

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 + ♣ (5+-5+)
Jump cue-bid: Asks for stopper

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

Landy
DBL = Same strength as opener
2♣ = both Majors (at least 4-4)
2♦/♥/♠ = Natural (at least 5 cards)
2NT = both minors (at least 5-5)
3x = Preemptive

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

Natural
2 NT = 15-18 with stopper in opponents suit
DBL = Takeout (Lebensohl)

VS. Artificial Strong Openings (1♠/2♠)

Natural and Preempts
D = ♣

VS. 2♦ Multi

DBL = Takeout against spades or strong
2 NT = (15)16-18 HCP, (semi)balanced

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 (4 th possible from 4 cards)	3 rd /5 th
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, 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	Lavinthal	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, support x up to 2 hearts
1♣ - (1♦) – DBL shows both Majors.

1m - (1♥) - DBL shows 4♠,

1m- (1♠) – dbl = 4+♥



WBFF

System Card



Category: **Green**

Category: U16 NCBO/team: Norway U16
European Youth Team Championships 2024, Wroclaw



Players:

Alfred Brandel

Sebastian Lillejord

System Summary

General Approach and Style

Natural, 5c M. 3rd 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♦: (5) 6-9 (10) HCP with 6♥/♠ OR 24+NT

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare, but might occur.

Opening	Art	Min. #	Neg. D. thru	Description	Alfred Brandel - Sebastian Lillejord NOR U16 Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	(10)11-21 HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 (11) HCP (no majors) 2♣ = 10+ HCP, (4)5+♠, 3♣ = 3-5 HCP, 5+♣ 2♦/♥/♠ = Preemptive, 6 card suit, 3-5 HCP 2 NT = 11-12 HCP, 3 NT = 13-15 HCP 3♦/♥/♠ = Shortness, INV+, 5+♣	xyz-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♦		3	3♠	(10)11-21 HCP, 3+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 (11) HCP (no majors). 2♠ = GF Nat or bal, 4 (3)+♣ 2♦ = 10+ HCP, (4)5+♦, 3♦ = 3-5 HCP, 5+♦ 2♥/♠ = Preemptive, 6 card suit, 3-5 HCP 2 NT = 11-12 HCP, 3 NT = 13-15 HCP 3♣/♥/♠ = Shortness, INV+, 5+♦	xyz-NT: 2♣=sign off in ♦ OR INV, 2♦=GF Artificial	
1♥		5	3♠	(10)11-21 HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-11 HCP 2♣ = Inv+ w/3-card support ♥ OR GF Nat/bal, 4 (3)+♣ 2♦ = Nat GF, 4+♦ 2♥ = 6-9 HCP, 3+♥, 3/4♥ = Preemptive (4+♥) 2♠/3♣/♦ = Minisplinter (inv+), normally 4+♥ 2 NT = Jacoby, GF with 4+♥ 3 NT = 13-15 HCP 3♠/4♣/♦ = Void, normally 4+♥.	1♥-2NT, 3♣/♦/♠ = Natural, 15+HCP 1♥-2NT, 3♥ = min, 3 NT =18-19HCP bal 1♥-2NT, 4♣/♦/♠ = void 1♥-2♣, 2♦ = Minimum, (10)11-14 HCP 1♥-2♣, 2NT= 18-19 HCP bal 1♥-2♣, 2♠/3♣/♦ = 4 card ♠, 15+ HCP	After 3 rd and 4 th hand major openings: 2♣ = 3+ card support and invitational
1♠		5	3♠	(10)11-21 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	Similar as for 1♥
1 NT			3♠	15-17 HCP, balanced May have 5c M, 6c m, 5422 possible	2♣=Stayman, 2♦/2♥/= Transfer to 2♥/2♠ 2♠ = Minor Stayman, 2 NT = Inv to game 3♣/3♦/3♥/3♠/= Inv to game, solid suit (normally 2 TH)	1NT -2♣, 2♦/♥/♠ -> 3♣ = Asking bid	
2♣	√			Strong, HCP (20+) OR tricks	2♦=Weak OR waiting, 2M=GF 5+,2NT = GF 5+/5+ in ♣/♦ 3m=GF 5+		
2♦		X	X	(5)6-9 (10) HCP with 6 ♥/♠ OR 24+HCP and (semi)balanced	2♥/♠= pass/correct, 2NT= Forcing, 3♣/♦=To play, 3♥= pass/correct. 4♣ = asks partner to transfer to his M, 4♦ = asks partner to bid his M. 4♥/♠= To play	2♦-2NT, 3♣ = maximum w/♥/♠ 2♦-2NT, 3♦ = minimum with 6♥ 2♦-2NT, 3♥ = = minimum with 6♠	
2♥		5	X	(5) 6-9 (10) HCP with 5♥ and 4+ in a minor	2NT= Forcing/asking, Inv+. 2♠ /3♦ = To play 3♣ = pass/correct 3♥ = preemptive	2♥-2NT, 3♣/♦/♠ = Natural and minimum 2♥-2NT, 3♥ = 4+♣ and maximum 2♥-2NT, 3♠ = 4+♦ and maximum	
2♠		5	X	(5) 6-9 (10) HCP with 5♠ and 4+ in a minor	Similar as for 2♥	Similar as for 2♥	
2 NT				20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = Transfer to ♥/♠, 3♠ = both minors, 4♣/4♦ = Slam try (natural)	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
3x		7 (6)	X	PRE, ACC to VUL	New suit = Forcing,3NT= To play		
3NT	√			Solid minor, gambling	4♠=p/c, 5♠=p/c	High Level Bidding	
4♣/4♦		7-8	X	PRE, ACC to VUL	4♥♠=To play, 4NT=BW	RKCB (0314)	
4♥,♠		7-8	X	PRE, ACC to VUL	4♠=To play	Cuebids (Italian style)	
4NT	√			PRE, 55+ m			