

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17(18), Responses: System On
4 <sup>th</sup> : (10)11-14, Responses: System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, depending on vul. and position;
2NT = lowest 2 unbid suits
Reopen: intermediate, good suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>MICHAELS</b>
(1♣)-2♣ = natural, 1m-2♣ = ♥ + ♠
(1M)-2M = other M + m
(1m)-3m = natural
(1M)-3M = asking for stopper, promising solid suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = both M's, 4+/4+(green); Red: 5+/4+
2♣ = one 6+card Major
2♥ = ♥+m (at least 5/4)
2♠ = ♠+m (at least 5/4)
X = Penalty (15+), Reopening 10+
Pass out: system on
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout
2NT: natural 15-18(19), system on
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=Majors, 1NT, 2NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
jump raise may be weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	same	same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+, asks for deblocking	
King	AK, KQ+	AK, KQ+	
Queen	QJ+	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, xxxX, Hx, HxX	
Lo-X	xxX, xxxX, xxXx, HxX, HxXx	HxX, HxXx, HxxxX, xxX, xxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low = 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 opps. first suit in NT (high = asks for change)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
may be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
neg. X up to 4♥			
responsive X up to 4♥			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
NCBO: Austria
<b>PLAYERS:</b> Stadler - Tengler
<b>EVENT:</b> 2024 European U26 National Teams Championships
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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
<b>SPECIAL FORCING PASS SEQUENCES</b>
in most GF situations
<b>IMPORTANT NOTES</b>
Up- and downgrades possible (the latter more rarely)
<b>PSYCHICS:</b> 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♥ = ♣ max, 3♠ = ♣ max	4 <sup>th</sup> hand: 10-13, 6+♥
2♠	x	5		5♠ & 4+m (5-9)	same		4 <sup>th</sup> 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 slamish	2NT-3♣-3♥ (no 4cM or 5cM)- 3♠ = Transfer to 3NT; 3NT = 5♠/4♥ 2NT-3♣/♥-3♥/♠: only 2♥/♠	
<b>HIGH LEVEL BIDDING</b>							
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 <sup>st</sup> or 2 <sup>nd</sup> 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.)	
						Exclusion Blackwood	
5x		8		pre-empt/to play			