

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Varies depending on vulnerability, but not super aggressive
New suit response by UPH=F1 except 2 level bid after 1 level overall
Jump in new suit is fit-showing
Cue is limit raise or better
Jump cue is mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+ to 18 in direct; 11-14 in balance
INT opening system is on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
New suit and 2NT are forcing
2NT jump overcall is 2 lowest unbid suits
Reopen: Suit=Intermediate; 2NT=Natural (18-19)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels in direct and balance
Jump cue is natural over minors, stopper ask over majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
By UPH: DBL=Penalty; 2C=H+S; 2D = H or S; 2H= H+m 2S=S+m; 2NT=minors
By PH: DBL=4M + 5+m; 2C=H+S; 2D = H or S; 2H= H+m 2S=S+m; 2NT=minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2s: Lebensohl; Cue=Strong 1-suit; 4m=Leaping Michaels
3/4 Level: Cue=Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1C: DBL=H+S; INT=D+C (also over (1C)-P-(1D))
2C: DBL=C
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit=F1; 2NT=Limit or better; Jump in new suit=fit-showing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low	3 <sup>rd</sup> and low	
NT	4th	4th	
Subseq	4 <sup>th</sup> or attitude	4 <sup>th</sup> or attitude	
Other: We can lead whatever we want from 3 or more low cards			
Rusinow vs NT from 4 or more			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AKx(x)	
King	AKx(x); KQ(x);	AKJ10, KQ109 (asks unblock/count)	
Queen	QJ(x)	KQJx; KQ10(x);QJx	
Jack	J10(x); KJ10(x)	AQJ(x); QJ10x; J10x; KJ10	
10	109(x); K109(x); Q109(x)	J10xx; AJ10x; KJ10x	
9	9x; 9xx	109(x); A109; K109; Q109x; 9xx	
Hi-X	xx; xxx(x)	xx; xxx(x)	
Lo-X	xxx(x)	xxx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Disc; Low=Enc	Hi=Odd; Low=Even	Hi=Disc; Low=Enc
Suit 2	Hi=Odd; Low=Even	SP	Hi=Odd; Low=Even
3	SP		SP
1	Hi=Disc; Low=Enc	Hi=Odd; Low=Even	Hi=Disc; Low=Enc
NT 2	Hi=Odd; Low=Even	SP	Hi=Odd; Low=Even
3	SP		SP
Signals (including Trumps): Reverse Smith Vs NT			
Upside down attitude and count; Hi/Low in trump could be count/ruff/SP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal; Cue response promises rebid; Jump over RDBL=PRE			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and responsive			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Canada</b>
<b>PLAYERS: Jason Feldman and Darren Wolpert</b>
<b>EVENT: Open (2023 Bermuda Bowl)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural with 5-card majors
2/1 is game force
1NT=14+ to 17
We upgrade/downgrade notrump hands as we see fit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we are in a GF, and often when we show invitational+HCPs
<b>IMPORTANT NOTES</b>
Fit-showing jumps by PH and in competition, but not game bids
<b>PSYCHICS: Possible but not frequent</b>

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; 2D= constructive club raise, 3C=PRE; 2H=5+S4+H less than invit, 2S=5+S4+H invit,	Bypass major(s) to rebid 1NT/2NT if BAL;	Fit-showing jumps
					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;	
					2H=5+S4+H less than invit, 2S=5+S4+H invit, 3M/4C=SPL	2-way NMF after 1NT rebid	
1♥		5(4)	4S		1NT=Semi-F; 2/1=GF; 2NT=Lim+; 3m/3H=INV 3NT=(4333) 13-15; SPL	After 2/1, 2D=natural or waiting 2H=6+H	Fit-showing jumps; REV Drury
1♠		5(4)	4H		1NT=Semi-F; 2/1=GF; 2NT=Lim+; 3x=INV;	After 2/1 2D=natural or waiting 2S=6+	Fit-showing jumps; REV Drury
					3NT=(4333) 13-15; SPL		
INT				14+-17 HCP; 5M/6m possible Can upgrade/downgrade	2C=Stayman; 2D/2H=Jacoby; 2S=C; 2NT=D; 3C=C+D PRE; 3D=5C+5D GF; 3M=FRAG; Texas	Smolen	
2♣	Tick	0		Strong, artificial, and forcing	2D=Waiting; 2H=ART NEG; 2NT=H; x=GF, P =bust or trap	Kokish after 2D	
2♦		5		Weak 2; 6-card suit more likely	2NT=Feature ask New suit=F1		
2♥		5		Weak 2; 6-card suit more likely	2NT= mod Ogust (3c=5or7 cd suit;3d=worst with 6;3h=med;3s=best); New suit=F1	After X, transfer bids by responder (either suit or lead directing).	
2♠		5		Weak 2; 6-card suit more likely	2NT= mod Ogust (3c=5or7 cd suit;3d=worst with 6;3h=med;3s=best) New suit=F1	After X, transfer bids by responder (either suit or lead directing).	
2NT				20-21 HCP; 5M/6m possible Can upgrade/downgrade	2C=Stayman; 3D/3H=Jacoby; 3S->3NT for 1 or 2 minors; Gerber; Texas	Smolen	
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			Blackwood			
5♣		7	PRE			<b>HIGH LEVEL BIDDING</b>	
5♦		7	PRE			RKCB 1430; DOPI; DEPO;	
5♥						Non Serious 3NT;	
5♠						Most 5NT are pick-a-slam	

