

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Sound overcalls, usually both in suit quality and HCP
1-level: 8+ HCP, 2-level: opening values, usually 6-card
New suit responses always forcing (except when passed hand bids)
Simple raise usually constructive, jumps raises are preemptive
Jump cue = mixed raise (5-7 HCP), jump in new suit = fit-jump
Cue = 11+, fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd seat: 16-18 HCP, reopening: 10-14 HCP, can be without stopper
1NT in sandwich: unbid suits, either 5(lowest)-4(highest) or 5-5 with better lower suit
Systems always on over natural NT overcalls (Stayman, transfers)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
In direct seat: weak 6-card, aggressive style, can be 5-card if partner is passed hand; 2NT response (unpassed) is 15+ HCP, asking
Unusual 2NT: at least 5-5, usually constructive
Reopen: good 6+ card, 12-16 points (passed hand: preemptive)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Western cue bid (double jump) in direct and balancing seat: long solid minor suit with no stopper in enemy suit
Responses: 3NT with stopper, 4C scramble without
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: equal values or stronger, (semi-)balanced
2C: both majors, at least 4-4 when not vul., 5-4 when vul.
2D: long major suit (can be good 5 card, usually 6+)
2H/2S: exactly 5M, 4+ m
2NT: both minors, at least 5-4 at favorable vuln., usually 5-5
Natural against 1NT overcalls (X is penalty-oriented)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
NT: 16-18 bal.; 4C/4D: two-suiter, C/D and other/unknown major
OR both majors if (jump-)cue; also valid over 3X
Cue bid: strong balanced hand, asking for stopper; X = take-out
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C and 1C-1D: X = bid suit + non-touching; 1NT = other non-touching suits; non-jump overcall = bid suit + next higher; jump overcalls = single suiter
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump in new suit: weak (0-5 HCP), long suit
XX: 9+ HCP, defensive values, no fit
Other bids unaffected

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	Suit preference	Suit preference	
Other: if no honor in the suit, leads are mostly top of nothing (TON)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ (even)	Same	
King	(A)K+ (odd), KQ(+) even		
Queen	(K)Q+ (odd), QJ(+) even		
Jack	(Q)J+ (odd), J10(+) even		
10	(J)10+ (odd), 109(+) even		
9	(10)9+ (odd) or TON		
Hi-X	TON		
Lo-X	3rd/5th		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low denies OS*	Smith echo	Roman
Suit 2	Suit preference	Count	Count
3	Count (high = even)	Suit preference	
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Smith echo on first suit played by declarer (low = enc. for the lead)			
Roman discards: odd = pos., even = Lavinthal; (*) OS = Obvious switch			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light if perfect shape (4441/5440, occasional 5m431)			
Always at least 4-4-3 in unbid suits, or 18+ any unbalanced hand			
In reopen: 9+ HCP, can be slightly off-shape			
Standard responses, cue = GF any hand, jumps are raises/invitational			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Competitive double after we have found a fit: invitational, (semi-)bal.			
Redouble of responder after enemy take-out double: defensive values, extra strength			
Redouble after double of T-Walsh: 16+, 3-card fit			
Support double/redouble through 2H ; if higher, indicates general strength			

W B F CONVENTION CARD
<b>CATEGORY: PIETERMAN 2 – NATIONAL 3</b>
<b>PLAYERS: SIMON BEERTEN (29679) JENS JOSSAER (29680)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, 4 card diamonds
Majors: 2/1 game-forcing, forcing 1NT
Gazzilli
2C up to 3S: multi-transfer opening bids (weak + var. strong)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels cue bid/Unusual 2NT
T-Walsh after 1C opening
Gazzilli 2C after 1H – 1S and 1M – 1NT
Three-way Checkback Stayman after any 1x – 1y – 1z
2C: weak D, or either SF H; strong 1444/04(54); 22-23/26-27 NT
2D: weak H, or either SF S; strong 4441/4450; 24-25/28+ NT
2H: weak S, or either SF+ C; strong 4414/4405
2S: weak C, or either SF+ D; strong 4144/40(54)
3C: long D (weak) or GF H
3D: long H (weak) or GF S
3H: long S (weak)
3S: at least 5-5 minors, weak
3NT: Gambling
Multi-Landy defense against 1NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
/
<b>IMPORTANT NOTES</b>
/
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	Infinity	11-20, can contain 4-card D if longer clubs	T-Walsh, inverted minors, 1S = transfer to NT 1NT can contain 4c D	Bourke relay (third suit forcing) After 1C – 1x – 2C – 2y	Inverted minors on
1♦		4	Same	11-20, natural Opened with 4-4 in minors	Inverted minors 2C: 11+ HCP, 4+ clubs	Bourke relay (third suit forcing) After 1D – 1x – 2D – 2y	Inverted minors on
1♥		5		11-20, natural	1NT forcing, 2/1 GF, Jacoby 2NT (12+, 4c fit) 3/4H: weak; 3C: 7-9, 4c fit; 3D: 10-11, 4c fit	Gazzilli 2C; after 2NT: 3C any singleton, 3D any void, 3H max, 3NT medium, 4H min.	Drury 2C: 3c fit, maximum 2H response = sign-off
1♠		5		11-20, natural	1NT forcing, 2/1 GF, Jacoby 2NT (12+, 4c fit) 3/4S: weak; 3C: 7-9, 4c fit; 3D: 10-11, 4c fit	Gazzilli 2C; after 2NT: 3C any singleton, 3D any void, 3S max, 3NT medium, 4S min.	Drury 2C: 3c fit, maximum 2S response = sign-off
INT				15-17, no 5-card major 6m322 and 5422 possible	Weak Stayman, four-way transfers 3X: splinter, GF; 2S: general invite, no majors	2NT response to 2S: max., good C support 3C response to 2NT: max., good D support	
2♣	X	6 (weak)		See Special Bids	2D: p/c 2NT: 15+ HCP, asking	After 2NT: 3C: weak D, any min.; 3D: club feature, 3H: heart feature, 3S: spade feature	
2♦	X	6 (weak)		See Special Bids	2H: p/c 2NT: 15+ HCP, asking	After 2NT: 3C: club feature.; 3D: weak H, any min., 3H: diamond feature, 3S: spade f.	
2♥	X	6 (weak)		See Special Bids	2S: p/c 2NT: 15+ HCP, asking	After 2NT: 3C: club feature.; 3D: diamond feature, 3H: weak S, any min., 3S: heart f.	
2♠	X	6 (weak)		See Special Bids	3C: p/c		
2NT				20-21, 5c M, 5422 and 6m322 possible	3C: puppet Stayman, 3S: minor Stayman	After 3C: 3D = no 5-card major, 3M: 5-card	
3♣	X	7 (wk)		See Special Bids	3D: p/c		
3♦	X	7 (wk)		See Special Bids	3H: p/c		
3♥	X	7 (wk)		See Special Bids	3S: to play		
3♠	X	7		See Special Bids	3NT: stoppers, to play; 4C: p/c; 4D: asking for shortness, slam invite		
3NT	X			See Special Bids			
4♣		7		Preemptive			
4♦		7		Preemptive			
4♥		7		Preemptive			
4♠		7		Preemptive			
4NT	X			Both minors (6-6), weak			
5♣		8		Preemptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Preemptive		4NT: RKC Blackwood (1430)	
5♥		8		Slam invite		4m if minor suit agreed: Minorwood, ace-asking	
5♠		8		Slam invite		5M after major suit agreed: general slam invite	
						DOPI-ROPI after interference in Blackwood, DEPO-REPO if their suit is higher	
						Exclusion Blackwood	
						Specific king ask	