	-				
DEFENSIVE & COMPETITIVE BIDDING	LEADS & SIGNALS				
OVERCALLS: (Style, Responses, Reopening)	OPENING LEADS STYLE				
		Lead		In Partner's	Suit
7-17 HCP, Aggressive, Natural	Suit	3rd Even, Low (Ddd	3rd Even, L	ow Odd
	NT	3rd Even, Low (bbC	3rd Even, L	ow Odd
INT OVERCALL (2nd / 4th, Resp, Reopen)	Sub seq	R. Attitude		R. Attitude	
	Other:	3rd from Even		3rd from Ev	en
15-18 HCP Bal		Low From Odd		Low From C	Ddd
11-14 HCP in Bal	1				
				ADS	
JUMP OVER CALLS (Style; Responses; Unusual NT)	Lead	Vs. Suit		Vs. NT	
1 Level Jump = Weak	Ace	Asks for R. Att		Asks for R.	
34 = 5+/5+ "Rank", Constructive	King	Asks for R. Cou	nt		Count /Unblo
2 Level Jump = Preemptive	Queen	Asks for R. Att		Asks for R.	Att
Reopening (excl 3 +) = Good Intermediate	Jack	Promise 10 or S			
	10	Promise 9 or Shi		Promise 9 or	r Shtge
DIRECT & JUMP CUE BIDS (Style, Responses)	9	U sually Doublet		R. Att	
(1x) 2x = 5+/5+ "Odd", Constructive		3rd Even, Low (
(1x) 2NT = 5+/5+ "Colour", Constructive	L0 - X	3rd Even, Low (
(1x) 34 = 5+/5+ "Rank", Constructive	_	SIGNALSIN			
(1x) 3x (excl +) = Asking for Stopper (Solid Suit)		Partners Lead			Discard ing
		R. Count / Att		Smith Peter	
(1x) P (1y) 2x = 5/5, 2y = 6/5, 2NT = 5/6 Unbid Suits		Suit Pref		Count	Even=R/Cou
VS NT (vs. Strong/Weak, Reopening, Passed Hand)	3			Pref	Reverse Cou
2nd: "MultiLandy" X=15+, 2≠=♥& ◆, 2 ←1 Maj weak		R. Count / Att		Smith Peter	
2*/2* = Nat, 2NT=5+/5+, 3 Level=Weak	NT 2	Suit Pref		Count	Even=R/Cou
	3			Pref	Reverse Cou
4th: X=9+Any, 24/24/9/4=Nat, 2NT=15-176 card suit	Signals			Count / Att	
	(Incl.	Trumps)			Std Suit Pref
			-	BLES	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) X = Take-out to 4 v	Taba	TAKE OUT DOU			
X of 4 = Convertible Values	1 ake-0	ut to 4v, except o	vera	our preempt	or in Pen mod
	P	the line in the		Tara mite en	famine 2
Leaping, Non-Leaping Michaels VS. ARTIFICIAL STRONG OPENINGS		use to 1 level X: C amp = 9-11 4 card			
1+="Schizo" X=15+, 1 += +OR ♥& +, 1 ♥= ♥OR +&+	ier er a	imp - 9-11 4 care	, 5 R	ever Jump - a	5-10 5 caru
$1 = \text{Schizo} A=15+, 1 = \text{OK} \\ \text{C} \\ A = \text{OK} \\ \text{C} \\ $					
2NT=M inors, 3x = Weak	61	PECIAL, ART, CO	ACDE	T & PEOPE	NDOUDIES
By Passed Hand and vs 24: Same	3	FECIAL, ARI, CO	MIL	I & REOFE	DOUBLES
OVER OPPONENTS' TAKEOUT DOUBLE	Kespor	sive Doubles to 4			
Jumps = Law Raises				r suit not m	ine
New Suit = usually natural non-forcing	If both bid, X = says lead your suit, not mine Double of Uncontest 3NT: Dummy's suit, or v if none				
and a start a start a start and		er Doubles vs Sla		and a surf	in mone
Over 1 +/1 : XX = 6-10 HCP, 4 of Other Major	L'anti	er zonores ra dia			
or a series and o to not , for outer major					

	WEF CONVENTION CARD
	gory: Open System Style: Red
NCB	
PLA	YERS: Michael Ware & Matthew McManus
	SYSTEM SUMMARY
Go	CRUNCH!
