

## 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

### 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	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 <sup>nd</sup>	Lavinthal	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 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 NCB0/team: Norway U16  
European Youth Team Championships 2024, Wroclaw



Players:

Sander S. Haulan

Theodor Lillejord

## 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/6m/single/5422)

2-over-1 Responses: GF

### 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	Sander S. Haulan – Theodor 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♣ = 6-9 HCP, 5+♣, 3♣ = 10-12 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♦ = 6-9 HCP, 5+♦, 3♦ = 10-12 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♣ = GF Nat or bal, 4 (3)+♣ 2♦ = Nat GF, 4+♦ 2♥ = 6-9 HCP, 3+♥, 3♥ = 10-12 HCP, 3+♥ 2♠/3♣/♦ = Minisplinter (inv+), normally 4+♥ 2 NT = Jacoby, GF with 4+♥ 3 NT = 13-15 HCP 3♠/4♣/♦ = Void, normally 4+♥. 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 <sup>rd</sup> and 4 <sup>th</sup> 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, 4♣/4♦ = Slam try (natural)		
3x		7 (6)	X	PRE, ACC to VUL	New suit = Forcing, 3NT = To play		
3NT	√			Solid minor, gambling	4♣ = p/c, 5♣ = p/c	<b>High Level Bidding</b>	
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			