

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level might be light (7-17)
2 level: medium to sound (11-17)
cuebid = fit + at least inv, jump raise = weak
new suit in 1 or 3 level = F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17(18), Responses: System On
4 th : (10)11-14, Responses: System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak, depending on vul. and position;
2NT = lowest 2 unbid suits
Reopen: intermediate, good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS
(1♣)-2♣ = natural, 1m-2♦ = ♥ + ♠
(1M)-2M = other M + m
(1m)-3m = natural
(1M)-3M = asking for stopper, promising solid suit
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = minors 4+/4+, 12+ points
2♦ = majors 4+/4+, 12+ points
2♥ = 5+♥ + one 4+ minor, 12+ points
2♠ = 5+♠ + one 4+ minor, 12+ points
X = any 6+ suit, 12+ points, Relais 2♣
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout
2NT: natural 15-18(19), system on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Majors, 1NT, 2NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
jump raise may be weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	2 nd /4 th	3 rd /5 th	
Subseq	same	same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+, asks for deblocking	
King	AK, KQ+	AK, KQ+	
Queen	QJ+, KQ	QJ+, Qx	
Jack	J10+, Jx, KJ10+	J10+, Jx, KJ10+	
10	109+, 10x, Q109+	109+, 10x, Q109+	
9	9x	9x	
Hi-X	Xx, Hx	xXx, xXxx, xXxxx, Hx, HxX	
Lo-X	xxX, xxxxX, xxXx, HxX, HxXx	HxX, HxxX, HxxXx, xXx, xXxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High = enc.	Count	Odd = enc.
	2 Count	Suit Preference	Even=lavinthal
	3 Suit Preference		Count
NT	1 Low = enc.	Count	Odd = enc.
	2 Count	Suit Preference	Even=lavinthal
	3 Suit Preference		Count
Signals (including Trumps): Low enc.; Count: high-low=even			
Discarding odd=enc, even=lavinthal			
Smith-Echo in trump/opps. first suit in NT (high = asks for change)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
(Support X and XX up to 2♠)			
neg. X up to 4♥			
responsive X up to 4♥			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Austria
PLAYERS: Jindra s-Koller
EVENT: 2024 European U26 National Teams Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5card M, 4crd ♦
1M-2♣: GF, 2+♣ or invit. raise or bal. invite
Other 2 OVER 1 Responses: GF, 5+ cards
Walsh, 2-way-check-back (XYZ)
2♦: ♥ or ♠ weak 2 (4)5-9(10) or 26+ bal
2♥/♠: Muiderberg: 5M and 4+m, (4)5-9(10), strength and shape depending on vul
1NT Opening: (14)15-17, maybe semi-balanced (incl. 5M, 6m, 5m422 hands)
2♣ GF or 22-25 balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥/♠: Muiderberg: 5M and 4+m
Invitational jump shifts over 1m and 1M opening (show 6+ cards of at least decent quality and 9+-11 HCP)
1M-3NT: 8-10 with 5(+M) and defensive values
Inverted minors
1♣ -1M: can have longer or as long ♦
1♣ -1♦: denies 4cM, except if GF
