

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b> 1-Level: (7)8-18; reopening 6+ 2-Level: (10)12-18, reopening 8+ bad suits require higher overall strength → TRF responses by advancer
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> (1X)-1NT = NAT 15-18; (1X)-p-(p)-1NT = NAT 11-15 doesn't promise stopper; (1X)-p-(1Y)-1NT = NAT 15-18 after m opening: system on after M opening: TRFs, 2M-1 is Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> red vs green: intermediate jump otherwise: weak jump, can be stronger if partner has passed (1X)-2NT = lowest unbid suits Reopen: intermediate jump
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b> (1M)-2M = highest and lowest unbid suit, 55+ (1M)-3M = ASK for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b> x = strength, then first DBL from either side T/O passed hand x = 5+m & 4M 2♣ = ♥+♠ (54)+; 2♦ = 6+♥ or 6+♠; 2♥ = 5+♥ & 4+m; 2♠ = 5+♠ & 4+m; 2NT = ♣+♦ (55)+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b> vs natural preempts, including two-suiters: (2/3M)-4m=m+oM, (2/3m)-4m=MM, (2/3m)-4om=om+M 2NT=15-18, DBL=take-out, LEB after (2M)-DBL-(p). vs 2♦ multi: DBL = T/O vs. ♠, 2NT = 15-18, then Puppet. vs 2♦ both M: DBL = BAL 13+ or any 18+, rest NAT. vs 2NT both m: 3♣=shape-based T/O, 3♦=card-based T/O.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b> 1 <sup>st</sup> level = nat. 1NT through 3NT = either bid suit or the both higher suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> RDBL = 10+, then first DBL from either side T/O TRF responses over 1M – (X) - ? Fitjumps in competitive situations

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3. / 5.	3. / 5.	
NT	4. best	3. / 5.	
Subseq	same through dummy		
Other: new suit through declarer: 2. / 4. incl. honors Leads may be creative			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	ask attitude	ask attitude	
King	ask count	ask count / deblocking	
Queen	QJ+	(A)QJ(+), (K)QJ(Tx)	
Jack	(K)JT+	(H)JT(+), Jx	
10	Tx, T9+	(H)T9(+), Tx	
9	9x	(H)98x, 9x	
Hi-X	Xx	XXx	
Lo-X	xxX(x), xxxxX	HxxX(x), xXxx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	CT	S/P	CT
3	S/P		
1	ATT	Smith-Peter	S/P
NT 2	CT	S/P	CT
3	S/P		
ATT/Smith-Peter: low = encouraging; CT: low = even (original count)			
Signal in trump suit: Suit Preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
other suits 11+ or any 18+, reopening 8+. Converting a suit on the same level does not show extra values. (1m)-DBL-(p)-2m = any (11)12+ or MM 6-8 (1m)-DBL-(p)-3m = MM 9-11			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support (Re-)Double, SOS-Redouble, Gametry Double, Snap Dragon Double, Responsive Double, Lightner's Double, Non-lead-directing Double (on own 5+cd suit) (1X)-1/2Y-(DBL)-RDBL = Ax or Kx or Qx Doubling a 2/3-level Cue in Partner's suit shows a raise.			

