DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
1L can be for the lead	
UCBs (but if third hand passes, cue may just be a good hand)	
1/1, 2/1, 2/2 all NF (so jumps are nat F1, even if third hand ac	ts)
3/2 F1 (but NF if third hand acts)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
(15)16-18, responses as per 1NT opening	
Protective: 11-14 over 1m, 11-16 over 1M (then 2* range-ask	(2)
, , , , ,	/
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Single jumps to the 2L are intermediate (9-12) if partner is un	passed
otherwise weak	
Single jumps to the 3L are pre-emptive	
Reopen: Intermediate DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1m) 2 ♦ Michaels	
(1m) 2 ★ whenaers (1 ♣) 2 ♣ nat	
Else Michaels, jump cue is a stop-ask	
Disc Michaels, Jump cue is a stop ask	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Vs 13-15 or weaker: X = pens, 2♣ = majors, 2♦ = 5D4+M, 2b	M = na
Vs 14-16 plus: $X = 5M5m$, $2 = majors$, $2 = 5D4M$, $2M = r$	
2NT overcall = minors or very strong two-suiter	Iut
21(1 overeun – minors of very strong two suiter	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	-
X = take-out, Leaping/Non-leaping Michaels	
Three-level cue = stop-ask	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 a or 2 a	
X = majors, NT = minors	
NT is a UCB	
11 15 tt UCD	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = strength, then one take-out double	
Transfers after 1M (X)	

Lead		LEA	DS AND SIGN	ALS	W B F CONVENTION CARD			
Lead	OPENING LEA							
Suit 3 ³⁶ from even, low from odd 3 ³⁶ / 5 ³⁶ NT 2 ³⁶ / 3 ³⁶ Subseq Attitude (low = like) Attitude (low = like) Suit bonour asks for utilitized (low = like) Attitude (low = like) Suit suits: Ace asks for attitude (low = like) Attitude (low = like) Lead Vs. Suit Ace AK+ (unsupported at 5L+) AK+ King K0+ (AK or KQ at 5L+) AK+ King K0+ (AK or KQ at 5L+) AKJ Nake AK+ (unsupported at 5L+) AKJ	OI EI (II (G EE)			In Partner's Suit		CATEGORY: Green		
Subseq Attitude (low = like) Attitude (low = like) vs NT: honour asks for unblock of one below, if not, attitude (schuding doubleton (low = like), but King for count at five-level or higher than the properties of the properties	Suit					4		
Astitude (low = like)						4 1		
vs NT: honour asks for unblock of one below, if not, attitude for two below vs suits. Ace asks for attitude (low = like), king asks for attitude excluding doubleton (low = like), but King for count at five-level or higher LEADS Lead			/ = like)					
vs. suits: Ace asks for attitude (low = like), King asks for attitude excluding doubleton (low = like), but King for count at five-level or higher Lead Vs. Suit Vs. Nr Ace AK+ (unsupported at 5L+) AK+ King KQ+ (AK or KQ at 5L+) AKJ10, KQ+ Queen QJ+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ109, KQJs, QJ+ Jack J10+, AKQ (for count) AKQ10, KQ10, MQ10, KQ10, MQ10, KQ10, MQ10, KQ10, KQ10, MQ10, KQ10, KQ10, MQ10, KQ10, KQ10	_				· ,	1		
Lead Vs. Suit Vs. NT						1		
Lead Vs. Suit Ace AK+ (unsupported at 5L+) AKJ10, KQ+ Queen QJ+, AKQ (for count) AKQ10, KQ109, KQ1x, QJ+ Jack J10+, AKQJ (for count) AQJ9, KQJ9, QJ98, J10+ 10 109+ 109+ 109+ 9 9x, H98x 9x, H98x Hi-X Xx, four or six-card holding HxxX SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Low = encouraging Low = even Low = encouraging Suit 2 Low = even Suit preference Low = even 1 Low = encouraging Smith (low = like) Low = encouraging NT 2 Low = even Low = even Low = even NT 2 Low = even Low = even Low = even Signals (including Trumps): Suit preference when singleton in dummy vs suits, on our play and declarer's Poccasional suit preference in trumps (low is the default) DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Most double is a shortage game-try, If we have a minor fit, double at 3L, ask stop In relay autentions, we can show a singleton AK as no shortage In relay autentions, we can show a singleton AK as no shortage In relay autention, we can show a singleton AK as no shortage If we have shown constructive values and they bid to the 5L SPECIAL ARTIFICIAL & COMPETITIVE DBLS/RDLS Game-try doubles when there is no space Double of an artificial NT bid shows values and a desire to penalise Support double's redoubles to 2 of responder's major, but not after 1NT If we have established a major fit and have not attempted to sign off yet, double is a shortage game-try. If we have a minor fit, double at 3L, ask stop In relay autentions, we can show a singleton AK as no shortage								
