

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Fairly aggressive, may be lead directing
Response to overcall forcing for one round
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) in 2nd
11-14(15) in 4th
System on for responses, including transfers into natural suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2NT = unusual, in normal fashion.
Reopen: Intermediate (11-15)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct = Michaels, in the standard way; but do not play over 1C where it is short (2 or less). 1C - 2C would therefore be natural
Jump = solid suit, asking for control in cue bid suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy: 2♣ = Majors, 2♦ = single suited M,
2♥/♠ = 5♥/♠ + 4+ minor, 2NT = minors. X = 15+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4th	2/4th	
NT	2/4th	2/4th	
Subseq			
Other: K asking for standard count, Q asking for reverse attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	JT, KTT	JT, KTJ	
10	A/K/QT9, Tx	A/K/QT9, Tx	
9	T9, 98	T9, 98	
Hi-X	xXxx, or Xx	xXxx, or Xx	
Lo-X	Hxx, Hxxx+, xXx	Hxx, Hxxx+, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count/attitude	Count	Reverse Attitude
Suit 2	Count	Suit preference	Count
3	Suit Preference		Suit preference
1	As above	As above	As above
NT 2			
3			
Signals (including Trumps):			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> Douglas Piper & Alex Wilkinson
EVENT Open
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
1♣ = 2+, transfer responses to 1♣
5 Card Majors
15-17NT
2♦-2♠ = Weak
Key card - 1430
2/1 = GF
2NT over 1M = 10+ support raise
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses to 1♣:
1♦ = 4+ hearts, 1♥ = 4+ spades, 1♠ = transfer to NT, could contain GF hands with 4M and 5 Diamonds, 1NT = transfer to clubs
2♣ = 5+ diamonds

V. Strong, X = 5+ minor, 4+ major (if opponent XX's, then systems off); responses to double of strong NT = 2C/D pass correct for minor; 2H = pass/correct M; 2S = natural; 3H = invitational in either M.	Standard Count, Reverse Attitude	
	<b>DOUBLES</b>	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
Double = t/o up to 5♠. Cue-bids are Michaels as above.	Negative through 5♠	
4NT two places to play.		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>
X = majors, 1NT = minors, jumps are weak and natural.	After 1C (1D or 1H) X = transfer, as per transfer responses to 1C	Only after game bid with balance of values.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	After 1C (X) XX = transfer to diamonds.	<b>IMPORTANT NOTES</b>
After t/o X of 1♣, XX = transfer to diamonds, 1♦ = transfer to hearts, system on.		
All other opening bids, XX is natural with 9+ points		
Jump fits over other one level suit openings.		<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Tick	2	4♠	Either 11-14NT (not 11 if only 2♣), or 18-19 balanced, or natural	1♦ = 4+ hearts, 1♥ = 4+ spades, 1♠ = transfer to NT (includes GF hands with 4M and 5Diamonds), 1NT = transfer to 2♣, 2♣ = 5 plus diamonds	X'fer to M - complete = less than 4, break to 1NT = 18-19 balanced, complete with break (e.g. 1♣ - 1♦ - 2♥) is 4 cards, 11-14, 3♦ = 18-19 bal. 4 card support, 2NT = 6♣ 3M 14-17	Further continuations including frequent use of 2-way check back.
1♦		(4)5		Unless 4441 or 1444, this will have 5 cards and almost always unbalanced unless very good diamonds	2D = Inverted, 10+ 4 diamonds	2H/S = either weak NT value in H/S or after continuation, bids will be game forcing if beyond 2NT, values in H/S respectively. 2NT = weak NT, stops in M's.	

1♥		5	4♣	Natural	2/1 GF, 2NT = 10+ 4 card support, splinters, single	After 2NT - 3♣ = any minimum, 3♦ = balanced, non-minimum, 3♥-NT = short	After 3♣ = any minimum, 3♦ enquires, and shortage in steps
					jump in other M, = 9-11, 3 card support		
1♠		5	4♣	Natural	As above, including Drury opposite 3/4th, where 2C = 9-11 with 3 card support, 2D = 9-11 with 4 card support		
INT				15-17, can have 5 card major	Non-promisory Stayman, 4 transfers	Complete transfer in minor is good Hx or xxx minimum, others nat, break transfer in M = additional values with 4 card support, jump completion = minimum with 4 card support.	After transfer to a minor = change in suit = shortage.
					3♣ = 3 suited without short club (3♦ asks), any short in steps; 3♦ = 3 suited, short ♣; 3♥/♠ = 3M, singleton other major, 45 in minors.		
2♣	Tick	0	4♣	GF	2♦ = relay. Bids of suits = natural headed by two honours; 2NT = balanced 7-10, 3NT = 11-12; stayman response	After 2♦, 2♥ = Kokish and forces 2♠, following which NT rebids with ascending ranges (e.g. 2C - 2D - 2NT = 23-24, 2C - 2D - 2H - 2S - 2NT = 25-26, then back to no Kokish rebid 3NT = next two point range).  After Kokish with 2S relay, bid of another suit shows ♥'s plus that suit	T/o doubles
2♦	Tick	6 (5)	N/A	Weak, (5) 6-10	2NT = feature ask	Bid show's feature, A or K, jumps to 4 level in new suit = shortage.	
2♥	Tick	6 (5)	N/A	Weak, (5) 6-10	2NT = feature ask		
2♠	Tick	6 (5)	N/A	Weak, (5) 6-10	2NT = feature ask		
2NT			4♣	20-22	Puppet Stayman	3D = no 5CM, at least one 4CM, 3NT = no 4CM, 3H/S = 5	After 3D response, 4D = both M's; 4C = both M's slam try
					3S = both minors, interested; 4 level bids = natural slam try.		
3♣		(6) 7	N/A	Emphasis on finding 3N in 1st/2nd vulnerable (e.g. 2/3 honours)			

3♦		(6) 7	N/A	Emphasis on finding 3N in 1st/ 2nd vulnerable (e.g. 2/3 honours)			
3♥		(6) 7	N/A	Aggressive			
3♠		(6) 7	N/A	Aggressive			
3NT				Gambling			
4♣				Natural and pre-emptive			
4♦				Natural and pre-emptive			
4♥				Natural and pre-emptive			
4♠				Natural and pre-emptive			
4NT				Specific ace ask			
5♣				Natural and pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦				Natural and pre-emptive		1430	
5♥				Invitational, asking about trump strength		ROPI/DOPI after interference	
5♠				Invitational, asking about trump strength			