

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♠ = min with 4c♠ - 3♦ = min with 4c♦ 3♥ = max with 4c♠ - 3♠ = max with 4c♦ 3NT = 5c♥/♠ + 4c♠ + 4c♦	
2♠					3♠ = P/C - 3♦ = game tray – 3(♥/♠) = weak - 4(♥/♠) = to play		
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 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																											
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)	<table><tr><td></td><td>Lead</td><td>in partners suit</td></tr><tr><td>suit</td><td>attitude</td><td>attitude</td></tr><tr><td>NT</td><td>modified Kantar</td><td>attitude</td></tr><tr><td>Subseq</td><td></td><td></td></tr></table>		Lead	in partners suit	suit	attitude	attitude	NT	modified Kantar	attitude	Subseq			NCBO: BELGIUM Category: GREEN															
	Lead	in partners suit																											
suit	attitude	attitude																											
NT	modified Kantar	attitude																											
Subseq																													
JUMP OVERCALLS (Style; Responses; Unusual NT) WJO (always 6+c) – responses: natural 2NT = 2 lowest suits – responses: natural	LEADS	Players: Hans De Smet [11083] Armand Van de Ven [13475]																											
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	<table><tr><td>Lead</td><td>vs. Suit</td><td>vs. NT</td></tr><tr><td>Ace</td><td>AKx, AKJx, AQJx, Ax(x)</td><td>AKx, AKJx</td></tr><tr><td>King</td><td>AK, KQ, KQB(x), KQT(x)</td><td>AKJT(x), KQJ(x), KQT(x)</td></tr><tr><td>Queen</td><td>QJ, QJx(x), QJT(x)</td><td>KQT9(x), QJT(x), QJ9(x)</td></tr><tr><td>Jack</td><td>JT, JTx(x), JT98, Jx</td><td>JT9x(x), JT8x(x)</td></tr><tr><td>T</td><td>Tx, T9(x)</td><td>AJT(9)x, KJT(9)x, T9xx</td></tr><tr><td>9</td><td>9x, 98x(x)</td><td>AT9x, KT9x, QT9x, 98xx</td></tr><tr><td>Hi - X</td><td>Sx, xSx</td><td>Sxxx(x)</td></tr><tr><td>Lo - X</td><td>Kx(x)S, Qx(x)S, Jx(x)S</td><td>Axx(x)S, Kxx(x)S</td></tr></table>	Lead	vs. Suit	vs. NT	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, JTx(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	SYSTEM SUMMARY GENERAL APPROACH AND STYLE
Lead	vs. Suit	vs. NT																											
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, JTx(x), JT98, Jx	JT9x(x), JT8x(x)																											
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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																											
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)	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENCE																											
vs. PREEMPTS (Doubles; Cue-Bids; Jumps; NT-bids) Natural	<table><tr><td></td><td>partners lead</td><td>declarers lead</td><td>discarding</td></tr><tr><td rowspan="2">Suit</td><td>1</td><td>Hi = ENCRG</td><td>Hi = ENCRG</td></tr><tr><td>2</td><td>count</td><td>count</td></tr><tr><td rowspan="2">NT</td><td>1</td><td>count</td><td>Hi = ENCRG</td></tr><tr><td>2</td><td></td><td>count</td></tr></table>		partners lead	declarers lead	discarding	Suit	1	Hi = ENCRG	Hi = ENCRG	2	count	count	NT	1	count	Hi = ENCRG	2		count	1♣: 3+c♣ (only 3c with 3/3/3/4 and 2♣: EKREN 2♦: MULTI 2♥/2♠: MUIDERBERG 3NT: GAMBLING with outside stop									
	partners lead	declarers lead	discarding																										
Suit	1	Hi = ENCRG	Hi = ENCRG																										
	2	count	count																										
NT	1	count	Hi = ENCRG																										
	2		count																										
vs. ARTIFICIAL STRONG OPENINGS after 1♣: DBL = majors, 2♣ = ♣	LAVINTHAL in trump: U/D	SPECIAL FORCING PASS SEQUENCES																											
OVER OPPONENTS' TAKEOUT DOUBLE TRUSCOTT for majors new suit = NON FORCING RDBL = 9+HCP	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) CLASSICAL (can be weak) SPECIAL ARTIFICIAL AND COMPETITIVE (RE)DOUBLES negative double till 3♠ rebounding double lead direct double after artificial bids by opponents	after RDBL: PAS = forcing 1 round DOP1 – ROP1																											
		IMPORTANT NOTES THAT DON'T FIT 4th suit forcing QUANTUM (5-5 conventions) PSYCHICS: NEVER																											