AKH (unsupported at 5L+) AKH (Sing KQ+ (AK or KQ at 5L+) AKH (NE) AKH (D. KQ (Deen QL+, AKQ) (for count) ARQ10, KQ109, KQ18, QL+) Jack J10+, AKQI (for count) AQ19, KQ19, QJ98, J10+ 10 109+ 109+ 109+ 109+ 109+ 109+ 109+ 10	LEADS				-	SYSTEM SUMMARY		
AKH (unsupported at 5L+) AKH (Sing KQ+ (AK or KQ at 5L+) AKH (NE) AKH (D. KQ (Deen QL+, AKQ) (for count) ARQ10, KQ109, KQ18, QL+) Jack J10+, AKQI (for count) AQ19, KQ19, QJ98, J10+ 10 109+ 109+ 109+ 109+ 109+ 109+ 109+ 10	Lead	Vs. Suit		Vs. NT				
Queen QI+, AKQ (for count) AKQ10, KQ109, KQ1x, QJ+ Jack J10+, AKQI (for count) AQ19, KQ19, QJ98, J10+ 10 109+ AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ1x, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ18, J10+ 2 (10+), AV18, AV28, AV2		AK+ (unsup)	oorted at 5L+)			GENERAL APPROACH AND STYLE		
Queen QI+, AKQ (for count) AKQ10, KQ109, KQ1x, QJ+ Jack J10+, AKQI (for count) AQ19, KQ19, QJ98, J10+ 10 109+ AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ1x, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ19, QJ98, J10+ 1 (10+), AKQI (for count) AQ19, KQ18, J10+ 2 (10+), AV18, AV28, AV2	King	KQ+ (AK or	KQ at 5L+)			Five-card majors, short club with transfers		
Jack J10+, AKQJ (for count) AQJ9, KQJ9, QJ98, J10+ 10 109+ 109+ 109+ 109+ 109+ 109+ 109+ 10								
10 109+ 109+ 9x, H98x 9x, H98x 1x	Jack	J10+, AKQJ	(for count)					
9 9x, H98x Hi-X	10			109+				
Hi-X		9x H98x						
Lo-X			ix-card holding			1 V.1 Will diso be 3+11 die fland contains of values		
Partner's Lead Declarer's Lead Discarding 1	Lo-X				,			
Partner's Lead Declarer's Lead Discarding 1 Low = encouraging Low = even Low = encouraging Suit 2 Low = even Suit preference Low = even 1 Low = encouraging Smith (low = like) Low = encouraging 1 Low = encouraging Smith (low = like) Low = encouraging NT 2 Low = even Low = even Low = even 3 Suit preference NT 2 Low = even Low = even Low = even 3 Suit preference NT 2 Low = even Low = even Low = even 3 Suit preference Signals (including Trumps): Suit preference when singleton in dummy vs suits, on our play and declarer's Occasional suit preference in trumps (low is the default) DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Most doubles are for take-out Signals (including Trumps): SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Game-try doubles when there is no space Double of an artificial NT bid shows values and a desire to penalise Support doubles/redoubles to 2 of responder's major, but not after 1NT If we have established a major fit and have not attempted to sign off yet, double is a shortage game-try. If we have a minor fit, doubles at 3L ask stop In relay auctions, we can show a singleton A/K as no shortage SPECIAL BIDS THAT MAY REQUIRE DEFENSE Transfers after our 1 ♣ opening 2 ♦ opening = weak two in a major Transfers after 1M (X) (opening and direct overcall) Transfers in competition: 1 ♣ (1x), 1 ♣ (2♣), 1 ♣ (2♣), 1 ♠ (2♣), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (2♠), 1 ♠ (1				