2♦: ♥ or ♠ weak 2 or 26+ bal
1M-2NT: invit.+ with 4+cards support
SPECIAL FORCING PASS SEQUENCES
in most GF situations
IMPORTANT NOTES
Up- and downgrades possible (the latter more rarely)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-22, 2+♣	2♣=5+♣, 10+ F1, 3♣=6+♣, 6-9 1♦ = usually denies 4cM except GF or big diff. in length 1M = may have longer ♦ (if weak hand) 1NT = 6-10, 2NT = 11-12, 3NT = 13-15, all deny 4cM 2♦/2♥/2♠ = invit. jump shift (9+-11) 3♦/3♥/3♠ = natural pre-empt	1♣ - 1♦ - 1NT doesn't 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♦		4	4♥	11-22, 4+♦	same as above, but raises with 4+♦	same as above	2♦ = 8-11, 5+♦, NF
1♥/ 1♠		5	4♥	11-22, 5+♥/♠	1NT = 6-10(11), non-forcing 2♥/♠ = 6-9 HCP, 3+♥/♠; 3♥/♠ 0-6(7), 4+♥/♠; 2♣=2+♣ if 3♥ support, at least invit. 2♦ = GF, 5+♦; 2♠ = invit jump shift; 2NT= inv.+ w. 4+♥, 3♣, 3♦ = invit jump shift; 3NT = 5(+♥/♠) 8-10 (semi)bal with defensive values	1♥-1♠-1NT: 2♣ = forces 2♦, then inv nat. 2♦ = art, GF 1♥/♠-2♣ - 2♦ = most 11-14 hands	
1NT			4♥	(14)15-17 HCP 5cM, 6cm possible	2♣ = stayman or invitational (need not have 4cM) 2♦-2NT = Transfer; 3♣/♦ : 6+cards with 2 tophonors and nothing else 3♥/♠ : (13)(54) with shortness there 4♣/♦ : Texas transfer; 4♥/♠ : to play	1NT-2♦/2♥: not accept transf shows 4card support + 4card in called suit, 2NT = max, 3M = min 1NT-2♠/2NT: 2NT/3♣ good fit for ♣/♦ 1NT-2♣ - 2♦ - 2♥: weak, both Ms	same
2♣	x	0	4♥	GF hands or BAL 22-25	2♦ : weak or waiting; 2♥/♠, 3♣/♦ : 7+HCP, good 5+ suit; 2NT: 7+, 5/5 minors; 3♥: 7+, 4144, 3♠: 7+ 1444	2♣ - 2♦ - 2♥: nat or. 24-25 bal (2♠ asks) 2♣ - 2♦ - 3♥/♠: 5+♦ & 4♥/♠	same
2♦	x	0		Weak 2M ((4)5- 9(10) or 26+bal	2♥/♠, 3♥/♠ : p/c; 2NT strong relay; 3m: nat, forcing; 4♣: transfer to M, 4♦ : bid your M, 4M: to play	2♦-2NT: 3♣ = ♥ min, 3♦ = ♠ min, 3♥ = ♠ max, 3♠ = ♥ max	Only 26+ bal (then 2♥/♠ show shorter M)
2♥	x	5		5♥ & 4+m (5-9)	2NT: asks for m, 3♣ invitational in m, asks; 3♦ inv. in M	2♥/♠-3♣: pass: ♣ min; 3♦:♦ min; 3♥ =	4 th hand: 10-13, 6+♥
2♠	x	5		5♠ & 4+m (5-9)	same	♣ max, 3♠ = ♦ max	4 th hand: 10-13, 6+♠
2NT			4♥	20-21 HCP, 5cM, 6cm, single H possible	3♣ = Muppet Stayman; 3♦/3♥ = transfer to M; 3♠ = 5/4+ minors; 4♣ = ♥, 4♦ = ♠, 4♥ = ♣, 4♠ = ♦ all slammish	2NT-3♣-3♥ (no 4cM or 5cM)- 3♠ = Transfer to 3NT; 3NT = 5♠/4♥ 2NT-3♦/♥-3♥/♠: only 2♥/♠	
HIGH LEVEL BIDDING							
3♣		6		pre-empt	new suit = nat, F1	RKCB (5♣=1/4, 5♦=3/0, 5♥=2 without Q of trumps, 5♠=2+Q of trumps)	
3♦		6		pre-empt	new suit = nat, F1	5NT=2 + 1 void, 6x = odd + void in x, 6Trump = odd + higher void)	
3♥		6		pre-empt	new suit = nat, F1	Splinter	
3♠		6		pre-empt	new suit = nat, F1	Cuebids: 1 st or 2 nd round controls	
3NT	x			gambling, no outside stopper	4/5/6♣ = pass/correct	5NT or if earlier bid available: King ask (responses 0, 1, 2, 3)	
4x		7		pre-empt/to play		ROPI, DOPI (XX or X first step, pass second step etc.)	
5x		8		pre-empt/to play			