DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	JALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS 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: Mark CAPLAN and Fred GITELMAN
Cue is limit raise or better	Subseq	4th		4th	EVENT: Open
Jump cue is mixed raise		can lead whatever	we want from 3 of	or more low cards	2024 World Bridge Games
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); K	O(x);	KQ(x)	Natural with 5-card majors
	Queen	AJ(x)		QJ(x); AQJ(x); KQ10(x)	2/1 is game force
	Jack	J10(x); KJ	10(x)	J10(x); AJ10(x); KJ10(x)	1NT=14-16
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		09(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)	
Reopen: Suit=Intermediate; 2NT=Natural (18-19)		S IN ORDER OF	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels in direct and balance	1	Hi=E; Low=D	Hi=1; Low=0	Hi=E; Low=D	3NT opening bid is PRE with at least 6-5/5-6 in majors
Jump cue is natural over minors, stopper ask over majors		Hi=1; Low=0	SP	Hi=1; Low=0	
		SP		SP	
	1	Hi=E; Low=D	Hi=1; Low=0	Hi=E; Low=D	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi=1; Low=0		Hi=1; Low=0	
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 (i	ncluding Trumps):			
			unt; Hi/Low in tru	ump could be count/ruff/SP	
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES (Sty	vle: Responses:]	Reopening)	
Weak 2s: Lebensohl; Cue=Strong 1-suit; 4m=Leaping Michaels		Cue response promis			
3/4 Level: Cue=Michaels		response promi			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES
1C: DBL=H+S; 1NT=D+C (also over (1C)-P-(1D))	SPECIA	L, ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	
2C: DBL=C		and 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
					PSYCHICS: Possible but not frequent
					•••

U	IF TAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		3 4S Usually 1C with 33 in C+D		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; 3x=INV;		Fit-showing jumps; REV Drury			
					3NT=(4333) 13-15; SPL					
1 🛦		5(4)	4H		Same as over 1H		Fit-showing jumps; REV Drury			
INT				14-16 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				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					
	T. 1									
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			HIGH LEVEL B	IDDING			
5♦		7	PRE			RKCB 1430; DOPI; DEPO;				
5♥						Serious 3NT;				
5♠						Most 5NT are pick-a-slam				
	I		l							