DEFENSIVE AND COMETITIVE BIDDING	LEADS A	ND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
1-level 8-18; 2-level 10-18; depending on vulnerability								
Responses: Rubens Transfers from 2 in opp's suit,	Suit	1/3/5		1/3/5		Category i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN		
but 2NT natural			1/3/5		Country: GERMANY			
	Subseq			same		Event: Youth WM 2023		
		ther: Leads may be creative				Players: Leo Vornkahl – Stig Jesse		
		,						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
(15) 16-18 – System on, in sandwich: remaining suits 4+5+	Lead	Vs.Suit Vs. NT			GENERAL APPROACH AND STYLE			
in reopening – 11-15 system on (2NT: 18-20)	Ace	AKx(+) → Attitude		AK(+), Ax		5542, Transfer-walsh, 2/1, lots of competitive transfers		
	King	$AK(+) \rightarrow Count or single, KQ(+)$		AKJT(+), KQ(+)		1. = 2+ can have longer		
	Queen	QJ(+), Qx		(A)QJ(+), Qx		2-way-Checkback in almost every 1 1 1 situations (not if both opps bid and after 1 + 1 INT)		
	Jack	JT(+), HJT(+), Jx J		JT(+), HJT(+), Jx				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9(+), HT9(+), Tx		T9(+), HT9(+), Tx				
1-Suited: weak 6-10, In Reopening: intermediate ~11-14	9	(HH)9x, 9x				1NT Openings: (14) 15 – 17, frequent up-/downgrades		
2-Suited: Ghestem (cue: outer unbid suits / 2NT: lowest unbid suits	Hi-x	1/3/5	1/3/5 Xx			2 OVER 1 Responses: Game Forcing		
1x – 3• :highest unbid suits , but:	Lo-x	1/3/5		2/4		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1♦ 3⊕ weak,and 1♦ 3♦ majors	SIGNALS IN ORDER OF PRIORITY					2.e.: any GF, semif M, 22+ balanced		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	2♦: ~5-10, 5+ in one M		
see above	Suit:1st	t Att Count			Direct: Low=enc	2♥: ~5-10, both M (normally 4+5+) 2♠: ~5-10, 5+♠ + (4)5+m		
	2nd	Count Suit Pref			Suit Pref	M-Transfers after 1♣ 1♣-1♠: 6+ bal, no 4M or ♦ any strength, 1♣-1NT: 10-11 bal		
		Suit Pref		Count				
	NT: 1st Att Smith (small=		= enc.)	Suit Pref				
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count Count			Count			
X = Penalty (same vs. 1NT Overcall)	3rd	Suit Pref Suit Pref						
2. Majors (same vs. 1NT Overcall if partner opened 1m)	Signals (including Trumps):							
2♦ one Major (nat vs. 1NT Overcall)	Low: Encouraging, Even High: Discouraging, Odd			g, Odd				
2M 5+M 4+m (nat vs. 1NT Overcall), 2NT mm		s: Suit Pref, later cour	nt = original					
		s						
	TAKEOU	T DOUBLES(Style;R	esponses;Re	opening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Standard M-oriented, 11+ No offshape double w/o extras							
(non-) Leaping Michaels, vs 2/3m - 4m = Majors	Balancing: Slightly weaker, about 8+							
vs Multi: t/o versus Spade W2 or strong	Takeout-	X after pen-X on 1NT	opening			SPECIAL FORCING PASS SEQUENCES		
						in GF sequences, after 10+ XX and after pen-X		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
1 level: lead directing 1/2NT=pointed or round suits	Support-X/XX and responsive Doubles							
2 level: nat or the 2 suits above						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
