

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level: 6+points, 5crd (sometimes only 4)
2 Level: 10+
Reoping: dbl 8+, dbl then own coulor=14+, 2NT (19-21)
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> : 15-17, after m-opening=system on, after M-opening=Transfers
4 <sup>th</sup> : 12-14. cuebid is forcing, 2♣=stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: aggressive. Ghestem.
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)
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: 3 <sup>rd</sup> 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: 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/Senior/Transnational/Other)
Date: 09.12.2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5crd M, 2/1 gf, better minor
1 NT f over 1♥ or 1♠
Inverted minor, 4 <sup>th</sup> 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♦ = 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	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	Smolen, 2 level nat, 3 level reversed	
					2♦, 2♥ = Transfers / 2SA = Transfer ♦		
					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♥ = 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		HIGH LEVEL BIDDING	
5♦		8 (9)		pre-empt			