

Opening	Tick if artificial	Min no of cards	Neg. dbl thru	Description	Responses	Subsequent action opener	Subsequent action partner opener
1♣	√	0		16+ HCP Every distribution	1♦ 0-5 HCP 1♥ 6-8 HCP 1♠ 9-11 HCP ...	1♣ → 1♦ → 1♥ JO-convention → 1♣ → 1♦/1♥ → 1NT: continues like opening 1NT	1♠ 0-3 HCP 1NT 4-5 HCP 5+-card ♠ 2♣ 4-5 HCP 5+-card ♣ or BAL 2♦/2♥ 4-5 HCP 5+-card ♦/♥
1♦	√	0	3♦	12-15 HCP No 5-card ♥/♠	1♥/1♠/2♦ No forcing 1NT 6-10 HCP Jump Game forcing 2♣ 11+ HCP Relais →	2♦ 12-13 HCP No 4-card ♥/♠ 2♥/♠ 4-card ♥/♠ ≥ 2NT 14-15 HCP No 4-card ♥/♠	
1♥		5	3♥	12-15 HCP 5+-card ♥	1♠/2♦ No forcing 1NT 6-9 HCP Jump Game forcing 2♣ 10+ HCP Relais →	2♦ 12-13 HCP No 4-card ♠ ≥ 2NT 14-15 HCP No 6-card ♥ 2♥ 6+-card ♥ 2♠ 4-card ♠	
1♠		5	3♦	12-15 HCP 5+-card ♠	2♦/2♥ No forcing 1NT 6-9 HCP Jump Game forcing 2♣ 10+ HCP Relais →	2♦ 12-13 HCP No 4-card ♥ ≥ 2NT 14-15 HCP No 6-card ♠ 2♥ 4-card ♥ 2♠ 6+-card ♠	
1NT				15-16 HCP Balanced (no good 5-card ♥/♠)	2♣ Stayman relais → <i>possibly weak or no 4-card ♥/♠</i> 4way transfer bids	2♦ No 4-card ♥/♠ → 2♥/♠ 4-card ♥/♠	2♥ Weak (? Pas/correct) 2♠ 4-card ♠ AND 5-card ♥ 3♥ 4-card ♥ AND 5-card ♠
2♣	√			6-11 HCP 4+-card ♥ AND 4+-card ♠	2♥/2♠ To play 2♦ No preference 2NT 14+ HCP →	3♣/♦ 6-8 HCP prefer ♥/♠ 3♥ 9-11 HCP prefer ♠ 3♠ 9-11 HCP prefer ♥	
2♦	√			6-11 HCP 6 (7)-card ♥ OR 6 (7)-card ♠	2♥ ? Pas/correct 2♠ ? Pas/Limit if 6 (7)-card ♥ 2NT 14+ HCP →	3♣/♦ 6-8 HCP 6 (7)-card ♥/♠ 3♥ 9-11 HCP 6 (7)-card ♠ 3♠ 9-11 HCP 6 (7)-card ♥	
2♥/♠		5 (exact)		<i>Muiderberg</i> 6-11 HCP 5-card ♥/♠ AND 4+-card ♣ or ♦	3♣ ? Pas/3♦ 3♦ Limit in ♥/♠ 3♥/♠ To play 2NT 14+ HCP →	3♣/♦ 6-8 HCP 4+-card ♣/♦ 3♥/♠ 9-11 HCP 4+-card ♣/♦	
2NT	√			<i>Averelli</i> 10-15 HCP 5+-card ♣ AND 5+-card ♦	Natural except 4♣ (? aces)	Aces 4♣ (4NT) → <i>Kings: 'next' color</i> + DOPI/ROPI	4♦ 0-3 4♥ 1 red - 4 4♠ 1 black 4NT 2 different color 5♣ 2 same color
3♣♦♥♠		7		Preemptive	Natural		
4♣♦♥♠		8		Preemptive	Natural		

## Defensive and competitive bidding

<b>Overcalls</b>		
Natural (Responses: natural)		
Cuebid (Responses: natural)		
<b>1NT overcall</b>		
15-17 HCP (Responses: see opening 1NT)		
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1NT	✘	Natural (f.e. 2♣ to play ♣)
		✘ 8 <sup>+</sup> HCP
1NT	? ■	Natural
		✘ 8 <sup>+</sup> HCP
<b>Jump overcalls</b>		
12-15 HCP 5 <sup>+</sup> (6 <sup>+</sup> )-card (Responses: natural)		
2NT	10-15 HCP	5 <sup>+</sup> -card ♣ and ♦ (Responses: natural)
<b>Overcalls vs. 1NT</b>		
Natural		
<b>Overcalls vs. preemptive opening</b>		
Natural (Responses: natural)		
Informative double till 3♥ (Responses: natural)		
Cuebid (Responses: natural)		
<b>Overcalls vs. artificial strong opening</b>		
Natural (Responses: natural)		
Informative double till 3♥ (Responses: natural)		

## Leads and signals

<b>Opening leads style</b>		
	<b>Lead</b>	<b>In partner's suit</b>
<b>Suit</b>	3 <sup>th</sup>	3 <sup>th</sup> - parity
<b>NT</b>	4 <sup>th</sup>	4 <sup>th</sup> - parity
<b>Subseq</b>	parity	parity
<b>Leads</b>		
<b>Lead</b>	<b>vs. Suit</b>	<b>vs. NT</b>
<b>Ace</b>	AKx, Ax	AKx, AKJx
<b>King</b>	KQ, KQJ(x), KQT(x)	KQJ(x), KQTx
<b>Queen</b>	QJT(x), QJ9(x)	QJT(x), QJ9x
<b>Jack</b>	Jx, JT9(x), JT8x	JT9x, JT8x
<b>Ten</b>	Tx, T98(x)	T98x
<b>Ho-x</b>	Hx	Hx (~bidding)
<b>Signals in order of priority</b>		
<b>Same color</b>	6+	positive (+parity)
	0-5	negative (+parity)
<b>Other color</b>	Lavinthal	
<b>Doubles</b>		
Negative double till 2♠		
Lead direct double after artificial bids by opponents		
After 1NT opponents: 1NT opening (responses see 1NT opening)		

## WBF Convention card

<b>Category</b>	RED
<b>NCBO</b>	Belgium
<b>Players</b>	Luc Dijckmans (VBL 25648) Jef Van den Eynde (VBL 27070)

## System summary

### General approach and style

#### Strong Clubs

### Special bids that may require defence

1♣	16 <sup>+</sup> HCP	Every distribution
1♦	12-15 HCP	No 5-card ♥/♠
2♣	6-11 HCP	4 <sup>+</sup> -card ♥ and ♠
2♦	6-11 HCP	6 (7)-card ♥ or ♠
2♥/♠	Muiderberg	
2NT	10-15 HCP	5 <sup>+</sup> -card ♣ and ♦

### Special PASS sequences

DOPI-ROPI		
we	oppon.	we
1♣	? ■	Pass 0-3 HCP
		✘ 4-5 HCP

### Important notes not fitting elsewhere

No Physics