

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 Garozzo 2NT= supp (10/11HCP or 3NT = 12/14HCP with support)	natural 3x = cue – 3NT = weak (4333) - 4♥/♠ = weak 4x = cue – 4♥/♠ = weak	2NT = Garozzo (10/11HCP)
1♠							
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+♣ 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: LEBENSOHL 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♥	-	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♦	
2♠							
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	<b>HIGH LEVEL BIDDING</b> TRIAL – JOSEPHINE – CUE – SPLINTERBIDS – EXCLUSION BLACKWOOD	
4x	-	7+	-	preemptive	natural	ROMAN BLACKWOOD (no agreement): 3041 ROMAN KEYCARD (with agreement): 304152 QUANT BIDS - GERBER AFTER 1NT AND 2NT	

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; natural – responses : natural)	OPENING LEADS STYLE				version: 01/06/2015
	suit	Lead	in partners suit		NCBO: BELGIUM
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)	NT	attitude	attitude		Category: GREEN
JUMP OVERCALLS (Style; Responses; Unusual NT) WJO (always 6+c) – responses: natural 2NT = 2 lowest suits – responses: natural	Subseq	modified Kantar	attitude		Players: Hans De Smet [11083] Armand Van de Ven [13475]
					SYSTEM SUMMARY
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	LEADS				GENERAL APPROACH AND STYLE
	Lead	vs. Suit	vs. NT		ACOL
vs. NT (vs strong/weak; Reopening; Passed hand) CAPPELLETTI: (DBL = strong / 2♣ = any long suit / 2♦ = 4+♠ + 4+♥ / 2♥ = 5+♥ + 4+minor / 2♠ = 5+♠ + 4+minor)	Ace	AKx, AKJx, AQJx, Ax(x)	AKx, AKJx		
	King	AK, KQ, KQB(x), KQT(x)	AKJT(x), KQJ(x), KQT(x)		
	Queen	QJ, QJx(x), QJT(x)	KQT9(x), QJT(x), QJ9(x)		
	Jack	JT, JT(x), JT98, Jx	JT9x(x), JT8x(x)		
	T	Tx, T9(x)	AJT(9)x, KJT(9)x, T9xx		
	9	9x, 98x(x)	AT9x, KT9x, QT9x, 98xx		
	Hi - X	Sx, xSx	Sxxx(x)		
	Lo - X	Kx(x)S, Qx(x)S, Jx(x)S	Axx(x)S, Kxx(x)S		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY				1♣: 3+c♣ (only 3c with 3/3/3/4 and
		partners lead	declarers lead	discarding	2♣: EKREN
	Suit	1	Hi = ENCRG	count	Hi = ENCRG
		2	count		count
	NT	1	count	count	Hi = ENCRG
		2			count
	LAVINTHAL				SPECIAL FORCING PASS SEQUENCES
	in trump: U/D				after RDBL: PAS = forcing 1 round
	DOUBLES				DOP1 – ROP1
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	CLASSICAL (can be weak)				IMPORTANT NOTES THAT DON'T FIT
	SPECIAL ARTIFICIAL AND COMPETITIVE (RE)DOUBLES				4th suit forcing
	negative double till 3♠				QUANTUM (5-5 conventions)
	rebounding double				PSYCHICS: NEVER
	lead direct double after artificial bids by opponents				