DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	EADS STYLE			
Generally sound by modern standards		Lead	In Partner'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: (All) Brad Bart, Jeff Blond, Michael Roche, Daniel Lyder, Mark Caplan, Fred Gitelman	
Cue is limit raise or better	Subseq	4th	4th	EVENT: 2024 Open	
Jump cue is mixed raise	Other:We can l	ead whatever we 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. NT		
1NT opening system is on	Ace	AK	AKJ10 (asks unblock/count)	GENERAL APPROACH AND STYLE	
	King	AKx(x); KQ(x);	KQ(x)	Natural with 5-card majors	
	Queen	QJ(x)	QJ(x); $AQJ(x)$; $KQ10(x)$	2/1 is game force	
	Jack	J10(x); KJ10(x)	J10(x); AJ10(x); KJ10(x)	1NT=15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x); K109(x); Q109(x)	109(x); A109; K109; Q109		
New suit and 2NT are forcing	9	9x; 9xx	9x; 9xx	We upgrade/downgrade notrump hands as we see fit	
2NT jump overcall is 2 lowest unbid suits	Hi-X	xx; xxx(x)	xx; xxx(x)		
	Lo-X	xxx(x)	xxx(x)		
Reopen: Suit=Intermediate; 2NT=Natural (18-19)	SIGNALS IN	ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr	ner's Lead Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels in direct and balance	1 Hi=Γ	Disc; Low=Enc Hi=Odd; Lov	w=Even Hi=Disc; Low=Enc	3NT opening bid is solid minor, no outside A/K in 1st/2nd	
Jump cue is natural over minors, stopper ask over majors	Suit 2 Hi=C	Odd; Low=Even SP	Hi=Odd; Low=Even		
	3 SP		SP		
		Disc; Low=Enc Hi=Odd; Lov			
VS. NT (vs. Strong/Weak; Reopening;PH)		Odd; Low=Even SP	Hi=Odd; Low=Even		
By UPH: DBL=Penalty; 2C=H+S; 2D/2H/2S=Natural; 2NT=minors	3 SP		SP		
By PH: DBL=H+S; 2C/2D/2H/2S=Natural; 2NT=minors	Signals (includ	ing Trumps):			
	Upside down a	ttitude and count; Hi/Low in tr	rump could be count/ruff/SP		
		DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Style; Responses;	Reopening)		
Weak 2s: Lebensohl; Cue=Strong 1-suit; 4m=Leaping Michaels	Normal; Cue re	esponse promises rebid; Jump	over RDBL=PRE		
3/4 Level: Cue=Michaels					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24				SPECIAL FORCING PASS SEQUENCES	
1C: DBL=H+S; 1NT=D+C (also over (1C)-P-(1D))	SPECIAL, AF	RTIFICIAL & COMPETITI	VE DBLS/RDLS		
2C: DBL=C	Negative and re				
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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	
				PSYCHICS: Possible but not frequent	
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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMP & 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	After 2/1 2H=MIN with 5+H	Fit-showing jumps;
					3NT=(4333) 13-15; SPL		REV Drury
1 🛦		5(4)	4H		1NT=Semi-F; 2/1=GF; 2NT=Jacoby; 3x=INV;	After 2/1 2S=MIN with 5+S	Fit-showing jumps;
					3NT=(4333) 13-15; SPL		REV Drury
INT				15-17 HCP; 5M/6m possible	2C=Stayman; 2D/2H=Jacoby; 2S=C; 2NT=D;	Smolen	
				Can upgrade/downgrade	3C=C+D PRE; 3D=5C+5D GF; 3M=FRAG; Texas		
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:	
						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:	
						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:	
						3C/3D/3H/3S from worst to best	
2NT				20-21 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			Solid minor no outside A/K in 1 st /2 nd	4C=P/C; 4D=ART slam try; 4M=to play		
4 .		7	PRE				
4♦		7	PRE				
4♥		7	PRE				
4 ^		7	PRE				
4NT	Tick			Blackwood			
5 .		7	PRE			HIGH LEVEL B	IDDING
5♦		7	PRE			RKCB 1430; DOPI; DEPO;	
5♥			1			Serious 3NT;	
5 ♦						Most 5NT are pick-a-slam	
<i>J</i> ♠						1410st 5141 are piek-a-statii	
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