20	Ulle -
1	GENERAL APPROACH AND STYLE
	insfer Openings
- 1+	= 15-20 Bal or 15-20 Unbal No Major, 5+ Minor
- 4 C	ard Majors, Often Canape (Minor only)
	ak INT - 11-14 (1st/2nd only)
	** Note we play Stand ard in 3rd/4th Seat ***
S	PECIAL BIDS THAT MAY REQUIRE DEFENCE
	nd Seat
	15-20 Balor 15-20 Unbal No Major, 5+ Minor
1+-	10-21 HCP 4+ . unbal often Canape (Minor)
	10-21 HCP 4+ ., unb al often Canape (Minor)
1.	10-14 HCP 4+ . unbal or Both Minors
2+ -	3-7 HCP, Weak Major, 5 or 6 cards
2* =	8-10 HCP 5/6 V
2	8-10 HCP 5/6 A
34 -	10-14 HCP, 6+ +, Single-Suited
	4th Seat
	dard - 5 card majors, 15-17 INT
	3-7 HCP, Weak Major, 5 or 6 cards
	8-10 HCP 5/6 V
2. =	8-10 HCP 5/6 A
	SPECIAL FORCING PASS SEQUENCES
We	bid game vul vs not, We bid game to make,
Whe	en in penalty mode, Relay Auctions
IMP	ORTANT NOTES THAT DON'T FIT ELSEWHER
	Bal hands may have any 5332
	R may be based on Dist not Strength
	PSYCHICS:

Seldom, but compared to most people, often

	OPENING BIDS & RESPONSES							
OPEN	ART	MIN	NEG X	X DESCRIPTION	RESP ONSES	SUBSEQUENT AUCTION	COMPETITION	
lst/2n	nd Se	at-f	Crune	h				
1.	Y	0	4 🖤	15-20 Bal or 15-20 Unbal, 5+ Minor	1 +=9/10+Relay, 1 +5-8(9)Bal/semi-bal, 1 +0-4, 1NT=5-8 5+	X=T/O		
		\Box		no 4 card Major	2 -5-8 5 , 2 -5-8 5+/5+ Both Majors, 2M = 4-8 6M.			
1 🔶	Y	0	4.	(10)11-21 HCP, 4+ Wunbalanced	1 -6-10 Balor 5+ Minor, 1NT=4+ 6-10 HCP,	Acol Style Rebids, Gazilli Style	Good / Bad 2NT	
				Often Canape (Minor only)	1 =Invite+ Relay, 24=0-5 P/C, 2+=Art Law Raises	Canape, Relays	Nat if 3+ Steps Up	
1.	Y	0	47	(10)11-21 HCP, 4++ Unbalanced	1NT=6-10 Balor 5+ Minor, 2+=6-10 5+*, 2*+=Art Law Raise	Acol Style Rebids, Canape	Good / Bad 2NT	
		_		Often Canape (Minor only)	1 +=Invite+ Relay, 2+=0-5 P/C	Relays	Nat if 3+ Steps Up	
14	Y	0	47	10-14 HCP Unbal5+ Diamonds OR	2 ←=P/C, 2 ←=To Play, 2M Nat NF, 3 ←=P/C, 3 ←=To Play,	Natural	Good / Bad 2NT	
		1 1		Both Minors	1NT = Inquiry / Relay	Relays	Nat if 1+ Steps Up	
INT	N	2	4.	11-14 HCP Bal (may be any 5332)	2 -GF Relay, 2 /2 -Transfers (May be 4), 2 -Invite,	Super Accepts, Relay,	X-T/O	
		_			2NT= GF xx, 34/4 = to play, 34=4 + GF, 34=4 + GF	Over X = Swine Variant	Lebensohl	
24	Y	0	47	Art. GF	2 +=3+ HCP (1+ Control) Waiting, 2 =0-4 (0 controls)	Natural, GF	X=T/O	
					Rest=6+ Suit, 3-7 HCP (1+ Control)			
2 ♦	Y	0	4 🖤	3-7 HCP, 5 or 6 card Major	2	5 or 6 card suit	X, XX=Pens	
2 🖤	N	5	-	8-10 HCP 5 or 6 🖤	2 -Inquiry, 2NT- F, 34/ - Nat NF	5 or 6 card suit	X=Pens	
24	N	5	-	8-10 HCP 5 or 6 +	2NT=Inquiry, 3+/+=NF, 3+= Nat GF	5 or 6 card suit	X=Pens	
2NT	N	2	-	21-23 HCP Bal	3 ← - Inq, 3 +/♥ - Transfer, 3 ← - MSS, 3NT-To Play, 4x-Nat	2NT-3 -3NT-2533	X=Pens	
34	N	6	-	10-14, 6++, Single-Suited	3 -Art Inq, 3M - Nat Forcing	Natural, Relays	X=Pens	
3.	N	6	-	Natural Preempt	New Suit = Nat Forcing or Lead Direct	Natural	X=Pens	
3 Maj	N	6	-	Natural Preempt	New Suit = Nat Forcing or Lead Direct	Natural	X=Pens	
3NT	Y	7	-	4 Level Minor Preempt	4/5	Shortages, 4NT=7222	X=Pens	
