

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
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 + m (5+-5+)

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

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	Encrg/Discrg	Encrg/Discrg
NT	Encrg/Discrg	Encrg/Discrg
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	None	Encrg/Discrg
2 nd	Lavinthal	None	None
3 rd	None	None	None
NT:	Encrg/Discrg	None	Encrg/Discrg
2 nd	None	None	None
3 rd	None	None	None

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+♥



WBF

System Card



Category: **Green**

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



Players:

Solveig Dræge

Sienna Vedå Vangdal

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/5m/5422)

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	Solveig Dræge – Sienna Vedå Vangdal 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, 5+♣ (no M) , 3♣ = 6-9 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♣= 11+ HCP Nat or bal, 4 (3)+♣ 2♦ = 10+ HCP, 5+♦ (no M) , 3♦= 6-9 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♣= 11+HCP Nat or 3 (4)+♥ , 2♦ = Nat GF, 4+♦ 2♥ = 6-9 HCP, 3+♥, 3♥= 6-9 HCP, 4+♥ 2 NT = Jacoby, GF with 4+♥ 3 NT = 13-15 HCP 4♥ = Preemptive	1♥-2NT, 3♣/♦/♠ = Natural, 15+HCP 1♥-2NT, 3♥ = 15+HCP, 6+♥ 1♥-2NT, 3NT = 18-19 HCP Bal 1♥-2NT, 4♥ =Minimum (<15 HCP) 1♥-2NT, 4♣/♦/♠ = void	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 May have 5c M, 6c m	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)		
2♣	√			Strong, HCP (20+) OR tricks	2♦=Weak OR waiting, 2M=GF 5+,3m=GF 5+		
2♦		6	X	Weak 2, (5)6-9(10) HCP, 6+♦	2NT= Ask for shortness. 3♦= preemptive New suit = Natural (5+) and forcing	2♦-2NT, 3♣/♥/♠ = Shortness 2♦-2NT, 3♦ = Minimum, no shortness 2♦-2NT, 3NT = Maximum, no shortness	
2♥		6	X	Weak 2, (5)6-9(10) HCP, 6+♥	2NT= Ask shortness. . 3♥= preemptive New suit = Natural (5+) and forcing	Similar as for 2♦	
2♠		6	X	Weak 2, (5)6-9(10) HCP, 6+♠	2NT= Ask shortness. . 3♠= preemptive New suit = Natural (5+) and forcing	Similar as for 2♦	
2 NT				20-21 HCP	3♣ = Stayman, 3♦/3♥ = Transfer to ♥/♠, 3♠ = both minors		
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			