DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYL	E			
8-17, new suit NF, jump in new suit= good hand, inv, cue= either support or GF with own suit	Lead	I	n Partner's Suit	CATEGORY: GREEN	
	Suit 4th		ount	NCBO: USA	
Jump Q= limit raise	NT 4 <sup>th</sup> , 2 <sup>nd</sup> from bad suit		ount	PLAYERS: Nancy Katz – Migry Zur Campanile	
	Subseq Attitudish			EVENT WOMEN PAIRS	
	Other:			_	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15- 17, as after opening	Lead Vs. Suit	Lead Vs. Suit V			
11-14, as after opening	Ace AK+		Asks attitude	GENERAL APPROACH AND STYLE	
	King AK, KQ+		Asks count or unblock		
	Queen QJ+		J+, bad KQ	2/1 GF, 1NT =Semi - F	
	Jack J10+, KJ10		10, HJ10		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 H109		09, H109	1NT = 14+ - 17	
Weak, 2NT = 2 lowest suits	9 98+		8, H98		
	Hi-X Sx		xx, Sx	Weak 2 opening bids	
	Lo-X xSx, KxxS		Sx, Hxxx		
Reopen:	SIGNALS IN ORDER OF				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels	1 L=encouraging L= even L= encouraging		L= encouraging		
	Suit 2			Bergen raises over 1M	
	3				
	1 L= encouraging	L= even	L= encouraging	Weak 2	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				
Vs Strong: X = 1 minor or both majors, 2C= C+M, 2D=D+M, 2M= natural	3			Michaels	
	Signals (including Trumps):	suit preference, rev	erse smith		
Vs weak: Cappaleti				3NT= Gambling	
	DOUBLES			Lebensohl after 1NT (overcall) and after weak 2	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (S	tyle: Responses: Re	eopening)	1	
TO X, lebensohl over weak 2	May be lighter if perfect shape, Q= F				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24				SPECIAL FORCING PASS SEQUENCES	
X= majors, 1NT= minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support, maximal, card showing, negative, responsive			<u> </u>	
				1	
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES	
2NT= limit raise+	-				
				PSYCHICS:	

1♣       3       4S       11-21       Inverted minors, weak jump shifts       4th suit GF, 2 way CB         1♦       3       4S       11-21, 3 only if 4432       As above         1♥       5       4S       11-21       1NT=SF, 3C=6-9 4H, 3D= LR 4H, 3H= 0-5, 2NT=GF with 4, splinters       Drury, cue bid ove competition=LR         1♠       5       4H       As above       As above	<u>ت</u> ا	IF IAL	. OF	د								
1	OPENIN	TICK] ARTIFIC	ARTHFICIAL MIN. NO. OF CARDS  NEG.DBL THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
V	*		3	4S	11-21	Inverted minors, weak jump shifts	4 <sup>th</sup> suit GF, 2 way CB					
V	⊢		2	40	11.01.0.1.10.4400							
A	<b>*</b>		3	4S	11-21, 3 only if 4432	As above						
NT	•		5	4S	11-21	1NT=SF, 3C=6-9 4H, 3D= LR 4H, 3H= 0-5, 2NT=GF with 4, splinters		Drury, cue bid over competition=LR				
NT	•		5	4H	As above							
2♣         v         0         GF         2D= waiting         Kokish           2♣         6         6-10 weak         2NT = forcing, asks feature, new suit=F           2♥         6         As above           2A         6         As above           2NT         19+ 21         Puppet, Stayman           3♣         6         preemptive         New suit= F           3♦         6         10         10           3A         6         10         10           3NT         V         Gambling 7 or 8 cards minor         10           4♣         7         10         10           4♠         7         10         10           4♠         7         10         10           4A         7         10						Stayman, Jacoby, texas, smolen, 3C= puppet	Garbage stayman	Lebensohl, take out doubles				
2						3D= both minors GF, 3H = 5-5 M=inv						
2	*	v	0		GF	2D= waiting	Kokish					
2												
2♠ 6 As above	<b>*</b>		6		6-10 weak	2NT = forcing, asks feature, new suit=F						
2♠ 6 As above												
2NT	٧		6		As above							
2NT	•		6	-	As above		+					
3♣ 6 preemptive New suit= F  3 ♦ 6	•		U		As above							
3	NT				19+- 21	Puppet, Stayman						
3 ◆       6         3 ◆       6         3 Å       6         3NT v       Gambling 7 or 8 cards minor         4 Å       7         4 ◆       7         4 ♦       7         4 Å       7         4 Å       7         4 NT       Image: Architecture of the composition of the	*		6		preemptive	New suit= F						
3♥       6         3♠       6         3NT       V         Gambling 7 or 8 cards minor         4♠       7         4♥       7         4♠       7         4NT       1         5♠       8         B       HIGH LEVEL BIDDING         RKCB 1430, cue bids, splinters					r · · · · · · · ·							
3NT         v         Gambling 7 or 8 cards minor           4♣         7         AKQ           4♦         7         AKQ           4♦         7         AKQ           4♦         7         AKQ           5♣         8         AKZ           5♦         8         AKZ           5♦         8         AKZ           5KZB 1430, cue bids, splinters         RKCB 1430, cue bids, splinters			6									
AKQ       AKQ         A ↑       7         A ↑       7         A ↑       7         ANT	٨		6									
AKQ       AKQ         A ↑       7         A ↑       7         A ↑       7         ANT												
4♣       7         4♦       7         4♥       7         4NT	NT	v										
4 ◆       7         4 ◆       7         4 ♠       7         4NT       5 ◆         5 ◆       8         5 ◆       8         5 ◆       8         RKCB 1430, cue bids, splinters			7		AKQ							
4♥       7         4♠       7         4NT       Image: Control of the contr												
4♠       7         4NT			-									
4NT				1								
5♣         8         HIGH LEVEL BIDDING           5♦         8         RKCB 1430, cue bids, splinters												
5♦ RKCB 1430, cue bids, splinters			8				HIGH LEVEL BII	DDING				
Su	•											
	<b>v</b>											
54	<b>^</b>											
	-			1								
	+											
	F											