spades or both minors
2s = clubs or hearts and diamonds

VS. 2 ♦ Multi

2NT = 15-18 HCP
DBL = Takeout with at least 3-3 in Majors (12+ HCP) or any strong hand (16+ HCP)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	Attitude	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)
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	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	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 DBL up to 4d over M opening and 4h over m opening

1♣ - (1♦) – DBL shows 4+ Hearts, 1♥
shows 4+♠, 1♠ 6-9 NT or 4+ diamonds

1♣ - (1♥) - DBL = 4+♠, 1♠ = denies 4+ spades

1♦ - (1♥)- DBL = 4♠, 1♠ = 5+ ♠

System Card



WBF

Category: RED

NCBO/team: Norway U21

Anders Brogeland – Are Landsvik
Nordic Youth Teams
Championships

System Summary

General Approach and Style

Natural, 5 card Major, 4 card diamond, 2 card club
(normally open 1♣ when 3-3 or 4-4 in the minors)
Transfer after 1 club openings.
Preempts lighter **green** vs. **red**

1NT Openings: 15-17 HCP (5M/6m/single/5422)
2-over-1 Responses: GF except rebid of the suit

Special bids that may require defence

2♦: 2-7 HCP 6+ cards in a M

Transfers after 1♣ openings

Special forcing pass sequences

1x – 1/2y – pass= could be a forcing pass and forces partner to dbl if he is short in opp's suit (1/2y)

Important notes that don't fit

XYZ

Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP, 2+♣ (normally open 1♣ when 3-3 or 4-4 in the minors)	1♦/♥ = transfers 1♠ = 6-9 NT or diamonds 1 NT = 10-11 HCP 2♣ = inverted minor 2♦/♥ = 4-7 HCP and 6 cards in ♥/♠ suit 2♠ = Preempt in clubs, wants game vs 18-19 2 NT = 11-12 HCP 3♣ = weak preempt in clubs, 3 NT = 12-15 HCP	1c – 2c // 2d: 13/14 HCP 4+ clubs, 18-19 NT, 16+ HCP 4-5 in m or 15+ HCP unknown splinter. 2h/s: reverse. 2NT: 12-14 HCP BAL. 3c: 4+ clubs 11-12 HCP. 3d/h/s: max singleton 11-14 HCP. 3NT: 18-19 but not interested in playing slam 1c – 2c // 2d – 2h: asking, 3c: minimum 1c – 2c // 2d – 2h // 2s: 13-14 HCP 4+ clubs, 2NT: 18-19 NT, 16+ HCP 4-5 in m, 3d/h/s: singleton 15+ HCP	
1♦		4	4♠	11+ HCP, 4+♦ (normally open 1♣ when 3-3 or 4-4 in the minors)	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = inverted minor 3♦ = preemptive 2♥/♠/3♣ = 6-9 HCP and 6 cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP		
1♥		5	4♠	11-22 HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-9 HCP, 2♣ = 10+ HCP 4(3)+ cards 2♦ = 10+ HCP and 4+ cards, 2♥ = 6-9 HCP, 2♠ = an unknown singleton 2 NT = Jacoby, GF with 4+ ♥, 3♥ = 0-5 HCP 4+ card support 3♣ = INV 3 or 4 card support, 3♦ = 6-8 HCP 4+ card support 3 NT = 13-15 HC	1♥ - 2NT // 3c, 3d, 3s: (3)4+ cards and denies a minimum hand. 3h: 14+ HCP. 4h: minimum 1♥ - 2NT // 3c – 3d, 3s: shortness. 3h: asks partner for shortness. 3NT: asks partner for authentic cuebid (A,Kx). 1♥ - 2NT // 3c - 3♥ // 3s, 4c, 4d: shortness. 3NT: no shortness	Toronto after 3 rd /4 th seat openings
1♠		5	4♥	11-22 HCP, 5+♠	Similar as for 1♥		Toronto after 3 rd /4 th seat
1 NT			4♠	15-17 HCP May have 5c M, 6c m	2♣=Stayman, 2♦/2♥=Transfer to 2♥/♠, 2♠ = minor transfer, 2NT= Invitational to 3 NT, 3m = 6+ cards INV 3M = 6+ cards SLAM INV 3 NT= To play – 4 NT = Invitational for 6 NT	2♣–2♦-2NT=22-23 HCP 2♣–2♦-3NT=26-27 HCP	Passed Hand Bidding: no agreements
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5 cards+, 2NT= 8+ HCP, no 5-card suit, 3m=GF 5+		
2♦	✓	0		2-7 HCP with 6 ♥/♠	2♥/2♠= pass/correct, 2NT= Asking NB! In 4 th hand, opening shows 11-15 and 6 card suit 2♦-2♥-2NT=24-25 HCP	2♦-2NT, 3♣= weak with hearts, 3♦= weak with spades 3♥= strong with spades, 3♠= strong with ♥	Disturbed bidding: 2♦ – (Dbl): Pass= to play Rdbl: bid your suit, 2♥/♠ = To play
2♥		6		8-11 HCP, 6+ ♥	2NT= Asking for shortness. 3♥ = Preemptive New suit = Forcing. 3NT= To play. NB! In 4 th hand, opening shows 11-15 and 6 card suit	2♥-2 NT: 3♣/♦/♠ = shortness 3♥ = no short, min. 3 NT = no short, max	
2♠		6		8-11 HCP, 6+ ♠	2NT= Asking for shortness. 3♠ = Preemptive New suit = Forcing. 3NT= To play NB! In 4 th hand, opening shows 11-15 and 6 card suit	2♠-2 NT: 3♣/♦/♥ = shortness 3♠ = no short, min. 3 NT = no short, max	
2 NT			4♥	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 2NT-4♠/4♦: Texas, 4 NT = Invitational for 6 NT		
3x		(6) 7		PRE, ACC to VUL	New suit = Forcing, 3NT= To play		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦=asks for cuebid, 4♥♠=To play	High Level Bidding	
4♣		7-8		PRE, ACC to VUL	4♥♠=To play, 4NT=BW	RKCB (1430)	
4♦		7-8		PRE, ACC to VUL	4♥♠=To play, 4NT=BW		
4♥♠		7-8		PRE, ACC to VUL	4♠=To play, 5m=Cuebid		