DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENIN</b>	NG LEAD	S STYLE				
1 Level: 6+points, 5crd (sometimes only 4)			Lead		In Par	tner's Suit	CATEGORY:
2 Level: 10+	Suit	3	3./5., A fron	ı AK	3./5.		NCBO:
Reoping: dbl=14+, 2NT (19-21)	NT		2./4.		2./4.		PLAYERS: Marijke Justitz / Janine Benz
	Subseq						EVENT (Open/Suit/Senior/Transnational/ <b>Other</b> )
	Other: 3 <sup>rd</sup> from 6crd vs trump contract						Date 01.01.2024
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				,		SYSTEM SUMMARY
2 <sup>nd</sup> : 15-17, after m-opening=system on, after M-opening=Transfers	Lead		Vs. Suit		Vs. NT		
4 <sup>th</sup> : 12-14. Cuebid is forcing, 2♣=stayman	Ace		АKx		Strong		GENERAL APPROACH AND STYLE
	King Queen		AK, KDx DJx		KDJ or KD10 QJ10 or QJ9		5crd M, 2/1 gf, better minor
							1 NT f over 1♥ or 1♠
	Jack		No higher		No higher		Inverted minor, 4th suit forcing, Splinters
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Maybe two l			e two higher crds	Bergen Raises 3♣/3♦ = Standard, 2NT gf, Drury +11
Preempt: 2 Level: 6crd. 3 Level: 7crd (sometimes only 6).	9	N	Maybe two l	higher crds		e two higher crds	NT 15-17 (no 5crd M)
Level 4: 8crd (sometimes only 7).	Hi-X	X	ίX		xxx, x	XXX	RKC(Ace): 14/30, Asking for Q=next step
Ghestem	Lo-X						_
Reopen: good suit 10-14 points, 6crd	<b>SIGNAI</b>		DER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's		Declarer's Le	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cuebid = 11+, fit	1	High=po	sitive	high=even		o/e	2♦ = Multy (weak major, strong NT 22/23
Mixed raises = 5card plus 4crd fit, 8-10	Suit 2	2					2♣ = gf, asking for controls $(2 \spadesuit = 0/1, 2 \blacktriangledown = 2/3, 2 \spadesuit = 4+)$
	3	3					2 ♥/♠= 5crdM & (4)5crdm, 4-10
		Suit pref	erence	high=even		o/e	Ghestem
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	2					Lebensohl → slow shows stopper
Multy Landy: 2♣=M, 2♦=long M, 2♥/♠=5crdM&4crdm	3	3					Truscott
X = 5m/4M	Signals (	including '	Trumps):			Jumps always weak (Law)	
	o/e, Trump=may be suit preference (if possible)						Walsh, $1 - 1 - 1$ NT (4crd M possible)
	DOUBLES						Smolen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)							
negative dbl up to 3 •	Style: so		DEES (St)	le; Responses;	reopen		
negative doi up to 3 m	,		(8 iumn	-11), dbl jump	(8-11 5	erd)	
			uits (usually		(0 11, 3	/	1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 & or 2 &	1130 permi	-0 031101 0	(abaan)	,			SPECIAL FORCING PASS SEQUENCES
VIS. ARTHUCIAL STRONG OF ENINGS- R.C. 1 WILL 24	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						DI LONGING PROS SEQUENCES
	Support dbl and rdbl						
	Support dol and rdol						
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES
XX=9+, other suits, usually no fit, jumps preemptiv							m=minor, M=Major,gf=gameforcing
222 77, outer suite, usually no nit, jumps preemptiv							in minor, wi-wajor,gi-gamerorenig
							PSYCHICS
							rare
							<u> </u>

OPENING	IF	). OF	L							
	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSEI 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/without 4crd M, 0+points	Smolen, 2 level nat, 3 level reversed				
11(1				13 17/10	2 ◆ , 2 ▼ = Transfers, 2NT = Transfer ◆	Shioton, 2 level hat, 3 level levelsed				
					Z V, Z V Transfers, Z i V i Transfer V					
2.	yes			strg, gf, 3 ½L	2 ◆=0/1C, 2 <b>▼</b> =2/3C, 2 <b>▲</b> =4+C					
				G. G.	, , ,					
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					
					$3 \clubsuit$ = pass or correct, $3 ♠$ = fit when max go to game					
2NT				20/21	Puppet Stayman	$3 - 3 \rightarrow 4 = both M$				
					3 ♦ /3 ♥ = Transfer, 3SA to play					
3 <b>.</b>		7 (6)		pre-empt						
3♦		7 (6)		pre-empt						
<b>3♥</b>		7 (6)		pre-empt						
3 <b>A</b>		7 (6)		pre-empt						
3NT				gambling	4♣= pass or correct					
4♣/♦		8 (7)		pre-empt						
4♥/♠		8 (7)		pre-empt						
4NT				both m						
5 <b>.</b>		8 (9) pre-empt		pre-empt		HIGH LEVEI	L BIDDING			
5♦		8 (9)		pre-empt						