OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣		2	4♥	10+ HCP	Inverted minor (2NT: 0-6, 3♣:6-9) T-Walsh (also after dbl or overcall) 1NT: 9-12 2♦/♥/♠: invite	Accept trf on 1-lev: 3crd or 4crd unbal accept trf on 2lev: 4crd, 11-14bal	On 1-level: T-Walsh Cue bid: support in opening color, 11+ HCP
1♦		5 (4)	4♥	10+ HCP 5+ or 4441	Inverted minor (2♦: 10+ with ♦, 3♦: 4-9) 2NT: 10-11 2♥/♠: invite		Cue bid: support in opening color, 11+ HCP
1♥/♠		5	4♥	10+ HCP, can be weaker in 3th seat	1NT: forcing 1R 2NT: GF fit 2♣/♦: GF 3x: Bergen On passed hand: 2♣: Drury	After 1NT: 2♣: can be short, no other bid After 2NT: 3♣: single, 3♦: void 3♥/♠: strong 3NT: 13/14 HCP without single or void 4♥/♠: 11/12 HCP without single or void	Cue bid: support in opening color, 11+ HCP
1NT				15-17 HCP balanced 5 card Major or 6 card Minor possible	2♣: Stayman, can be weak 2♦/♥/NT: transfer ♥/♠/♦ 2♠: transfer ♣ or 8-9 HP no Maj 3♣: Niemeyer	Refusal of transfer: support + strong Smolen	Rubensohl
2♣	X			- Weak with 5+♦ - 16+ HCP with 8+ tricks any suit - 16+ HCP bicolor 10+ tricks - 22-23 or 26+ HCP balanced - Gambling ♣	2NT: strong relay	- 3♣: min - 3♦: max - 3♥: semi F ♥ - 3♠: semi F ♠	
2♦	X			- Weak with 6(7) ♥ or ♠ - 16+ HCP with 10+ tricks any suit - 24-25 HCP balanced - Gambling ♦	2NT: strong relay	- 3♣: min with ♥ - 3♦: min with ♠ - 3♥: max with ♠ - 3♠: max with ♥ - 3NT: solid major (AKQxxx) - Higher: strong hands	
2♥	X	4		Weak with 4+/4+ ♥/♠	2NT: strong relay	- 3♣: min - 3♦: max with 5♥/5♠ - 3♥: max with 4♥/5♠ - 3♠: max with 5♥/4♠ - 3NT: max with 4♥/4♠ - 4♣/♦: 5/5 with void in the bid suit	
2♠		5		Muiderberg	2NT: strong relay 3♣:pass or correct 3♦: Transfer ♥, often 6card, opener bids 3♥ (or 4♥ with a really good hand) 3♥: Invitational with ♠-fit 3/4♠: to play	After 2NT: - 3♣: min with 4+♣ - 3♦: min with 4+♦ - 3♥: max with 4+♣ - 3♠: max with 4+♦ - 3NT: 4♣+4♦	
2NT				20-21 HCP balanced 5 card Major or 6 card Minor possible	3♣: Niemeyer 3♦/♥: transfer 3♠: bicolor min	Accepting 3♦/♥ transfer: <3 ♥/♠	
3♣/♦/♥/♠		6+		Preëmptive	Natural; new suit: forcing 1 round		
3NT	X	7+		Gambling	4/5♣ : to play or correct		
4♣/♦		7+		Preëmptive 4♥/♠			

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

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd and 3th seat: 15-18 HCP + stop

same responses as 1NT opening

4th seat: 10-15 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

single jump: weak with 6+ card

double jump: preëmpt

TWO SUITER after opening opponents

MICHAELS:

Cue bid on major: other major and (unknown) minor (5+)

2♦ on minor: both majors (5+)

2NT on major: both minors (5+)

2NT on 1♣: ♦/♥ (5+)

2NT on 1♦: ♣/♥ (5+)

VS. 1NT

Dbl: 5+ minor, 4 major

MULTI-LANDY in 2nd pos, LANDY in 4th pos

Landy & Multi-Landy: 2♣: both majors (min 4/5)

Only Multi-Landy: 2♦: One major (min 6)

2♥/♠: 5♥/♠ and 4+ card minor

2NT: both minors (5+)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl: info

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS. WEAK OPENINGS ON 2-LEVEL:

Natural

After Dbl: Lebensohl

World Convention

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th, 5th	3th, 5th
NT	Attitude	3th, 5th
Subseq		

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

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding: Italian Lavinthal
1	Low: encouraging On K: (rev. distr.)	Neutral	uneven= encouraging Low even: lower suit high even: higher suit
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

Support double

W B F CONVENTION CARD

TEAM: Riviera 4

PLAYERS:

Leentje VERLEYEN: 14171

Frank VANMAELE: 23836

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Majors 5, diamonds usually 5

2♣/♦: multi

2♥: weak, both majors

2♠: weak, Muiderberg

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Cue bid after interference: support, min.11HP

Answer to 4NT: 4130

Drury

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: extremely rare