


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1 style="margin: 0;">Convention Card</h1> 
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
Normally 6-17HCP; Freq 4-card suit;			Lead	In Partner's Suit	
Response: Cue-Bid=F1; New suit=F1 except 2over1;		Suit	3rd / 5th	3rd / 5th	EVENT: ALL
New Minor Jump=Inv; Jump Raise=Pre;		NT	4th	3rd / 5th	
Jump Cue-Bid=Mix Rsize		Subse	As above	As above	SYSTEM SUMMARY
May be light in balance seat		Other: 0/1 for openinglead, 0/2 for shift, attitude first			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE
2nd=15(+)-18(+)HCP		LEAD	Vs. Suit	Vs. NT	
4th=11(+)-15(-)HCP		Ace	AKx(+); Ax(+).	AKx(+);	Precision, Strong 1♣, 5-card M, Open light if Unbal 1NT: 13-15HCP, 2♦: 4414/4405, 11-15
Response: System on		King	AKx(+); KQx(+); KQ	AKJ10(+); KQx(+)	
JUMP OVERCALL (Style; Response; Unusual NT)		Queen	QJx(+).	QJx(+); AQJ x(+); KQ109x(+).	2 over 1 Response: 11+HCP, GF except repeat 1♦ promises 3 in 1st and 2nd seat, 2 in 3rd and 4th seat
1-Suit: Weak, new suit F1, 2NT=relay		Jack	J10x(+); A/KJ10x(+); Jx	J10x(+); A/KJ10x(+); Jx	
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣, if (1m) ≥2, 2NT=♦+♣		10	109x(+); H109x(+); 10x	109x(+); H109x(+); 10x	
4th live : 2NT=19-21; suit=middle str		9	9x; H109x(+)	9x; H109x(+)	
		Hi-x	HxSx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	
		Low-x	HxS; HxxS; xxS; xxxxS(+);	HxS; HxxS(+)	
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	
Michaels Cue:		Suit	1	Hi=ENCRG	2♦: 4414/4405, 11-15 3NT:gambing except in 4 th seat:
(1m)-2m: ♠+♥ (54+); if 1♣ ≥2, 2♦=♠+♥		2	Hi/Low=E	Hi/Low=E	
(1M)-2M: OM + m (55+);		3	S/P	S/P	
Jump Cue M asks stopper;		NT	1	As above	
VS. NT (vs. Strong/Weak; Reopening; PH)		2			
VS. Weak NT:		3			
2♣=M's; 2♦=♥/♠, constructive;		Signals (including Trumps):			
2♥/2♠=Nat; 2NT=2m's, 55(+); X=penalty;		Trumps: Hi-Low shows interest in ruff; regular Smith Signal VS NT;			
VS. Strong NT:same		DOUBLES			
For passed hand: x=M's, 2m=m5+M4		TAKE-OUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		LEADS			SPECIAL FORCING PASS SEQUENCES
Lebensohl after (Weak2x)-Dbl-(P)-;		LEAD	Vs. Suit	Vs. NT	
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦;		Ace	AKx(+); Ax(+).	AKx(+);	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
(Multi 2♦): 4♣=♣+one M, 4♦=♦+one M;		King	AKx(+); KQx(+); KQ	AKJ10(+); KQx(+)	
		Queen	QJx(+).	QJx(+); AQJ x(+); KQ109x(+).	3rd position opening maybe light Lebensohl Michaels cuebid; Special NT overcll
		Jack	J10x(+); A/KJ10x(+); Jx	J10x(+); A/KJ10x(+); Jx	
		10	109x(+); H109x(+); 10x	109x(+); H109x(+); 10x	PSYCHICS: Seldom
		9	9x; H109x(+)	9x; H109x(+)	
		Hi-x	HxSx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	
		Low-x	HxS; HxxS; xxS; xxxxS(+);	HxS; HxxS(+)	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Vs Strong 1♣ (or 1♠-1♦):		Negative Dbl to 4♥; Lead-Directing Dbl(L/D);			
Dbl=M's; 1NT=2m's; Others=Nat;		Response Dbl; Supporting Dbl to 2♠;			
		OVER OPPONENTS' TAKE-OUT DOUBLE			
Trf after 1♦-(x); 1M-(x)-1/2NT=Limite raise, jump new suit=FS		TAKE-OUT DOUBLES (Style; Responses; Reopening)			
3♠ above new suit=splinter		LEAD	Vs. Suit	Vs. NT	

