

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)		
1 Level: 6+points, 5crd (sometimes only 4)		
2 Level: 10+		
Reopening: dbl 8+, dbl then own coulor=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. 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		
Suit	Lead	In Partner's Suit
NT	3./5., A from AK	3./5.
Subseq	2./4.	2./4.
Other: 3 rd 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
1	High=positive	high=even
Suit 2		
3		
1	Suit preference	high=even
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/RDBLS		
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 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♦ = 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 2♦, 2♥ = Transfers / 2SA = Transfer ♦ 2♠=either 6+♣ or invitational balanced 8/9HP	Smolen, 2 level nat, 3 level reversed 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			