


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1 style="text-align: center;">Convention Card</h1> 
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
Normally 6-15HCP; usually 5-card suit;		Lead	In Partner's Suit		
RESPONSE: cue-bid=F1, limited raise+ or any FG;	Suit	3rd / 5th	3rd / 5th		
New suit jump=FIT-SHOWING,INV+;	NT	2 nd /4th	3 rd /5 th		
Jump Raise=PRE;	Subseq	ATT	ATT		
Jump cue bid=mixed raise;	Other: 0/2 lead in PD's suit;K ask Count above 5-leve				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd=15(+)-18(+)-HCP	LEAD	Vs. Suit	Vs. NT		
4th=11(+)-15(-)-HCP	A	AKx(+);Ax(+)	AK(+)		
RESPONSE: Stayman; Transfer; Texas.	K	KQ;AK;KQ109(+)	AKJ10(+);;Kx;KQ109(+)		
	Q	QJ;QJx(+);Qx	QJ;QJx(+);Qx;AQJX(+);KQX(+)		
	J	J10;J10X(+);(A/K)J10X(+)	J10;J10X(+);		
JUMP OVERCALL (Style; Response; Unusual NT)	10	109X(+);H109(+)	10x;109X;;HJ10 (+)		
1-Suit: WEAK	9	9x;98x(+)	98x(+);H109(+)		
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣	Hi-x	HxSx;Hx;Sxxx;Sx;xxSx	HxxSx(+);Sx;Sxx;xSxx		
Reopen: Jump Overcall is constructive	Low-x	HxS;HxxxS;xxS;xxxxS(+)	HxS;HxxS(+)		
		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michaels Cue Bid:	Suit	1 Hi=ENC	Hi/Low=EVEN	Hi=ENC	
(1m)-2m: ♠+♥ (54+);		2 Hi/Low=EVEN	S/P	Hi/Low=EVEN	
(1M)-2M: OM+m (55+);		3 S/P			
Jump cue-bid asks stopper; Reopen: Cue-bid=any strong 1 or 2	NT	1 Hi =ENC	Hi/Low=EVEN	Hi=ENC	
VS. NT (vs. Strong/Weak; Reopening; PH)		2 Hi/Low=EVEN	S/P	Hi/Low=EVEN	
VS. Weak and Strong NT::		3 S/P			
2♣=M's 54(+); 2♦=one M,11+HCP	Signals (including Trumps):			Fit-Showing Jumps and Splinter	
2♥/2♠=NAT,11-HCP; 2NT=2m's, 55(+); X=Penalty	Trumps: S/P or Hi-Low shows interest in ruff; Regular Smith Signal Vs. NT;			LEBENSÖHL; ;	
Reopening and PH:	DOUBLES			Reverse Drury	
PH: X=5m+4M; others same as above;				The 3rd/4th suit forcing	
	TAKE-OUT DOUBLES (Style; Responses; Reopening				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Opening Values; May be light (10+HCP) with classic shape;				
Lebensohl after (Weak2x)-DBL-(P);	RESPONSE: CUE-BID=F1;				
(Weak 2M): 4♣=OM+♠, 4♦=OM+♥;					
(MULT 2♦): 4♣=♠+one M, 4♦=♥+one M;				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1♣-(4M or higher)-Pass NF	
Vs. Precision 1♣	Negative Double to 4♥; Supporting Double to 2♥				
DBL=M's,44+; 1NT=(54)+ m's; others=NAT;	Lead-Direct Double;				