3 level: nat preempt						after having shown strength via X/XX: first X is t/o		
						Trial bids: longsuit, 2NT general invitation		
OVER OPPONENTS' TAKE OUT DOUBLE						in competition after 1M opening: cue=invit/Fit, 2NT = GF/Fit		
(1m) 1M (X) \rightarrow Transfers from 1NT up to 2M-1						Psychics: few		
Good bad 2NT in many competitive situations								

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♠ X 2 3		3♠	11-22 nat 4+	1♦♥ transfer to ♥♠	After 1+*: 1NT=12-14 only 2M	1. (1♦♥) X=Transfer	
				11-14 bal, no good 4+♦ , no 5M	1♠: bal or ♦ any strength, 1NT: 10-11, 2NT: 11-12	1/2♥♠= 3/4M, 2♦ multi-meaning strong	1. (1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
				18-19 bal, no good 4+♦ , no 5M	2/3⊕: inverted / preempt 2♦♥♠: 4-8 nat	Ogust 2NT after 1€: – 2X	1
1♦		4	3♠	11-22 good 4+♦ or unbalanced	1M nat, 1NT: 6-10, 2NT=10-12, 2/3+: inverted/ preempt		
					2♥♠: 4-8 nat 3⊕: nat, invit	Ogust 2NT after 1♦ – 2M	
1M 5 3♠ (3♥)	11-22	1NT=4-11 semiforcing (4-7 w\ Fit possible), 3m: nat, invit	After 2NT 3. shows SI and asks	2♣ Drury, Max w/ Fit			
					2M=Fit, 7-10 2NT=Fit, 10-13 3M=Fit, preempt		
					3NT: good preempt to 4M		
					2♣: may be short, GF, 2♦ 5+ GF		
1NT 3♠ (*		3♠	(14)15-17, offshape possible, frequent up-/downgrades	(Garbage) Stayman – Transfer to M (on 2 and 4 level)	1NT 2♣ 2♦ 2♠ = 5♥4♠ invit	After opps bid: Transfer	
				only with bad 5M	2♠ =invit w∖o M or weak m or (31)(54) , 2NT: both m		2NT=any weak or Clubs invit+
					3m = invit, 3M = short with (4144/1444)		X=t/o
2♠ X 0	SF in M, balanced 22+ or any GF	2♦ relay, 2M: positive at least 21 ops, 3m, positiv at least 3Tops	Kokish				
					2NT: both minor, at least 1Top each		
2•	х	0		5-10, 5+ in a M	2/3M pass or correct, 4m transfer /bid your M		
					2NT=Relay asks for suit and min/max, 4M to play	after 2NT: 3m=min*, 3M max, inverted	
2♥ X 4	5-10, both Majors, usually at least (54)	2NT Relay, asks for length, strength	After 2NT: 3m: longer corresp. M				
					new suit forcing	3♥ 55 min, higher bids: 55 max	
2♠		5		5-10, 5+ ≜ and 4+m	2NT Relay, asks for strength, length 3-7 pass or correct	After 2NT: 3m: nat, min	
						3M 55 max with corresponding m	
2NT			3♠	20-21, offshape possible, frequent up-/downgrades	3 ≜ Muppet, 3 ♦♥ Transfer 3 ≜ : Relay	Muppet: 3 ♥= no M	
					3NT: 4♥5♠, 4x: two-step-transfer (to play or SI)	3NT/ ≜ : 5 ♥/ 5♠,	
3 suit		6		Preempt, Depending on Vulnerablity and position, especially	After 3♣: 3♦ asks for 3 card M, 4♦ miniRKCB		
				3 rd hand wide range	else: 4♠ miniRKCB		
3NT	х			preempt 7+ Minor	4-7⊕: pass or correct		
4m	х	6		8 playing tricks in corresponding M	4♦ / 4♥ asks for outside Control		
4M		6		preempt	4NT = mini RKCB	High Level Bidding	
4NT	4NT X			both minors		RKCB incl. Exclusion, (optional)	minorwood: 41/30, spiral scan
						4♠ RKCB for ♥ wh	nenever possible
						4NT quantitative w/o Fit, 5NT p	ick a slam (when w∖o RKCB)
						Mixed cuebids, Serious 3NT	
						1	
						Noteworthy Frequent Two Way Checkback after 1m 1X 1 Y	