DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGNALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE			
Generally sound by modern standards		Lead	In Pa	tner's Suit	CATEGORY: Green
New suit response by UPH=F1	Suit	4th	4th		NCBO: Canada
Jump in new suit is fit-showing	NT	4th	4th		PLAYERS: Mark CAPLAN and Fred GITELMAN
Cue is limit raise or better	Subseq	4th	4th		EVENT: Open (2023 Bermuda Bowl)
Jump cue is mixed raise	Other:We c	an lead whatever w	e want from 3 or more	low cards	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15+ to 18 in direct; 11-14 in balance	Lead	Vs. Suit	Vs. N		
1NT opening system is on	Ace	AK		0 (asks unblock/count)	GENERAL APPROACH AND STYLE
	King	AKx(x); KQ			Natural with 5-card majors
	Queen	QJ(x)		; AQJ(x); KQ10(x)	2/1 is game force
	Jack	J10(x); KJ10); AJ10(x); KJ10(x)	1NT=14-16
JUMP OVERCALLS (Style; Responses; Unusual NT)	10); A109; K109; Q109	
New suit and 2NT are forcing	9	9x; 9xx	9x; 9		We upgrade/downgrade notrump hands as we see fit
2NT jump overcall is 2 lowest unbid suits	Hi-X	xx; xxx(x)	xx; x		
	Lo-X	xxx(x)	XXX(X)	
Reopen: Suit=Intermediate; 2NT=Natural (18-19)		IN ORDER OF PI			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels in direct and balance			Hi=Odd; Low=Even	Hi=Disc; Low=Enc	3NT opening bid is PRE with at least 6-5/5-6 in majors
Jump cue is natural over minors, stopper ask over majors		i=Odd; Low=Even	SP	Hi=Odd; Low=Even	
	3 S			SP	
			Hi=Odd; Low=Even	Hi=Disc; Low=Enc	
VS. NT (vs. Strong/Weak; Reopening;PH)		i=Odd; Low=Even	SP	Hi=Odd; Low=Even	
By UPH: DBL=Penalty; 2C=H+S; 2D/2H/2S=Natural; 2NT=minors	3 S			SP	
By PH: DBL=H+S; 2C/2D/2H/2S=Natural; 2NT=minors	Signals (including Trumps):				
	Upside dow	n attitude and coun	t; Hi/Low in trump co	uld be count/ruff/SP	
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			e; Responses; Reoper		
Weak 2s: Lebensohl; Cue=Strong 1-suit; 4m=Leaping Michaels	Normal; Cu	e response promise	s rebid; Jump over RD		
3/4 Level: Cue=Michaels	1				
NO ADDITIONAL OFFICIAL OFFICIA	-				CDECIAL EODCING DACC CEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	CDE CT 4 T	ADMIDICIAL	OA ADDRESS S	C/DDI C	SPECIAL FORCING PASS SEQUENCES
1C: DBL=H+S; 1NT=D+C (also over (1C)-P-(1D))			COMPETITIVE DB	29/KDLS	
2C: DBL=C	Negative an	d responsive			
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
New suit=F1; 2NT=Limit or better; Jump in new suit=fit-showing					Fit-showing jumps by PH and in competition, but not game bids
riew suit-r1, 21v1-Limit of better; Jump in new suit-int-snowing	1				1-11-showing jumps by Fri and in competition, but not game bids
					PSYCHICS: Possible but not frequent
					2 5 2 CARCOS, I OSSIOIC OUT NOT HOQUENT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	4S	Usually 1C with 33 in C+D	2NT=INV; 2C=F1; 3C=PRE; 2D/2M=Strong;	Bypass major(s) to rebid 1NT/2NT if BAL;	Fit-showing jumps		
				Usually 1C with 45 in C+D	3D/3M=SPL	2-way NMF after 1NT rebid	Fit-showing jumps		
1 ♦		3	4S	Usually 1D with 44 in C+D	2NT=INV; 2C=GF; 3C=INV; 2D=F1; 3D=PRE;	Bypass spades to rebid 1NT/2NT if BAL;			
					2M=Strong; 3M/4C=SPL	2-way NMF after 1NT rebid			
1♥		5(4)	4S		1NT=Semi-F; 2/1=GF; 2NT=Jacoby; 3m/3H=INV 3NT=(4333) 13-15; SPL	After 2/1 2H=MIN with 5+H	Fit-showing jumps; REV Drury		
1 🖍		5(4)	4H		1NT=Semi-F; 2/1=GF; 2NT=Jacoby; 3x=INV; 3NT=(4333) 13-15; SPL	After 2/1 2S=MIN with 5+S	Fit-showing jumps; REV Drury		
INT				14-16 HCP; 5M/6m possible	2C=Stayman; 2D/2H=Jacoby; 2S=C; 2NT=D;	Smolen			
1111				Can upgrade/downgrade	3C=C+D PRE; 3D=5C+5D GF; 3M=FRAG; Texas	Sinoleii			
2*	Tick	0		Strong, artificial, and forcing	2D=Waiting; 2H=ART NEG; 2NT=H;	Kokish after 2D			
2♦		5		Weak 2; 6-card suit more likely	2NT=Easy Ogust; New suit=F1	After 2NT Easy Ogust:			
2♥		3		Weak 2, 6 card suit more likely	Zivi – Lasy Ogust, ivew suit–i i	3C/3D/3H/3S from worst to best			
2♥		5		Weak 2; 6-card suit more likely	2NT=Easy Ogust; New suit=F1	After 2NT Easy Ogust:			
2♥		3		Weak 2, 6 card suit more likely	21(1-Easy Ogust, 1(ew suit-1)	3C/3D/3H/3S from worst to best			
2 🏚		5		Weak 2; 6-card suit more likely	2NT=East Ogust; New suit=F1	After 2NT Easy Ogust:	†		
2 44				Weak 2, o care sen more mery	2111 Bast ogast, 11011 bant 11	3C/3D/3H/3S from worst to best			
2NT				19-20 HCP; 5M/6m possible	2C=Stayman; 3D/3H=Jacoby;	Smolen			
				Can upgrade/downgrade	3S->3NT for 1 or 2 minors; Gerber; Texas				
3♣		6		PRE; 7-card suit more likely	New suit=F1				
3♦		6		PRE; 7-card suit more likely	New suit=F1				
3♥		6		PRE; 7-card suit more likely	New suit=F1				
3♠				PRE; 7-card suit more likely	New suit=F1				
3NT	Tick			H+S PRE (at least 65/56)	4C->4D for slam try; 4D=pick major				
4 . *		7	PRE	·					
4♦		7	PRE						
4♥		7	PRE						
4 ♠		7	PRE						
4NT	Tick		i e	Blackwood			†		
5 .		7	PRE			HIGH LEVEL B	BIDDING		
5♦		7	PRE			RKCB 1430; DOPI; DEPO;			
5♥			1			Serious 3NT;			
5 ♦				Most 5NT are pick-a-slam					
J 44									