	Responsive Double;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE-OUT DOUBLE	Double any suit that has been bid by us shows DISLIKE leading that suit			3rd position opening maybe light	
New suit: 1x-(DBL)-1y=F; 1x-(DBL)-2y=NF; JUMPS=Fit Showing	Cooperative Double;				
1M-(DBL)-1NT/2NT=LIMITED Raise; Redouble=10+HCP;				PSYCHICS:	
				Seldom	

OPENING	TICKET ARTIFICIA	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	HAND BIDDING
1♣	√		4♥	16+HCP	1♦=0-7HCP;1NT=8-13 or 16+HCP; 2♠=14-15HCP 1M/2m=8+HCP; 2♥/2NT/3♣/3♦=4441, ♠/♣/♦/♥Single 3♥/3♠=4-7HCP,7-card ;3NT=solid m;	1♣-1♦-1NT:16-19HCP , BAL ; 1♣-(1x)-1/2y=8+HCP 1♣-1♦-2♠/3♣/3♦=FG, ; 1♣-1♦-2♥=Kokish Relay 1♣-1NT-2♣: ask feature; 1♣-2♠-2NT: ask 1♣-2♥-2♠: ask	
1♦		2	4♥	11-15HCP, No 5M	1♥/♠=6+HCP,4+;2♦=10+HCP, Force to 3♦ 1NT=7-11HCP,DENY M; 3♦=PRE; 2♣=NAT,GF 2NT=11-13HCP, INV;2♥=7-10,M's;2♠=10-12,4D+5C 3♣=NAT,INV; 3M=weak	1♦-1M-1NT: 11-12HCP, BAL 1♦-2♦-2NT=11-12HCP, BAL; 2♥/2♠/3♣=NAT,UNBAL 13-15Hcp 2-way; 4SF	
1♥/♠		4	4♦	11-15HCP Normally 5+Cards	1NT=semi- Forcing; 1M-2m=GF;1♥-2♠=weak 1M-2NT=BAL, GF;3♣=4+♥/♠,7-9HCP or 15-17P with 3♦=4+♥/♠,10-12HCP 1M-3NT=SPL in oM, 11-14P	2-way; 4SF 1M-(x)-1NT/2C/2D=TRF 1♠-2♠: 3♣/3♦/3♥=INV in suit♠/♦/♥	Drury Fit-showing; 3♣=NAT, INV Drury Fit-showing; 3♣=NAT, INV
1NT			4♥	13-15HCP, BAL	2♣=NF Stayman, 2♦=FG Stayman, 2M=To Play 2NT=TRF 3♣, weak m or 6+M GF 3♣=5♣5♥, INV; 3♦=5♦5♥, INV; 3♥/♠=singleton, 5+5+ m's, 12-14P		
2♣		5	4♥	11-15HCP ; 6+♣ OR 5♣ with 4M;	2♦=Relay;2♥/♠=NF 2NT=TRF to 3♣,weak raise or 2-suiter GF 3♣=3+♣,8-10P ; 3♦/3♥/3♠=NAT,INV 4♣=PRE, 4♦= RKCB in ♣	2♣-2♦-2NT/3♣=6+♣ MAX/MIN 2♣-2♦-3♦=4 或 1 张; 3♥/♠=♥/♠单缺,MAX 2♣-2♦-3NT=SOLID 6+♣,MAX	
2♦	√			11-15HCP, short in ♦	2♥/♠=To play; 2NT= NAT,INV; 3♦=ASK	2♦-3♦=ASK: 3♥=4414/4405 min;3♠=4414 Max; 3NT=4414 Max,stiff	
2♥	√	5		weak	2NT=ask		
2♠	√	5		weak	2NT=ask		
2NT	√			19-21HCP,BAL	Puppet STAY,TRF,TEXAS,3♠=minor STAYMAN		
3♣		6		PREEMPT	New suit F1,, F; 4♦=Keycard ask	Response for RKCB after PRE: +1=0, +2=1, +3=1+Q, +4=2, +5=2+Q	
3♦		6		PREEMPT	New suit F1,, F; 4♣=Keycard ask		
3♥		6		PREEMPT	New suit F1,, F; 4♠=Keycard ask		
3♠		6		PREEMPT	4♥=to play; 4m=cue-bid; 4♣=RKCB.		
3NT	√			Gambling with solid 7+m;	4♣/5♣/6♣=p/c;4♦=ask short;4♥/4♠=to play; 4NT=Q ask.	4♦:4M=SPL, 5m=om SPL	
4♣	√			PREEMPT			
4♦	√			PREEMPT			
4♥				PREEMPT			Might be a strong hand
4♠				PREEMPT			Might be a strong hand
						HIGH LEVEL BIDDING	
						RKCB-1403; GERBER; Splinter; Cue Bid; DOPI; DEPO;	