Transfers after our 1♣ opening Suit 2 Low = even Suit preference Low = even Smith (low = like) Low = encouraging NT 2 Low = even Signals (including Trumps): Suit preference when singleton in dummy vs suits, on our play and declarer's Occasional suit preference in trumps (low is the default) TAKEOUT DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Most doubles are for take-out SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Game-try doubles when there is no space Double of an artificial NT bid shows values and a desire to penalise Support doubles/redoubles to 2 of responder's major, but not after 1NT If we have established a major fit and have not attempted to sign off yet, double is a shortage game-try. If we have a minor fit, doubles at 3L ask stop In class after our 1♣ opening Transfers after IM (X) (opening and direct overcall) Transfers after IM (X) (opening and direct IM (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (2*), 1* (d Discarding		SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Suit 2 Low = even 3					-			
Transfers after 1M (X) (opening and direct overcall) Transfers after 1M (X) (opening and direct overcall) Transfers after 1M (X) (opening and direct overcall) Transfers in competition: 1♣ (1x), 1♣ (2♣), 1♣ (2M), 1♠ (2♣), 1♠ (2M) 2M switch after 1♣ (2♠) and 2m/3m switch after 1M (1/20M) Most doubles are for take-out Transfers in competition: 1♣ (1x), 1♣ (2♣), 1♣ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠) DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Most doubles are for take-out Transfers in competition: 1♣ (1x), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠), 1♠ (2♠),				<u> </u>	Low = even			
I Low = encouraging Smith (low = like) Low = encouraging Transfers from 2NT if they bid over our 1NT (2NT shows clubs or any signoff). Transferring to their suit shows shortage there Transfers in competition: 1 ♣ (1x), 1 ♣ (2♣), 1 ♣ (2M), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣), 1 ♦ (2♣)	3							
NT 2 Low = even	1 Low = encouraging		Smith (low = like)		Low = encouraging	Transfers from 2NT if they bid over our 1NT (2NT shows clubs		
Signals (including Trumps): Suit preference when singleton in dummy vs suits, on our play and declarer's Occasional suit preference in trumps (low is the default) **Poubles** **Takeout Doubles** (Style; Responses; Reopening) Most doubles are for take-out **Special, Artificial X Competitive Dbls/Rdls **Game-try doubles when there is no space Double of an artificial NT bid shows values and a desire to penalise Support doubles/redoubles to 2 of responder's major, but not after 1NT If we have established a major fit and have not attempted to sign off yet, double is a shortage game-try. If we have a minor fit, doubles at 3L ask stop **Image: Special Signal Sig	NT 2 Low = even Lo		Low = even		Low = even	Transfers in competition: $1 \clubsuit (1x)$, $1 \clubsuit (2 \clubsuit)$, $1 \spadesuit (2M)$, $1 \spadesuit (2 \clubsuit)$,		
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W B F CONVENTION CARD CATEGORY: Green NCBO: England PLAYERS: Stefano TOMMASINI and Ben NORTON SYSTEM SUMMARY GENERAL APPROACH AND STYLE Five-card majors, short club with transfers 2♦ opening = weak two in a major, 2M M+m (5/5 V, 5/4+NV)2/1 (2♣ art relay over 1♦ and 1M, can contain a big fit) 1 ♦:1M will be 5+ if the hand contains GF values 1 ♥:1 ♠ will also be 5+ if the hand contains GF values SPECIAL BIDS THAT MAY REQUIRE DEFENSE Transfers after our 1♣ opening 2♦ opening = weak two in a major Transfers after 1M (X) (opening and direct overcall) Transfers from 2NT if they bid over our 1NT (2NT shows clubs or any signoff). Transferring to their suit shows shortage there Transfers in competition: $1 \clubsuit (1x)$, $1 \clubsuit (2 \clubsuit)$, $1 \clubsuit (2M)$, $1 \spadesuit (2 \clubsuit)$, 1 ♦ (2M) 2M switch after 1♣ (2♦) and 2m/3m switch after 1M (1/2oM) 1M (2m) 2oM is NF (3oM is GF with 6, X contains 5oM GF) P:1 \spadesuit ; 2 \clubsuit = 5+ hearts any responding hand $P:1 \lor ; 2 \lor = 5/5 \text{ minors, also } P:1 \land ; 2 \lor$ Competitive xfers/switches at 2L+ after 1x opening are off as PH SPECIAL FORCING PASS SEQUENCES If they preempt to the 5L facing a passed partner If we have shown constructive values and they bid to the 5L