4-44	Y	7	-	Tied Major Opening - Approx 8PT	Next suit=Transfer back, 4NT=RKCB, 5 Minor = Asking bid	Next suit=Transfer back, 4NT=RKCB, 5 Minor = Asking bid Natural X=Pens		
3rd / 41	th Se		Stand	and				
14	Y			10-21 HCP, 3+ +	1NT=6-10, 24=6-9 44, 2M=0-5 Weak	1NT=11-14, 2NT=18-19	New Minor Chkbk	
	<u> </u>	F	-	I I I I I I I I I I I I I I I I I I I	2NT=Nat Invite, 34=Weak	111-11-11, 111-10-17	New Manor Charts	
1.	Y	4	47	10-21 HCP, 4+ •	As per 1 +	1NT=11-14, 2NT=18-19	New Minor Chkbk	
1.	Y	4	4.	10-21 HCP, 5+ 9 or 4/4 Majors	1NT=6-9, 2NT+=Art. L aw Raise, Rest=Nat F	No Drury, Transfers over 1NT	Good / Bad 2NT	
1.	N	5	47	10-21 HCP, 5+ .	1NT=6-9, 2NT+=Art. L aw Raise, Rest=Nat F	No Drury, Transfers over 1NT	Good / Bad 2NT	
INT	N	0	4.	15-17 HCP, Bal	2C=Simple Stayman, Rest as above			
2.	N	5	47	Art. GF	As Above	High level bidd	ing	
2.	N	5	4.	3-7 HCP, 5 or 6 card Major	2 - GF+ Inquiry, 2NT=Min/Max Inquiry, 2 - P/C	Relay, Controls		
2.	N	5		8-10 HCP 5 or 6 V	2 += Inquiry, 2NT=+ F, 3+/+ = Nat NF	Symmetric Denial Cue Bidding (DCB) . Hughes DCB	
24	N	5	-	8-10 HCP 5 or 6 .	2NT-Inquiry, 3+/+-NF, 3- Nat GF	Splinters, RKCB, Grand Slam Force (Trump Ask)		
	-	—				1st or 2nd Rnd Cuebid, NT& Tru		
43.77	N	2		21-23 HCP Bal	3 + = Ing, 3 +/+ = Transfer, 3 = MSS, 3NT=To Play, 4x=Nat	If Opps Suit < Ours, then 5Cue a		
2NT	1.14	1 A .		a read their total				

DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIG	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE					
Aggressive 1-level; sound 2-level		Lead		In Partner's Suit	CATEGORY: Natural - GREEN		
2NT = T/O for 2 lowest suits	Suit	4th		4th	NCBO:		
Overcall of opponents' suit = Michaels	NT	4th		4th	PLAYERS: John Wignall - Bob Scott		
	Subseq	4th		4th			
	Other: Vs N	T, K asks Count/U	Unblock: A asl	s Attitude	-		
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
Jsual 16 (15) – 18 HCP	Lead	Vs. Suit		Vs. NT			
Balancing 10-15 HCP	Ace	AK		AK	GENERAL APPROACH AND STYLE		
Ť	King	KQ		KQ	Acol-based System		
	Queen	QJ		QJ	1NT opening = 12-14 HCP		
	Jack	J10		J10	2 over 1 responses = $F1$		
UMP OVERCALLS (Style; Responses; Unusual NT)	10	109 or HJ1)x (+)	109 or HJ10x (+)			
Over 1 Suit: Intermediate	9	9x or 9xx o	r H109x (+)	9x or 9xx or H109x (+)			
Jnusual 2NT & Michaels	Hi-X	Denies H		Denies H			
Dver big ♣: weak jumps	Lo-X	Promises H		Promises H			
Reopen: As above	SIGNALS	IN ORDER OF F	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1m) – 2m: ♠ + any		i = Encouraging	Hi/lo = E	S/P & Hi = Encrg	$2 \bullet = Wk 2 M$, or Str 2 m, or any 20-22 5332		
1M) - 2M: Other M + a minor	Suit 2 H	5 5	Hi/lo = E	S/P & Hi = Encrg	$\frac{2 \vee - \vee \times 2 \times 3}{(\text{After } 2 \checkmark - 2 \vee / \texttt{A} \text{ or } 3 \vee / \texttt{A} \text{ or } 4 \vee = \text{correctable}}$		
1suit) – 2NT: two lowest	3 H	i/lo = E	Hi/lo = E	S/P & Hi = Encrg	-2NT = F, then 3 ((weak (((())		
1suit) – 3suit: stopper ask	1 H	i = Encouraging	Hi/lo = E	S/P & Hi = Encrg	And $3NT = 20-22$, $3 \bigstar / \diamond = strong$)		