W B F CONVENTION CARD
<b>NCBO: Germany</b> <b>PLAYERS: Viktor Otto, Andreas Bauer, Ole Farwig</b> <b>EVENT: 18<sup>th</sup> World Youth Teams Championship 2023</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 1♣ 11+, 2+♣, (may include weak 4(5)♦) → TRF responses 1♦ 11+, 4+♦ 1NT = 15-17, without 5c M 2♦ = Multi, weak 2 in M only 2 over 1 = game forcing  moderately sound preempt style
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> 2♣: any game force or any M near game force or 22+ BAL 2♦ Multi: Weak Two in any M 2♥: MM (54)+ weak 2♠: 5+♠ and 4+m weak  1♣-2♦: 5-8, 6+♦ (analogous for any 1m-2M)  2-Level bids are usually constr. NF if T/O DBL available
<b>SPECIAL FORCING PASS SEQUENCES</b> FG bids, natural redoubles
<b>IMPORTANT NOTES</b> HCP are only a guideline, there may be up- or downgrades
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	(10)11-22 with weak 4(5)♦ opener may judge to open 1♣ instead of 1♦	1♦/♥ = 4+♥/♠ (5)6+, 1♠ = no M 6+ or 5+♦ INV+, M first unless STR, 1NT=10-12; 2♣=INV+ 2♦/♥/♠=WJS 4-8, 2NT=6+♠ 7-9, 3♣=6+♠ 3-6, 3♦/♥/♠ = WK, 3NT = 13-15	after 1♦/♥: 1♥/♠ = 3♥♠, 2NT = 18-19 BAL after 1X-1Y-1Z : 2♣ = PUP 2♦, ♦ WK or any INV, 2♠ = FG 2NT = nat inv w/o fit in opened m 1♣-1♦/♥-2♣-2♦ and 1♣-1♠-2♦-2♥ are ART F2NT; 4SF FG	after (DBL) or (1X): DBL/1♦/♥=TRF; 1m-(1♦)-1♠=MM, 1m-(1♠)-DBL=NEG; 1m-(1♥)-1♠=T/O w/o 4♠; XX=10+, then first DBL=T/O
1♦		4	4♥	(10)11-22, preferred with 4♦4♣ rarely opened with 5♣4♦	1♥/♠ = 4+♥/♠ (5)6+, 1NT=6-10, 2♦=INV+, 2♥/♠=WJS 2NT=11-12 BAL, 3♣ = 6+♣ INV, 3♦=5+♦ 6-9		
1♥			4♥	(10)11-20(22)	1♠ = 4+♠, 1NT = forcing (3 ♥'s possible), 2♣ = 2+♣ FG 2♦ = 5+♦ FG, 2♥ = 3+♥ 8-10, 2♠ = 4+♥ INV+	after 1♥-1♠: 2♣ = NAT or 15-17 BAL; after 1NT: 2♣ = 2+♣, 2♦ = 4+♦ unless 4531; after 2♥/♠: 2NT=general INV, L/S trial bids; after 2♠/NT: 1st: 11-13 / 2nd: 17+ / 3rd+: 14-16 ART shape	after 1♥-(1♠) or 1M-(2X nat) (no jump): CUE=INV raise (PH: 3M's) 2NT=FG raise (PH: 4M's) PH: 1NT=NF, 2♣=Drury
1♠			4♥	(10)11-20(22)	1NT = forcing, 2NT = 4+♠ INV+, 3♣/♦/♥ = NAT INV 3NT = 13-15 (4333)		
1NT				15-17 (semi-)BAL no 5cd M frequent up- and downgrades	2♣ = nonforcing Stayman, 2♦/♥ = transfer 2♠ = INV BAL or m WK/STR or (43)(33) 3♣/♦ = INV with ♣/♦, 3♥=31(54) FG, 3♠=13(54) FG 4♠/♦ = transfer to 4♥/♠, 4♥/♠ = to play	after 2♦/♥: superaccept: 3♥/♠=4♥/♠ MIN, 2NT=4♥/♠ MAX; after 2♠: 2NT = MIN, 3♣ = MAX 1NT-2♣-2♥-2♠ = SI	after (2♦/♥/♠): DBL=T/O, 2X=to play 2NT...3NT=LEB
2♣	x			any game force or ♥ or ♠ near game force or 22+ BAL	2♦ = relay other = good suit	after 2♣: 2♥ = ♥s or 24-25/28-29 BAL, 2♠ = NAT FG; 2NT = 22-23; 3NT = 26-27; 3♥/♠=NAT INV	after direct intervention: (R)DBL = 0-3 FP off, pass = 4+ FG
2♦	x			(3)5-10, (5)6+♥ or (5)6+♠	2/3♥/♠ = pass or correct, 2NT = forcing 4♣ = requesting transfer, 4♦ = asking for suit, 4♥/♠ = to play	after 2♣: p = ♠, 2NT = ♥ MIN, 3♣ = ♥ MAX; after 2NT: 3♣/♦ = ♥/♠ MIN, 3♥/♠ = ♠/♥ MAX	2♦-(DBL)-RDBL = bid 2♥; 2♦-(2/3/4M)-DBL = P/C; 4X as in responses
2♥	x	4		5-10, ♥+♠ (54)+	2♠ = to play, 2NT = forcing, 3♣/♦ = NAT forcing	after 2NT: 3♣ = MIN, 3♦ = MAX ♥ > ♠, 3♥ = MAX ♠ > ♥, 3♠ = 5521 or 5530 MAX, 3NT = 5512 or 5503 MAX; 4♣/♦ from RESP = Mini-RKCB for ♥/♠	
2♠	x	5		5-10, 5+♠ and (4)5+m	2NT = forcing, 3♦/3♥ = TRF, 3/4/5♣ = pass or correct	after 2NT: 3♣/♦ = NAT MIN, 3♥♠ = ♣/♦ MAX	
2NT				20-21 (semi-)BAL 5 card M possible singleton A/K/Q possible	3♣ = Muppet Stayman, 3♦♥ = TRF, 3♠ = ASK m 4♣/♦ = TRF to ♥/♠, 4♥/♠ = to play	after 3♣ : 3♦ = 4cd M, 3♥ = no M's 3♠ = 5♠, 3NT = 5 ♥	
3♣		6		preemptive, (3)5-9	4♦ = mini-RKCB		
3♦		6					
3♥		(6)7			4♣ = mini-RKCB		
3♠		(6)7					
3NT	x			solid 7-8♥/♠, side ace if only 7	4♣ = requesting transfer, 4♦ = SI, 4♥/♠ = to play		
4♣				preemptive		<b>HIGH LEVEL BIDDING</b>	
4♦						RKCB 1430, Exclusion RKCB, DIPO-RIPO, DEPO, Spiral Scan, Last Train Optional Blackwood for ♣/♦, Non-serious NT	
4♥							
4♠							
4NT	x			preemptive with mm's			