

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 Mineur
2♥/♠= strong
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 15-17, system on,
4 th : 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 2♥/♠
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cuebid = 11+, fit
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy: dbl=5m & 4M, 2♣=M, 2♦=long M,
2♥/♠=5crdM&4crdm
Against Weak NT
!= bid your 5 cards if not 2♣ is less then 8 p bid
2 NT 11+
Then multi landy
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 preemptif
INT - X - XX=for 2♣,other transfers ,2♣trsf or staymann

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 rd from 6 ^{crd} 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	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, 5 ^{crd})			
Reopening=other suits (usually other M)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl and rdbl			

W B F CONVENTION CARD
CATEGORY:
NCBO: Switzerland
PLAYERS: Marijke Justitz / Rita Mucha
Date 10.02.2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5crd M, 2/1 gf,
1NT forcing 1 round over 1♥ or 1♠, also with passed hand
Inverted minor, 4 th suit forcing
Bergen Raises 3♣/3♦ = Standard, 2NT Jacoby=gf 4crds, Drury
NT 15-17 (no 5crd M)
RKC: 14/30, Asking for Q=next step ,5NT -0♣,1♦,2♥
Minorwood, Splinter
2NT over 1NT = Transfer ♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Multi (weak major, strong NT 22/23, strong m)
2♣ = gf, asking for controls (2♦=0/1, 2♥=2/3, 2♠=4+)or M sf
2♥/♠= 5crdM & (4)5crdm, 4-10
Ghestem
Lebensohl → slow shows stopper
Truscott
Jumps always weak (Law)
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♣		2		10-22	Inverted		
1♦		4		10-22	Inverted		
1♥/♠		5		10-22	Bergen raises standard, 3♣=7-9, 3♦=10-11, 2NT=gf Jacoby (fit with 4crds) — 4 level = good colour / 3 level = short/void		
1NT				15-17/18	2♣=Staymann without 4 crd M, 0+points	Smolen	
					2♦, 2♥, 2♠, 2NT = Transfers		
	1NT 2NT			4♣ = both M 4♦/ 4♥ = transfer	2NT = ♦ (3♣=neg), 3♦= 2 Honneurs	2♠ = 6+C	2NT= min. 3♣=2 Honneurs
2♣	yes			strg, gf, 3½L	2♦=0/1C, 2♥=2/3C, 2♠=4+		
						C	
2♦	yes			Multi, weak M, strg NT 22-23	2♥=pass or correct, 2♠= inv. in heart		2 Honneurs
				strg m (18+)	3♥/pass or correct 4♥to play		
2♥/♠		5		5crd M & 5(4) crd m	2NT = asking for strength & colour		
					3♣ = pass or correct		
2NT				20/21	Puppet Stayman, 3♠ = Transfer to 3NT 3♦/3♥ = Transfer	3♣ – 3♦—4♣ = 4/4 M	
3♣		7 (6)		pre-empt	3NT = 5♠ & 4♥		
3♦		7 (6)		pre-empt		Vom Gegner 2♦ = 2♥/♠ natürlich	
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	1NT--2♣		
5♣		8 (9)		pre-empt	2♥-- 2♠ = keine ♠	HIGH LEVEL BIDDING	
5♦		8 (9)		pre-empt	2NT = 4er 8-9		
					3NT = 4er 10+		