/S. NT (vs. Strong/Weak; Reopening;PH)		i/lo = E	Hi/lo = E	S/P & Hi = Encrg	$2 \checkmark = \text{Acol } 2 \checkmark$, or Wk 5/5 \checkmark + m, or flat 20-22 HCP		
CANSINO: $2 = 3$ suits with $4 = 3$ suits with $4 = 3$		ii/lo = E	Hi/lo = E	S/P & Hi = Energ	$2 = \operatorname{Acol} 2 $, or Wk 5/5 + any		
2 = -3 suits with 4 s, 2 = -1 Majors, 2 = -1 A 12 = -1 A 12 = -1 A 12 = -1 A 1			$\Pi/10 = L$	5/1 & III – Ellerg	2N = Acol 2n, or with $3/3 n + any2NT = minors, weak or very strong$		
INI = Dig 2 suffer	Signals (including Trumps): Trump Hi/lo shows interest in ruff				Gambling 3NT (no better than Queen outside)		
	Lavinthal di		rull				
	Lavintnai d	iscarus	DOUBLES		Inverted minor raises		
			DOUBLES		Extended Lebensohl after opponents bid major over our NT		
	_				1) Direct 3NT = no stopper, no other major		
S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		TDOUBLES (Sty		; Reopening)	2) 3 of opp's major = no stopper, 4 of other major		
X = T/O	Emphasise	Majors; minors un	clear		3) 2NT (forcing 3* resp) followed by (i) $3NT = \frac{1}{3} \text{ stop}/\text{ no } M$		
					(ii) 3 their $M = M + stop$		
					1NT (x) xx = Bid 2*, 2* = minors, 2* = Majors		
/S. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2+					SPECIAL FORCING PASS SEQUENCES		
umps = PRE	SPECIAL,	ARTIFICIAL &	COMPETIT	IVE DBLS/RDLS			
Pass first with 16+ HCP hands	Responsive	DBLS thru 3▲					
		BLS thru 3			1		
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES		
M(x) 2M = Weak raise. 1M(x) 3M = Weak raise.	┥┟───				2NT response to 1 $\frac{1}{\sqrt{2}}$ = 15-18 HCP, flat		
M(x) 2NT = Good raise to 3	-1 ┣				After interference, free bids are negative		
Ainor raises after double inverted.	-1 }				PSYCHICS: Seldom		

	L	Н					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1*		3	3♠	10-20 HCP	2 * = F to 2NT, 3 * = 5-7HCP	Splinters & Nat, 2NT resp = 15-18 flat	
1 ♦		4	3♠	10-20 HCP	$2 \bullet = F \text{ to } 2NT, 3 \bullet = 5-7HCP$	Splinters & Nat, 2NT resp = 15-18 flat	
1 🗸		4	3♠	10-20 HCP	Acol	Splinters & Nat, 2NT resp = 15-18 flat	
1 🛦		5	3♥	10-20 HCP	Acol	Splinters & Nat, 2NT resp = 15-18 flat	
INT			2♠	12-14 HCP	$2 = \text{Stayman}, 2 \neq / \neq / = \text{TSF}. 2\text{NT} = \text{TSF} \text{ to a minor}$		
2.	✓	0	•		3 / / / / = NF		
2*	•	0	3♠	Acol GF or 22+HCP if BAL	2 ◆ =NEG, 3♥/▲=NEG, long suit without A		
2•	✓	0	3♠	Multi(Weak M;STR m or 20-22HCP unbal)	2NT=F, others correctable		
2♥	√	2	3♠	Str ♥ or 5-9/♥+ m or 20-22 Bal	$2 \triangleq ENQ, 3 = 10/11HCP 4 + \mathbf{V}$, others NF		
2	✓	5	3♥	Str ♠ or 5-9/♠+ any other	2NT= ENQ, 3▲= 10/11HCP 4+▲		
2NT			3♠	Both minors – wk or V Strong			
3*		6		Preempt			
3♦		6		Preempt			
3•		6 6		Preempt			
3♠		0		Preempt			
3NT		✓		Gambling – no A or K outside			
4*				TEXAS – Good ♥			
4♦				TEXAS – Good ♠			
4♥							
4 ▲							
4NT						HIGH LEVEL BI	DDING
5 ♣ 5♦						RKCB - 3041	
5♥ 5♥						DOPI	
5♠						ROPI	
						5NT GSF	
ļ							