DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 Level: 6+points, 5crd (sometimes only 4)
2 Level: 10+
Reoping: dbl=14+, 2NT (19-21)

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

2ⁿᵈ: 15-17, after m-opening=system on, after M-opening=Transfers
4ᵗʰ: 12-14. Cuebid is forcing, 2♣=stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preempt: 2 Level: 6crd. 3 Level: 7crd (sometimes only 6).
Level 4: 8crd (sometimes only 7).
Ghestem
Reopen: good suit 10-14 points, 6crd

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cuebid = 11+, fit
Mixed raises = 5card plus 4crd fit, 8-10

VS. NT (vs. Strong/Weak; Reopening;PH)

Multy Landy: 2♣=M, 2♦=long M, 2♥/♠=5crdM&4crdm
X = 5m /4M

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

negative dbl up to 3♠

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

XX=9+, other suits, usually no fit, jumps preemptiv

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3./5., A from AK	3./5.
NT	2./4.	2./4.
Subseq		
Other: 3ʳᵈ from 6crd vs trump contract		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	Strong suit
King	AK, KDx	KDJ or KD10
Queen	DJx	QJ10 or QJ9
Jack	No higher	No higher
10	Maybe two higher crds	Maybe two higher crds
9	Maybe two higher crds	Maybe two higher crds
Hi-X	xx	xxx, xxxx
Lo-X		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	High=positive	high=even	o/e
Suit	2			
	3			
	1	Suit preference	high=even	o/e
NT	2			
	3			

Signals (including Trumps):
o/e, Trump=may be suit preference (if possible)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: solid
Answers: 1NT (8-10), jump (8-11), dbl jump (8-11, 5crd)
Reopening=other suits (usually other M)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support dbl and rdbl

W B F CONVENTION CARD

CATEGORY:
NCBO:
PLAYERS: Marijke Justitz / Janine Benz
EVENT (Open/Suit/Senior/Transnational/**Other**)
Date 01.01.2024

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5crd M, 2/1 gf, better minor
1 NT f over 1♥ or 1♠
Inverted minor, 4ᵗʰ suit forcing, Minorwood, Splinters
Bergen Raises 3♣/3♦ = Standard, 2NT gf, Drury +11
NT 15-17 (no 5crd M)
RKC(Ace): 14/30, Asking for Q=next step
RKC (King): Showing specific King

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = Multy (weak major, strong NT 22/23
2♣ = gf, asking for controls (2♦=0/1, 2♥=2/3, 2♠=4+)
2♥/♠= 5crdM & (4)5crdm, 4-10
Ghestem
Lebensohl → slow shows stopper
Truscott
Jumps always weak (Law)
Walsh, 1♣ – 1♦ – 1NT (4crd M possible)
Smolen

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

m=minor, M=Major,gf=gameforcing

PSYCHICS
rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10-22	Inverted		
1♦		3		10-22	Inverted		
1♥/♠		5		10-22	Bergen raises standard, 3♣=7-9, 3♦=10-12, 2NT=gf		
INT				15-17/18	2♣=Staymann with 4crd M, 0+points	Smolen, 2 level nat, 3 level reversed	
					2♦, 2♥ = Transfers		
					2♠=either 6+♣ or invitational balanced 8/9HP	2NT=15-16HP, 3♣=17 HP, partner pass or 3NT	
2♣	yes			strg, gf, 3 ½L	2♦=0/1C, 2♥=2/3C, 2♠=4+C		
2♦	yes			Multi, weak M, strg NT	2♥=pass or correct, 2♠= inv. n heart		
					3♥=pass or correct 4♥/4♠=to play		
2♥/♠		5		5crd M & 5 (4) crd m	2NT = asking for strength & colour		
					3♣ = pass or correct, 3 ♦=fit when max go to game		
2NT				20/21	Puppet Stayman, **3♠ = Transfer to 3NT**	3♣ – 3♦ → 4♦=both M	
					3♦/3♥ = Transfer		
3♣		7 (6)		pre-empt	3NT = 5♠&4♥		
3♦		7 (6)		pre-empt			
3♥		7 (6)		pre-empt			
3♠		7 (6)		pre-empt			
3NT				gambling	4♣= pass or correct		
4♣/♦		8 (7)		pre-empt			
4♥/♠		8 (7)		pre-empt			
4NT				both m			
5♣		8 (9)		pre-empt			**HIGH LEVEL BIDDING**
5♦		8 (9)		pre-empt			