

W B F CONVENTION CARD	
CATEGORY:	
NCBO: B.B.F.	
PLAYERS: Ben Van den Brande (18856) / Lennart Heip (17931)	
National III-B	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors – longest minor (3-3: ♣ / 4-4: ♦)	
15-17 NT	
Benjamin	
Response 1NT: 6-9 2 OVER 1: 10+	
Artificial Strong 1 ♣ response style: natural on 1-level, Brozel on 2-level (see below)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 ♣ opening: semi GF	
2 ♦ opening: Game forcing	
3NT opening: gambling	
Michaels Cue-bid	
Brozel defence against strong 1 ♣ and 1NT opening: Overcall 2 ♣ / ♦ = two-suiter bid colour + ♥ / overcall 2 ♥ = two-suiter Majors / Overcall 2 ♠ = two-suiter ♠ + Minor / Overcall 2NT = two-suiter Minors	
SPECIAL FORCING PASS SEQUENCES	
None	
IMPORTANT NOTES	
None	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1  1 		3	3 	12-19, rule of 18 longest minor	Inverted minors ; Splinter ; Weak jump shift 4 th suit convention	Checkback Stayman Mixed control bids	Natural
1  1 		5	3  3 	12-19, rule of 18	Bergen: 2ZT= 4k, 12+; 3  = 4k, 10-11; 3  = 4k, 6-9 2 in suit = 3k, 6-9 ; 3 in suit = weak Long suit trials ; Splinter	Mixed control bids	Natural
INT		2	-	15-17 without 5k Major	Stayman (weak / no 4k Major needed) Jacobi, 2  to  , 2NT to 	1ZT-2  -2x-2ZT doesn't require 4k Major Refuse transfer to Minor shows strength in that Minor	Rubensohl on overcalls
2 	x	0	-	Semi game force: NT 22-24 or 8-9 tricks in suit	2  : weak relay ; 2  /  : 5+k with strength 2NT=3 Itai controls; 3  =4 Itai controls; 3=5 Itai controls; and so on (A=2 controls; K=1 control)	Over 2NT: systems on Natural	All x penalty
2 	x	0	-	Game-force : NT of 25+ or 10+ tricks in suit	2  : weak relay; 2  : 5+k with strength 2NT=2 Itai controls; 3  =3 Itai controls; 3  =4 Itai controls; and so on (A=2 controls; K=1 control)	Over 2NT: systems on Natural	All x penalty
2  / 		6	-	Weak, 6+ card with 2 honors	2NT=forcing; 3 in opening suit=invite; rest=to play	Single or void; 3NT=strong suit; 3 in suit= all other hands	
2NT		2	-	20-21, 5k Major possible	3  =puppet Stayman Jacobi ; 3  =transfer both Minors	3NT shows strength in in  , 4  doesn't	
3 		7	-	Preempt			
3 		7	-	Preempt			
3 		7	-	Preempt			
3 		7	-	Preempt			
3NT	x	7	-	Closed 7 card suit Minors	Pass=strong, otherwise 4 		
4 		8	-	Preempt			
4 		8	-	Preempt			
4 		8	-	Preempt			
4 		8	-	Preempt			
4NT	x		-	Two-suiter Minors	Best Minor		
5 		9+	-	Preempt		HIGH LEVEL BIDDING	
5 		9+	-	Preempt		RKC blackwood; Splinter; DOPI/ROPI; Josephine; Mixed controls	
5 		9+	-	Preempt			
5 		9+	-	Preempt			