

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND OR AFTER INTERVENTION BIDDING
1♣	-	3	3♠	natural (only 3c if 18/19HCP and 3-3-3-4♠)	natural - 1NT = 8/10HCP bal - SPL - WJS Garozzo 2NT (15+HCP with supp)	natural 3x = cue - 3NT = weak	2NT = 11HCP balanced
1♦	-	4	3♠	natural	natural - 1NT = 6/9HCP - SPL - WJS Garozzo 2NT (15+HCP with supp)	natural 3x = cue - 3NT = weak	2NT = 10/11HCP balanced
1♥	-	4	3♠	natural	natural - 1NT = 6/9HCP - SPL - WJS	natural	
1♠					Garozzo 2NT= supp (10/11HCP or 3NT = 12/14HCP with support)	3x = cue - 3NT = weak (4333) - 4♥/♠ = weak 4x = cue - 4♥/♠ = weak	2NT = Garozzo (10/11HCP)
1NT	-	2	-	15/17HCP balanced (5c major or 5/4/2/2)	STAYMAN (weak) Jacoby transfer bids (majors only) 2♠ = weak with long m or strong with 6+c♣ 3♠ = Puppet without 4c M 4♠ = Gerber 4♦ = 5/5 major	2NT = max with 2H - 3x = max with 4c 2NT = max with support minor/3♣ = min 3♥/♠ = 5c - 3NT = no 5c major longest major	after intervention: LEBENSÖHL after DBL: NILSLAND DEFENCE: a.: 2♣ = 4+♣ + 4+♦ / 2♦ = 4+♦ + 4+♥ / ... b.: RDBL = long suit (asks for 2♣) - c.: pas = asks for RDBL, hereafter - 2♣ = 4+♣+4+♥ / 2♦ = 4+♦+4+♠ - or strong
2♣	√	0	-	(a) weak with both major (b) 15+HCP with 8/9 tricks (c) 23/24HCP balanced	2♦ = 0/14HCP no 4c♥/♠ or 4c♥ and 4c♣ 2♥/2♠ = 0/14HCP with 4c 2NT = 15+HCP	2♥ = (a) - 2♠/3x = (b) - 2NT = (c) pas = (a) - 3x = (b) - 2NT = (c) 3♣ = (a) max with 4+/4+M / 3♦ = min 4/4M 3♥/♠ = (a) min with 5c♥ or 5c♣ 3NT = (c) with 23/24HCP / 4x = (b) 8/9 tricks	
2♦	√	0	-	(a) weak with 6c major (b) 15+HCP with 10+ tricks (c) 25+HCP balanced	2♥ = weak relay 2♠ = weak relay with supp ♥ 2NT = strong relay 3♠/3♦ = 0/14HCP with 7c	pas/2♠ = (a) - 3x = (b) - 2NT = (c) pas/3♥ = (a) - 3x/4♥ = (b) - 2NT = (c) 3♣/3♦ = (a) min / 3♥/3♠ = (a) max (transf) 4NT = (c) - 4x = (b)	
2♥ 2♠	-	5		weak 5c(♥/♠) + 4+c minor (Muiderberg)	2NT = strong relay 3♣ = P/C - 3♦ = game tray - 3(♥/♠) = weak - 4(♥/♠) = to play	3♣ = min with 4c♣ - 3♦ = min with 4c♦ 3♥ = max with 4c♣ - 3♠ = max with 4c♦ 3NT = 5c♥/♠ + 4c♣ + 4c♦	
2NT	-	2	-	20/22HCP balanced (5c major or 5/4/2/2)	PUPPET STAYMAN Jacoby transfer bids (majors only) 3♠ = 5c♣ + 4c♥ 4♠ = Gerber 4♦ = 5c♣ + 5c♥	3♦ = 4c♥/♠ - 3♥/♠ = 5c - 3NT = no 4c longest major	
3x	-	6+	-	preemptive	new suit = forcing 1 round	natural	
3NT	√	7+	-	gambling with outside stop (no Ace)	4♣/4♦ = P/C 5♣/5♦ = P/C	HIGH LEVEL BIDDING	
4x	-	7+	-	preemptive	natural	TRIAL - JOSEPHINE - CUE - SPLINTERBIDS - EXCLUSION BLACKWOOD ROMAN BLACKWOOD (no agreement): 3041 ROMAN KEYCARD (with agreement): 304152 QUANT BIDS - GERBER AFTER 1NT AND 2NT	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; natural – responses : natural
1NT OVERCALL (2nd/4th Live. Responses; 2nd: 15/17HCP BAL. – responses: SYSTEM ON 4th: 10/12HCP or 15/17HCP BAL. – responses: SYS ON (passed or no passed hand)
JUMP OVERCALLS (Style; Responses; Unusual NT) WJO (always 6+c) – responses: natural 2NT = 2 lowest suits – responses: natural
DIRECT AND JUMP CUE BIDS (Style; Responses) after 1♣ or 1♦ (if maybe 2c): 2x = long x / otherwise QUANTUM: cue of minor = 5/5 highest and lowest cue of major = 5/5 with other major 2NT = 5/5 with 2 lowest cue with jump of minor = 5/5 major
vs. NT (vs strong/weak; Reopening; Passed hand)
CAPPELETTI: (DBL = strong / 2♣ = any long suit / 2♦ = 4+♠ + 4+♥ / 2♥ = 5+♥ + 4+minor / 2♠ = 5+♠ + 4+minor)
vs. PREEMPTS (Doubles; Cue-Bids; Jumps; NT-bids) Natural
vs. ARTIFICIAL STRONG OPENINGS after 1♣: DBL = majors, 2♣ = ♣
OVER OPPONENTS' TAKEOUT DOUBLE TRUSCOTT for majors new suit = NON FORCING RDBL = 9+HCP

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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CLASSICAL (can be weak)																											
SPECIAL ARTIFICIAL AND COMPETITIVE (RE)DOUBLES																											
negative double till 3♠																											
rebouncing double																											
lead direct double after artificial bids by opponents																											

W B F CONVENTION CARD
versie: 01/06/2015
NCBO: BELGIUM Category: GREEN
Players: Hans De Smet [11083] Armand Van de Ven [13475]
SYSTEM SUMMARY GENERAL APPROACH AND STYLE
ACOL
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣: 3+c♣ (only 3c with 3/3/3/4 and
2♣: EKREN
2♦: MULTI
2♥/2♠: MUIDERBERG
3NT: GAMBLING with outside stop
SPECIAL FORCING PASS SEQUENCES
after RDBL: PAS = forcing 1 round
DOP1 – ROP1
IMPORTANT NOTES THAT DON'T FIT
4th suit forcing
QUANTUM (5-5 conventions)
PSYCHICS: NEVER