OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		Forcing one round	1♦ = 0-5p or 6-7p balanced / no 4♥/♠ or WALSH		
1♣/♦		3		Rule of 20 4th hand rule of 15 Better minor	INVERTED MINORS 2♣/♦ = 10+p / 5+♣/♦ / no 4♥/♠ 3♣/♦ = barrage = 5+♣/♦ / < 7p (1NT = 5+ ♣/♦ / 7-9p)	After 2♣/♦ 3♣/♦ or 2NT (stop ♥/♠) = 12-13 new suit = 14+ + stop new suit + jump = 17+ / void or single 3NT = 18-19p 4♣/♦ = RKCB (30 / 41 / 2 / 2+Q)	
					1♥/♠ = 4+ cards / 6+p / WALSH HDxxx or Axxxx possible	1♠ after 1♥ = 5♣/♦ + 4♠ (1NT if not) 2♣ after 1NT = CBS 3♥/♠ after 2NT = < 6p 3rd SUIT FORCING	
					New suit + jump = 6+ cards / < 6p New suit + double jump = SPLINTER		
1♥/♠		5		Rule of 20 and 15	BERGEN with 4-card support 3♣ = 6-9 / 3♦ = 10-11 / 2NT = 12+ 3 or 4 ♥/♠ = barrage = 0-5 (total tricks) With 3-card support and 10+ p forcing bid SPLINTER	After 2NT 3♥/♠ = good 5+-card / 15+ / forcing 4♥/♠ = non-forcing 3NT = 18-19 / balanced New suit = 15+ / controle	Support with 10-11p
INT				15 – 17 5-card major possible	2♣ = PUPPET STAYMAN from 8p 2♦/♥/♠/NT = transfer 2♥/2♠/3♣/3♦ 4ZT = 15+ / quantitative RUBENSOHL	SMOLEN 3♣ after 2♣ = 17p / not 4♥/♠	
2♣	X			SEMI-FORCING Either suit / 8-9 playing tricks Either 20-22p /void or singleton	2♦ = relay	2NT = tricolor / 20-22p → 3♣ = asking for void or singleton → suit or 3NT (1 or no ♣)	
2♦	X			GAME FORCING	2♥ = 0-7 and no aces / 2♠ = 0-7 and 1 ace 2NT = 8+ or 2 kings and no aces 3♣ = 8+ and 1 ace / 3♦ = 8+ and 2 aces	4NT = asking for kings (04/1/2/3)	
2♥/♠		6		6-10p 7-card possible	New suit = forcing one round 3NT = to play 2NT = 14+ / forcing	After 2NT 3♣ = mini (6-8) / 1 top honor OGUST 3♦ = mini / 2 top honors 3♥ = maxi (9-10) / 1 top honor 3♠ = maxi / top honors 3ZT = AKQ	
2NT				(19) 20 – 22 (23) 5-card major possible	3♣ = PUPPET STAYMAN Transfers (3♠ for ♣ and ♦) 3NT =5♠+ 4♥ 4ZT = quantitative	**HIGH LEVEL BIDDING** 4NT = RKCB → 30 / 41 / 2 / 2 + trump queen → 5NT = even + unknow void → 6x = odd + void in x → 6 in trump suit = odd + void in suit higher than trump suit. 5NT = King ask (without trump king) → 0-1-2-3 5♣/♦/♥/♠ = EXCLUSION BLACKWOOD →30 / 41 / 2 / 2 + trump queen DOPI - ROPI	
3♣/♦/♥/♠		7		Max. 10p / 7+cards			
3NT				GAMBLING			
4♥/♠		8		Max 10p / 8+-card			
4NT				Max 10p / 5+♣ + 5+♦			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

5+-card (exceptional 4-card ♠)
at 1-level 8-14p at 2-level 10-14p

Sandwich: X = 4-4 in the other 2 suits / 12-14p
1NT = 5 lowest + 4 highest in the other 2 suits
Lowest cuebid = 5 highest + 4 lowest
Highest cuebid = 5+ + 5+
2ZT = 5+ + 5+ weak

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd hand 15-17p
4th hand 10-13p

JUMP OVERCALLS (Style; Responses; Unusual NT)

Suit + jump = good 6 (7)-card / 6-10p

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

GHESTEM

VS. NT (vs. Strong/Weak; Reopening;PH)

DONT

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Suit = 5-card / 12+p
X = the three other suits / 12+p
2NT = 16-18p

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Natural bidding

OVER OPPONENTS' TAKEOUT DOUBLE

INVERTED MINORS
BERGEN (with 3-card support and 10-11p 3♦ or 2NT
XX = 10+ / no support but the three other suits
New suit at 1-level = 4+-card / forcing
After 1NT ignoring the double or XX from 7p (non-vul ⇔ vul)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Low card promises REVAN	Parity (MUD)
NT	3rd - 5th KANTAR	
Subseq	Top of a sequence	

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace		
King		
Queen		
Jack		
10		
9		
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Revan	Parity	5-6-7 = direct
Suit 2	Parity		2-3-4 = same suit
3			8-9-10 = same rank
1	Low cd encourages	Parity	
NT 2	Parity		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

2nd hand 12+ / no 5-card / the 3 other suits
or 15+ / any distribution
2) suit = 5-card 15+p / 1NT = 18-19p / cuebid = GF
4th hand Idem or reopening double
After opponents' overcall 8+p / no 5-card

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

HIGH-POWER SPUTNIK with 12+ doubling and then bidding a 5-card

SUPPORT DOUBLE and SUPPORT REDOUBLE

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP
Sandeman 4 3rd National A

TEAM & DIVISION

Van Gele Edith 16538
Vlaeminck Rita 22963

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5-card majors / Better minor
2♥/♠ Weak
2♣ Semi-forcing
2♦ Game-forcing
1NT = 15-17 (5-card major possible)
2NT = 20-22

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: