

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣/♦		3	2♠	11-20 HCP 1st and 2nd seat: rule of 20 3th and 4th seat: rule of 18	Natural Inverted minor 2♥/♠: strong	After 2NT from opener: 3♣ asks for majors	
1♥/♠		5	2♠	11-20 HCP 1st and 2nd seat: rule of 20 3th and 4th seat: rule of 18	Natural Truscott over opponents' double		
1NT				15-17 HCP balanced 5 card Major or 6 card Minor possible	2♣: Stayman, can be weak, promises no 4 card Major 2♦/♥/♠/NT: transfer ♥/♠/♣/♦ 3♣: Niemeyer	Refusal of transfer: support + strong	Rubensohl
2♣	X	0		Strong hand: - 16+ HCP with 8+ tricks in Major - 16+ HCP with 10+ tricks in Minor - 24+ HCP balanced	Semi-controls (King: 1 semi-ctrl, Ace: 2 semi-ctrl): 2♦: 0/1 2♥: 2 2♠: 1K+1A 2NT: 3K 3♣: 4 3♥: >4	Natural	Dopi-Ropi
2♦	X	0		1st to 3th seat Multi: - weak with 6/7 card Major - 22-23 HCP balanced - 16+ HCP with 8-9 tricks in Minor 4th seat: 7+ tricks in ♦	2♥: not interested if weak in ♥ 2♠: interested in ♥, not in ♠ 2NT: forcing	After 2NT: 3♣/♦: minimal with ♥/♠ 3♥/♠: maximal with ♥/♠ 3NT: 22-23 HCP balanced 4♠/♦: strong Minor	
2♥/♠		5		1st to 3th seat Muiderberg: Weak (5-10 HCP) with 5 card ♥/♠ and 4+ card minor 4th seat: 6+ tricks in ♥/♠	2NT: strong relay 3♣: To play minor suit opener (pass or correct) 3♦: inviting for game ♥/♠ 3♥/♠: preemptive raise; 4♥/♠: to play	After 2NT: 3♣/♦: 4 card ♣/♦ 3♥/♠: 5+ card ♣/♦	
2NT				20-21 HCP balanced 5 card Major or 6 card Minor possible	3♣: Niemeyer 3♦/♥: transfer 3♠: 5 card ♠ + 4 card ♥		
3♣/♦/♥/♠		7+		Preemptive	Natural; new suit: forcing 1 round		
3NT	X	7+		Gambling	4/5♣: to play or correct		
4♣/♦/♥/♠		8+		Preemptive			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
At 1-level: 5-15 HCP and 5+ card
At 2-level: 8-15 HCP and 5+ card
Possible with fewer HCP if partner passed, taking into account vulnerability
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd and 3th seat: 15-18 HCP + stop
same responses as INT opening
4th seat: 8-11 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
single jump: weak with 6+ card
double jump: preëempt
TWO SUITER after opening opponents
GHESTEM:
Cue bid: lowest and highest suit
2NT: 2 lowest suits
3♣: Two highest suits
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT:
bid of suit promises that suit + higher major
2NT: both minors (5+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: info
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl: majors
INT: minors
VS. WEAK OPENINGS ON 2_LEVEL
Rubensohl

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	In Partner's Suit		
Suit	Attitude		
NT	Attitude		
Subseq			
Other: 3 card without values MUD; highest of doubleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKJx, AQJx, Ajxx	AKx, AKJx	
King	AK, KQ, KQJ(x), KQT(x)	KQ, KQJ(x), KQT(x)	
Queen	QJ(x), QJT(x)	AQJ(x), QJ(x), QJT(x)	
Jack	KJT(x), JT(x)	AJT(x), KJT(x), AKJT(x)	
T (10)	KT9(x), QT9(x), T9, Tx	AT9(x), KT9(x), QT9(x), T9x(x), Tx	
Hi-X	doubleton or not interested	not interested	
Lo-X	interested	interested	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High= encouraging	Neutral	High= encouraging
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Classical "Lavinthal" signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ HCP, at least 2 suits, including other major, or very strong (16+ HCP)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing double after artificial bid opponents			

W B F CONVENTION CARD
CATEGORY: GREEN
TEAM: Edegem 1
PLAYERS:
Paula CLAES: 11832
Frank VANMAELE: 23836
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5 and longest minor
with equal minors always ♣
2§: strong
2♦: multi
2♥/♠: Muiderberg
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
DOPI-ROPI
IMPORTANT NOTES
PSYCHICS: never