

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-lvl: could be light
2-lvl: usually constructive
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd: 15-17 system on
4th: 13-15 then: System on
responses system on (transfers up to 2NT)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: weak pre-empt
2-Suit: 2♦ = always Ms, 2NT shows lowest unbid
Reopening: suit = 2-level 11-15, 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
(1m) - 3m = asking for stopper, (1M) - 3M = asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Ms, 2♦ = one major, 2♥ = ♥ +m, 2♠ = ♠+m
4th vs strong: same as above
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(Non-)Leaping Michaels (also in 4th)
Gucci responses on X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣: 2♦ = Ms
NT-bids always minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
If 1NT is penalty doubled: 2♣ = ♣ or 2 places to play then XX = 2-3
♣, other bids transfer. Vs. conventional doubles XX = strong and system on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
NT	3rd 5th	3rd 5th	
NT	attitude	3rd 5th	
Subseq	attitude / 3rd 5th	same	
Other: A/Q asking for enc/disenc, K asking for count (or deblock in NT)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(x..), AKx(x..)	same	
King	AK(x..), Kx, KQ(x..)	K strong lead	
Queen	Qx, KQ(x..), QJ(x..)	same	
Jack	KJT(x), Jx, JT(x..)	same	
10	HT9, Tx, T9(x..)	same	
9	HT9, 9x, 9(x..)	same	
Hi-X	even	attitude	
Lo-X	odd	attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	low = enc / odd	count	odd = enc.
Suit 2	count	suit preference	
3	suit preference		
1	low = enc / odd	Smith (hi = positiv)	odd = enc
NT 2	count	count	
Signals (including Trumps):			
Hi = even, LO = odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
standard			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
support doubles			
most doubles in competitive situations are takeout, exceptions:			
In forcing situations X is penalty			

EBL Convention Card
<b>CATEGORY : GREEN</b>
<b>NCBO : Austria</b>
<b>PLAYERS : Simon Weinberger – Raffael WADL</b>
<b>EVENT : 16th World Bridge Games 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5c Major, better minor, Walsh,
2♣ Semi Forcing + any or 18-19 balanced
2♦ 3-7 with one Major 5+cards
2♥ 8-11 5+♥
2♠ 8-11 5+♠
1NT Openings: 15-17
2 OVER 1 Response: GF or invite with fit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses to 1m on 2-level.
Transfers after opponents double 1♦, 1♥, 1♠ from 1NT on
1NT overcall in 4th: 13-15
(Non-) Leaping Michaels
Unusual NT
Rubensohl + Takeout Doubles after interference over 1NT
vs 2NT opening: multi landy
1m - (1NT) : 2♣ = Ms,
<b>SPECIAL FORCING PASS SEQUENCES:</b>
<b>IMPORTANT NOTES:</b>
Any somewhat balanced looking distribution might be judged
into a NT opening / overcall.
Upgrades possible, downgrades unlikely.
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	3+♣, 11-22 HCP	Walsh, 2♣ = 10+ inverted, 2♦/♥ = 6+♥/♠ weak (~4-7) or GF 2♠ = (8)9-12 with support unbal., 3♣ = preempt	1♣ - 2♣: 2♦ = 11-14 any natural 11-14, jump = splinter.	1♣ - (X/1♦) - 2♣ = simple raise. 1♣ - (X/1♦) - 2♦/♥/♠ = sys. on 1♦ - (X) : Transfers, jumps weak.
1♦		3	4♥	3+♦, 11-22 HCP (3♦ only with 4432)	2♣ = nat GF, 2♦ Inverted, 2♥ weak, 2♠ weak 3♣ = nat. invit, 3♦ = pre-empt	1♦ - 2♦ - 2♥ = any 11-14 other bids 15+ natural.	Other jumps nat & pre-emptive. 1m - (1♥) : X = 4+♠ & 1♠ = 0-3 ♠ 1m - (1NT) - 2♣Ms,
1♥/♠		5	4♥	5+♥/♠, 11-22 HCP	1NT non forcing, 2♣ = 2+♣ nat or invite fit 3-level (below 3M) nat invit 2NT = invit+ with support	1M-2C-2D = 11-14 any 1M-2M first step ask shortness further steps show shortness	1M - (X): 1NT through 2M transfer.
INT		5	4♥	15-17, 5cM possible	Stayman, Transfers (2♦/♥/NT/3♣), 2♠=minors or strong bal. ,3♦-5♦+4M, 3♥/3♠= 4♥/♠+5♣	1N-2♣-any-3♣ asks for distribution	vs penalty X: XX = Strong and sys. on Takeout Doubles + Rubensohl
2♣	x	0		semi forcing+ or 18-19 bal	2♦ = waiting, other bids natural, kokish		takeout doubles
2♦		(5)6		3-7 with one Major	2NT = asking		penalty doubles
2♥		(5)6		8-11	2NT = asking		penalty doubles
2♠		(5)6		8-11	2NT = asking		penalty doubles
2NT				20-22, 5cM possible	3♣ = Muppet, 3♦/♥ = transfer, 3♠ = minors slaminvit 4♣/♦/♥/♠ = ♥/♠/♣/♦ slaminvit.		takeout doubles
3♣		6		Pre-empt	4♦ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♦		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♥		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3♠		6		Pre-empt	4♣ = poor mans Blackwood	0/1/1,5/2	penalty doubles
3NT	x			Gambling			
4♣		6		Pre-empt	4NT = Keycarding		penalty doubles
4♦		6		Pre-empt	4NT = Keycarding		penalty doubles
4♥		6		Pre-empt	4NT = Keycarding	<b>HIGH LEVEL BIDDING</b>	
4♠		6		Pre-empt	4NT = Keycarding	14/30/25 without/25 with Q; DOPE-ROPE; after Exclusion: 14/30	
4NT	X			Minors		After a natural 4m bid, direct bid of 4NT is always to play, 4NT Keycarding is only possible after bidding a Cue. 5NT is Keycarding if 4NT was skipped.	
5♣		7		Pre-empt		After Keycarding was answered: Step 1 asks for Queen -> back to trumps =	
5♦		7		Pre-empt		no Queen. 5NT asking Kings	
5♥		7		Pre-empt			
5♠		7		Pre-empt			