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.*		2	4♥	12-14 bal (can have 5D), 18-19 bal (not usually 5D), or nat	$1R = xfer$, $1 \spadesuit = no M$ (could be GF), $1NT = nat inv$ $2 \clubsuit = 5 + D GF$, $2 \spadesuit = 5 + C GF$, $2M = weak$ 2NT = minors, $3x = preempt$	Completing transfer shows a minimum with 1-3M, or terrible with four, then XYZ (2NT puppet), 1NT = 18-19	XYZ is only on if they have doubled, not if they've bid a suit		
1 ♦		4	4♥	18-19 bal with 5, or unbal 4+ (can treat min 5332 good suit as unbal, to rebid 2♦ or raise M)	1NT = semi-forcing, 2♣ = art GF (relay) 2♦ = inv NF, 2M = weak, 2NT = weak raise 3♣ = natural invitational, 3♦ = mixed	1NT rebid = 15+ no 4M, then 2♣ inv+ ask	First available jump in competition is mixed (for 1M too) 3L jumps PRE, 4L jumps fit		
1♥		5	4◆	Nat, includes 12-14 and 18-19	2♣ = art GF (relay), 2♠ = GF 5+D unbal 2♥ = 7-9 if bal, 5-9 if unbal, 2♠ = weak 2NT = $3/4$ H inv or 4H mixed 3m = natural invitational, 3 ♥ = pre-emptive 3♠ = 4H any singleton, 3NT = void S, 4m = void	1 ★:1 ★; 1NT = wk NT or diamonds, 2D = xfer, 2H = 5H3S min NF (can be wk NT) 1 ★:2 ★; 2 ★ = any game try, 2NT = GF 4+S, 3m = nat GF 1 ★:2 ★; 2NT = 12-14 or 18-19	2♣ = 9-11 3+H 2♦ = 5/5 minors 2♠ = mini-splinter somewhere 2NT = best four-card raise 3♥ = mixed		
1 &		5	4.	Nat, includes 12-14 and 18-19	$2 \clubsuit = \text{art GF (relay)}, 2R = \text{GF } 5+R \text{ unbal}$ $2 \spadesuit = 7-9 \text{ if bal}, 5-9 \text{ if unbal}$ 2NT = 3/4S inv or 4S mixed 3x = natural invitational, 3 ♠ = pre-emptive, 3NT = 4S any singleton, 4x = void	1 ★:1NT; 2 ★ = nat or 6S or 18-19 1 ★:2 ★; 2NT = any game try, 3m = nat GF 1 ★:2 R; 2NT = 12-14 or 18-19	2♣ = 5+H any responding hand 2♦ = 9-11 3+S 2♥ = 5/5 minors 2NT = mini-splinter somewhere 3♥ = best four-card raise		
1NT				15-17, can have 5cM/6cm	2♣ = Stayman, 2R = xfer, 2♠ = C or range ask 2NT = puppet, 3♣ = xfer, 3♠ = minors GF 3M = shortage, $4♣/♠$ = transfer to H/S, 4M = nat	1NT:2*; 2R:2* = 5S inv xfers after 1NT:2R; 2M (2* = inv+ ask) 1NT:2NT; 3* = no 5cM	X for take-out, 2x NF unless cue, transfers from 2NT (3x INV+), transfers after 3L overcalls		
2*	X	0		GF or 22+ balanced	2 ♦ = 5+ or an ace, 2 ♥ = 0-4, 2NT = heart positive	$2 \div : 2 $ ⇒ : $2 $ = $22 $ + bal or nat, $2NT/3 $ $ = C/D $	X take-out with some values		
2♦	X	0		Weak two in a major	$2M/3M/4$ ♥ = p/c, $2NT$ = ask, $3 \clubsuit$ = NF, $3 \spadesuit$ = GF own major, $4 \clubsuit$ = xfer to suit below, $4 \spadesuit$ = bid M	2 ♦:2NT; 3m = linked non-minimum (then next step GF, asks short), 3M = nat min	Pass of X suggests playing opposite doubleton, XX = bid oM		
2♥		5		Weak, 5M5m V, 5M4+m NV	2S = NF, $2NT = asks$, $3C/4C = p/c$, $3D = INV + M$	2M:2NT; 3m = nat min, 3M = linked max	X of $3m = p/c$ (or a good 3M bid		
2 🏚		5			raise, $4D$ over $2H = 4H$ bid, asks minor in comp	(then 3S asks short over 3H), $4m = 6$	over 3D)		
2NT				20-21, can have 5cM/6cm	$3 \clubsuit = \text{four-card Stayman, } 3R = \text{xfer, } 3 \clubsuit = \text{minors,}$ $4 \clubsuit / 4 \spadesuit / 4 \spadesuit / 4 \spadesuit / 4 \spadesuit = H/S/C/D \text{ (slam-try for C/D)}$	2NT:3 R ; 3M = fit, 2NT:3 ♦; 3 ♦ = 5S2H	X for take-out, bids as per interference over 1NT		
3 .		6		Preempt, often 6 1st NV/3rd NV	3♦ puppet to 3♥, 3M GF, 4♦ RKCB 3041				
3♦		6		Preempt, often 6 1st NV/3rd NV	New suit GF, 4. RKCB 3041		X penalty after all 3L preempts		
3♥		6		Preempt, often 6 1st NV/3rd NV	New suit GF, 4* RKCB 3041				
3♠		6		Preempt, often 6 1st NV/3rd NV	New suit GF, 4* RKCB 3041				
3NT	X			Gambling, solid minor little else	4♣ = pass or correct, 4 ♦ = shortage ask		X penalty		
4 .		6		Preempt					
4♦		6		Preempt					
4♥		6	1	Preempt					
4 A	37	6		Preempt	5. 0.5 d . 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5				
4NT	X	l		Specific ace-ask	5 = 0, $5x = $ that ace, $5NT = $ ace of clubs				
5 .		7		Preempt		HIGH LEVEL BIDDING			
5♦		7		Preempt		4NT RKCB: 1430, 5x+1 keycard: 1st step even, 2nd step odd, EKCB (et al): 3041			
						4NT encouraging in minor-suit slam auctions, 4M-1 last train in relay auctions			