DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SI	GNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYI			CATEGORY: GREEN		
1 level might be light (7-17)		Lead		In Partner's Suit	NCBO: Austria		
2 level: medium to sound (10-17)	Suit	2 nd /4 th		2 nd /4 th	PLAYERS: Paul Hofer		
cuebid = fit + at least inv, jump raise = weak	NT	2 nd /4 th		2 nd /4 th	EVENT: 2024 European U26 National Teams		
new suit in 1 or 3 level = F1	Subseq	same		same	Championships		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	•		•	SYSTEM SUMMARY		
2 nd : 15-17(18), Multi-Landy, Responses: System On	Lead	Vs. Suit		Vs. NT			
4 th : (10)11-14, Responses: System On	Ace	AK+, Ax		AK+, asks for deblocking	GENERAL APPROACH AND STYLE		
X = takeout, 15-17	King	g KQ+		KQ+	5card M, better minor		
	Queen	QJ+, KQ		QJ+, Qx	1M-2 ♦ : GF; 1M-2 ♦ GF, 5+ ♦		
	Jack	J10+, Jx		J10+, Jx	Other 2 M OVER 1 Responses: GF, 4+ cards		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, 10x		109+, 10x	2-way-check-back (XYZ)		
weak, depending on vul. and position;	9	9x		9x	2 ♦ / ♥ or ♦ weak 2 (5)6-10		
2NT = lowest 2 unbid suits	Hi-X	Xx, Hx		Xxx, xXxx, xXxxx, Hx, HxX	1NT Opening: 15-17, maybe semi-balanced (incl. 5M, 5m422 hands)		
Reopen: intermediate, good suit	Lo-X	xXx, xXxx HxX, Hxx		HxX, HxxX, HxxXx, xXx, xXxx	2♣ GF or 22-25 balanced		
	SIGNALS	N ORDER O			1		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead Declarer's Lead			SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
(1m)-3m = natural	Suit 1 Lo	w = enc.		Odd = enc.	Inverted minors		
	2			Even=lavinthal	1♣ -1M: can have longer or as long ◆		
	3 Su	it Preference		Count	1♣ -1 ♦: denies 4cM		
	NT 1 Lo	w = enc.		Odd = enc.	1M-2NT: GF with 4+cards support		
	2			Even=lavinthal			
VS. NT (vs. Strong/Weak; Reopening; PH)	3 Su	it Preference		Count			
2♣ = majors $5+/4+$, $12+$ points							
2 ♦ = major 6+, 12+ points	Discarding of	odd=enc, even=	-lavinthal				
2♥ = 5+♥ + one 4+ minor, 12+ points							
2 = 5 + + one 4+ minor, 12+ points							
2NT = minors 5 + /5 +							
X = 15 + or 5 + minor/4 + major							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (S	Style; Respo	onses; Reopening)	SPECIAL FORCING PASS SEQUENCES		
X = takeout		t 12+ on 1 leve		, •	in most GF situations		
2NT: natural 15-18(19), system on							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	1 🗀						
X=Majors, 1NT, 2NT=minors		ARTIFICIAL	IMPORTANT NOTES				
	-	and XX up to 2	♠)		Up- and downgrades possible (the latter more rarely)		
OVER OPPONENTS' TAKEOUT DOUBLE	neg. X up to				_		
jump raise may be weak	responsive 2	X up to 4♥			PSYCHICS: rare		

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OPENIN	OPENING TICK IF ARTIFICIAL MIN. NO. OF CARDS NEG.DBL		NEG.DBL THRU	DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		3	4♥	11-22, 3+♣	2♣=5+♣, 10+ inv. F1, 3♣=5+♣, 6-9 1 ♦ = usually denies 4cM except GF or big diff. in length 1M = may have longer ♦ (if weak hand) 1NT = 6-11, 2NT = 12-14, 3NT = 15-17, all deny 4cM 3 ♦ /3 ♥ /3 ♠ = natural pre-empt	1♣ - 1 ♦ - 1NT does deny 4cM 1x-1y-1z: 2♣ = forces 2 ♦, then inv. nat. 2 ♦ = art, GF 2NT = weak with clubs	2♣ = 8-11, 5+♣, NF no inverted minors after intervention except dbl		
1 •		3	4♥	11-22, 3+♦	same as above 2♠: GF, doesn't require ♣	same as above	2 ♦ = 8-11, 5+ ♦, NF		
1♥ / 1♠		5	4♥	11-22, 5+♥/♠	1NT = 6-11, semi-forcing $2 \checkmark / \triangleq = 6-9 \text{ HCP}, 3+ \checkmark / \triangleq ; 3 \checkmark / \triangleq 10-11, 3+ \checkmark / \triangleq ; 4 \checkmark / \triangleq 4-7(8),$ $4+ \checkmark / \triangleq ; 2 \triangleq GF; 2 \checkmark = GF, 5+ \checkmark ; 2NT = GF + w. 4+ \checkmark / \triangleq 3$	1♥-1♠-1NT: 2♠ = forces 2♦, then inv nat. 2♦ = art, GF			
1NT			4♥	5-17 HCP 5cM possib	2♣ = stayman (weak 4-4; Smolen, invit. ♠ transfer; if GF 4-4) 2 ♦ -2♥ = Transfer 2♠ = ask for strength/♠ transfer 2NT = asks for a 5cM - 3♠ no, - 3♥/♠ 5cM 3♠ = 6+♦, 0-6(7) 3 ♦ = 6+♦, (7)8+ 3♥/♠: 5♠ and 5♦ and 0-1♥/0-1♠ 4♠/♦: Texas transfer; $4♥/♠$: to play	1NT-2 ♦ /2 ♥: not accept transf shows 2NT 3 cards max. 3 ♥ / ♠ = 4+ min. Other suit = 4+ max. (good second suit) 1NT-2 ♠ - 2 ♦ - 2 ♥ = weak, both Ms 1NT-2NT-3 ♣ - 3 ♥ / ♠ = 4 ♠ / ♥ GF other M 3-	same		
2♣	Х	0	4♥	GF hands or BAL 22-25	2 ♦ = weak or waiting; $2 ♥/♠,3 ♣/♦$: 7+HCP, good 5+ suit;	2♣ - 2♦ - 2♥: nat or 23-24 bal (forc. 2♠)	same		
2 •		6		Weak 2	2NT = asks for points in another suit	Nat.			
2♥		6		Weak 2	2NT = asks for points in another suit	Nat.	4 th hand: 8-11, 6+♥		
2•		6		Weak 2	2NT = asks for points in another suit	Nat.	4 th hand: 8-11, 6+♠		
2NT			4♥	20-22 HCP, 5cM	3♣ = Puppet Stayman; 3 ♦ /3♥ = transfer to M	Nat.			
						HIGH LEVEL BIDDING			
3♣		7		pre-empt	new suit = nat, F1	RKCB $(5 - 2)/3$, $5 = 1/4$, $5 = 2$ without Q	of trumps, 5♠=2+Q of trumps)		
3♦		7		pre-empt	new suit = nat, $F1$	Splinter			
3♥		7		pre-empt	new suit = nat, F1	Cuebids: 1st or 2nd round controls			
3♠		7		pre-empt	new suit = nat, F1	5NT: King ask (responses lowest king)			
3NT						Rolling Trump Queen ask			