







Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp
Jump Overcalls (Style; Responses; Unusual NT)
Light jump overcalls, but NOT bad red vs. green 1♣ - 2♦ = Both M 2M/3M-4m = 5+5+ m+other M
Direct and Jump Cue Bids (Style; Responses)
1♣ - 2♠: Nat 1♦ - 2♥: Both Majors (5+-5+) 1M-2M: Other Major + ♣ (5+-5+) 1x-3x: Asks for stopper, except 1♣ - 3♣=preemptive
VS. NT (vs. Strong/Weak; Reopen: PH)
X=4sp and longer m (t/o against weak) 2♠=both M 2x/3x=transfer NT=minors If p has passed: 2♦=weak with one M, 2M=good hand If both have passed: x=S+any, 2m=m+♥, 2M=nat
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
DBL=t/o 2M/3M-4m = 5+5+ m+other M 3m-4om=5+5+ m+M 3m-4sm=both M 3M-4M=Good hand w/1m, 5m=to play
VS. Artificial Strong Openings
vs. strong 1♣: DBL = t/o, 1NT=4sp and longer m vs. strong 2♣: DBL= M, 2NT=4sp and longer m
Over Opponents' take out double
Rdbl: 9+ HCP

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 (possible ATT)	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)	
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	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. S/P in trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			

	System Card	
WB		
Category: Green		
NCBO/team: Norway U26	Event: European Youth Teams Ch. 2017	
		
Christian Bakke	Espen Flått	Anders Gundersen
System Summary		
General Approach and Style		
Natural , 5c M. 1♣ could be 2+ or any 4333 Light openings, 3 rd hand openings may be light! Light preempts green vs. red 1NT Openings: 14-16 HCP (5M/6m/5422) 2-over-1 Responses: GF except rebid in the minors		
Special bids that may require defence		
1♣ - 2♦ = 55 M, mild invite 1♣/1♦ - 2♥ = GF w/supp 1♣/1♦ - 2♠ = Inv w/supp 1M-(p)-2♣ = bal GF, nat or inv w/normally 3c M		
Special forcing pass sequences		
Important notes that don't fit		
1M-(x)-1NT=good unbal raise		
Psychics		
Rare, but may happen		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♦	10+ HCP, 2+♣, may have any (4333)	1♦ = a) 6-9 NT b) Nat, 1♥/1♠ = nat, could have longer m, 1NT = 10-12. 2NT = GF. 2♦ = 55 major, mild invite, 2♥ = 5+♣ GF, 2♠ = 6+♣ inv, 3x=pre		2NT=invite w/both m (55 over 1♣, 45 over 1♦) 1mi - 2♥/2♠ = Bal/Ubal inv
1♦		4	4♦	10+ HCP, 4+♦ Normally not 3-3-4-3	1NT = 6-11. 2NT = GF. 2♦ = 6-10, 2♥ = 4+♦ GF, 2♠ = 4+♦ inv, 3x=pre		
1♥		5	4♦	10-22 HCP, 5+♥	1NT=6-11 HCP, 2♣=a) bal GF, b) nat inv+, c) inv w/normally 3♥, 2♦=nat inv+, 2♥=5-9 HCP, 2♠= any shortage 5-8, 2NT=4+♥ GF, 3♣=4c SUPP no shortage 7-12, 3♦= any shortage 9-11, 3♥=PRE, 3♠/4m=void		2♣ = 3c M good raise
1♠		5	4♦	10-22 HCP, 5+♠	Similar as for 1♥ 3♣= any shortage 5-8, 3♦=4c SUPP no shortage, 7-12, 3♥=any shortage 9-11	Similar as for 1♥	2♣ = 3-card raise
1 NT			3♠	14-16 May have 5c M, 6c m, (5-4-2-2), rarely singleton	2♣=STAY, 2♦/2♥=TRF, 2♠=inv+ w/6+ m, 3x=single	1NT-2♦/♥: 2♠/NT=max 4+supp, 3M=min 4+supp	
2♣	X			Strong, may have 20-21 bal or 8,5+ tricks	2♦=0-7	2♣-2♦-2M-3♣= 2 nd negative, can stop in 3M.	
2♦		5		3-10 (5)6♦	2♥/2♠=non forcing, 2NT= Ask for single		
2♥		6		3-10 (5)6♥	2♠=non forcing, 2NT=ask for single, 3♣=ask for suit/strength		
2♠		6		3-10 (5)6♠	Same as above		
2 NT			3♠	22-24 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m	High Level Bidding	
3x		6		PRE, ACC to VUL	4♣=Key Card Light (3♦ over 3♣) -> +1vl=0 aces, +2=1 ace min, +3=1 ace max, +4=2 aces	0314 Blackwood, Exclusion RKCB, DOPI/ROPI	
3NT	X			Solid major		Cue-bids (Italian style), last train	
4x		6		PRE, ACC to VUL		5NT is frequently pick a slam.	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=Ace of cl, 5♦/5♥/5♠= that Ace	Lightner DBL	