

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 Level: 6+points, 5crd (sometimes only 4)	
2 Level: 10+	
Reopening: dbl=14+, 2NT (19-21)	
INT OVERCALL (2nd/4th Live; Responses: Reopening)	
2 nd : 15-17, after m-opening=system on, after M-opening=Transfers	
4 th : 12-14, cuebid is forcing, 2♣=stayman	
JUMP OVERCALLS (Style: Responses: Unusual NT)	
Style: aggressive, Ghestern	
Preempt: 2 Level: 6crd 3 Level: 7crd (sometimes 6).	
4 Level: 8crd (sometimes 7).	
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)	
Mully 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	Lead	In Partner's Suit	
Suit	3./5., A from AK	3./5.	
NT	2./4.	2./4.	
Subseq			
Other: 3 rd from 6crd vs trump contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Strong suit	
King	AK, KDX	KDJ or KDJ10	
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	
Hh-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: aggressive			
Answers: 1NT (7-10), 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 15.12.2024	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5crd M, 2/1 gf, better minor	
1 NT f over 1♥ or 1♠	
Inverted minor: 4 th suit forcing, Minorwood, Splinters	
Bergen Raises 3♠/3♦ = Standard, 2NT gf, Drury +11	
NT 15-17 (no 5crd M)	
RKC(Ace): 14/30, next step=asking Q	
RKC (King): Showing specific King	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = Mully (weak major, strong NT 22/23)	
2♣ = gf, asking for controls (2♦=0/1, 2♥=2/3, 2♠=4+)	
2♥/♠ = 5crdM & (4)Scrdm, 4-10	
Ghestern	
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	2♣=Inverted		
1♦		3		10-22	2♦=Inverted		
1♥/♠		5		10-22	Bergen raises, 3♣=7-9, 3♦=10-12, 2NT=gf		
INT				15-17/18	2♣=Staymann with 4crd M, 0+points 2♦, 2♥ = Transfers	Smolen, 2 level nat, 3 level reversed	
					2♠=either 6+♣ or invitational balanced 8/9HP	2NT=15-16HP, 3♣=17 HP, partner pass or 3NT	
2♣	yes			strng, gf, 3 1/2L	2♦=0/1C, 2♥=2/3C, 2♠=4+C		
2♦	yes			Multi, weak M, strng 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		
2NT				20/21	3♣ = pass or correct, 3♦ =fit when max go to game Puppet Stayman, 3♠ = Transfer to 3NT 3♥/3♥ = Transfer, 3NT = 5♠&4♥	3♣-3♦ → 4♦=both M	
3♣		7 (6)		pre-empt			
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			
5♦		8 (9)		pre-empt			
HIGH LEVEL BIDDING							