


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1>Convention Card</h1>
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
5-18HCP, 4 cards possible at 1 level			<b>Lead</b>	<b>In Partner's Suit</b>	
Response: F1 except 2/1		<b>Suit</b>	3rd/5th	3rd/5th	
Cue-Bid=F1		<b>NT</b>	2nd/4th	3rd/5th	
Jump 2NT over DBL=4+fit, LR+		<b>Subseq</b>	2nd/4th through declarer	3rd/5th	
Fit-Showing		<b>Other:</b> K for count at 5+level. 0/2 in partner's suit.			
Jump cue-bid=Mixed Raise					
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
2nd=15(+)-18(+)-HCP		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
4th=11(+)-15(-)-HCP		<b>Ace</b>	AK(+); Ax	AK(+); Ax(+)	<b>GENERAL APPROACH AND STYLE</b>
Response: Stayman; Transfer;		<b>King</b>	KQ(+); Kx	Count or Unblock	
		<b>Queen</b>	QJ(+); Qx	KQ(+); QJ(+); AQJ(+)	
		<b>Jack</b>	J10(+); KJ10(+); Jx	J10(+); A/KJ10(+)	
		<b>10</b>	109(+); (K/Q)109(+); 10x	109(+); H109(+); 10x	
<b>JUMP OVERCALL (Style; Response; Unusual NT)</b>		<b>9</b>	H98(+); 9x	H98(+); 9x; 98(+)	
1 suit: Weak		<b>Hi-x</b>	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	1NT=14-16HCP, Stayman, Transfer Bid
2 suits: (1m)-2NT=♥+Om; (1M)-2NT=♦+♣; (1M)-3♣=OM+♦		<b>Low-x</b>	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	5-cards Major opening
4th seat: 2NT=19-21HCP, BAL; 2X=6+, 9-13HCP; 3X=Intermediate		<b>SIGNALS IN ORDER OF PRIORITY</b>			2♣=10-15HCP, 6+♣ or 5♣+4M
Response: Cue-Bid=F1, 2NT=Ask					2♦=4-4+ in Majors, weak
					2♥/2♠=weak 2
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>					
(1m)-2m: ♠+♥; (1m)-2m=NAT if 1m opening can be 0-1 card			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
(1M)-2M: OM+♣(55+), Response 2NT=INV+		<b>Suit</b>	1 ATT	CT	1♥/1♠-2♣=ART GF
(1m)-3m =NAT unless 1m opening=4+; (1M)-3M=ask stopper			2 CT	S/P	3NT=Gambling
			3 S/P	Lavinthal	Lebensohl/Rubensohl
		<b>NT</b>	1 ATT	CT	Fit-showing and many transfer sequences in competitive bidding
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>			2 CT	S/P	1M-(2M)=OM+♣, 1M-(3♣)=OM+♦
2♣=Majors 4-4+; 2♦=♥/♠, weak/strong;		<b>Signals (including Trumps): UDCA</b>			
2♥/2♠=NAT; 2NT=2m's, 55(+); X=penalty;		Trumps: Hi-Low shows interest in ruff or S/P; Smith Echo against NT;			
<b>PH:</b>		<b>DOUBLES</b>			
X= at least 4-3 in Majors; 2♣=♣+M; 2♦=♦+M;					
2♥/2♠=♥/♠;					
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>TAKE-OUT DOUBLES (Style; Responses; Reopening)</b>			
Lebensohl after (Weak2)-DBL-(P)-;		Opening Values; May be light (10+HCP) with classic shape;			
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦;		Response: Cue-Bid=F1;			
(Multi 2♦): 4♣=♣+M, 4♦=♦+M;					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
Vs Strong 1♣ (or 1♠-1♦):		SUPP DBL/RDBL			1♣-(4M+)-Pass=Forcing except NV-V
DBL=Majors; NT=Minors; Others=NAT;		DBL Splinter=Suggest leading the lower suit			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
					3rd seat opening may be light
					1♦-(1♥)-DBL=4+♠, 1♠=T/O with 0-3♠, 2♥=6+♠;
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>					When 1NT is doubled, RDBL=1 suit, 2X=X+any above 4-4
1♦-(DBL)-Pass could be strong, transfer bid from RDBL;					<b>PSYCHICS:</b>
1M-(DBL)-2NT=LR+; RDBL=10+HCP; Transfer bid;					Seldom

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♦	16+HCP	1♦=0-7HCP, 1♥/1♠/2♣/2♦=5+, 8+HCP 1NT=8-13/16+HCP, BAL; 2♥/2♠=4♠/♥+5m, 8-11HCP 2NT=8+HCP any 4441; 3♥/3♠=constructive 3♣/3♦=14-15HCP, BAL, with/without 4M; 3NT=Solid m 4♣/4♦=8+♥/♠, weak 4♥/4♠=void, 6-6 minors, weak	1♣-1♦-1NT=17-19HCP, BAL; 1♣-1♦-2NT=22-23HCP, BAL; 1♣-1♦-2♥=♥ GF or 24+HCP BAL; 1♣-1NT-2♣=Ask, 2♦=♥, 2♥=♠, 2♠=no M 1♣-2♣/2♦-2NT-3♣=MIN, 6m or 4om	
1♦		2	4♥	10-15HCP, 2+♦	1♥/1♠=4+♥/♠, F1; 2♣=♣ or BAL GF; 2♦=4+♦, INV+ 2♥=5♠4-5♥, 6-9HCP; 2♠=minors, 9-12HCP 2NT/3♣=INV; 3♦/3♥/3♠=PRE;	1♦-1M-1NT-2♣/2♦=Two-way checkback 1♦-1M-2OM=NAT or 6♦+3M MAX; 1♦-2♣-2♦=BAL or 6+♦	
1♥		5(4)	4♦	10-15HCP, 5+♥	1♠=4+♠; 1NT=Semi-F; 2♠=Jacoby; 2NT=3♥ INV; 2♦=F1 2♣=ART GF; 3♣=INV; 3♦=Mixed Raise; 3♥=PRE 3♠/3NT/4♣=♠/♣/♦ Splinter; 4♦=♥ Raise, good hand	1♥-1♠-1NT-2♣/2♦=Two-way checkback 1♥-1♠-2♦/♥-2NT=ART GF;	Reverse Drury
1♠		5	4♥	10-15HCP, 5+♠	1NT=Semi-F; 2NT=Jacoby; 2♣=ART GF; 2♦=F1 2♥=NAT, GF; 3♣=INV; 3♦=3♠ INV; 3♥=Mixed Raise 3♠=PRE; 3NT/4♣/4♦=♣/♦/♥ Splinter; 4♥=To play		Reverse Drury
1NT			4♥	14-16HCP, BAL/Semi-BAL may open 1NT with 4414	2♣=Stayman; 2♦/2♥=TRF; 2♠=BAL INV or ♣; 2NT=♦ or m's weak; 3♣=Puppet Stayman; 3♦=m's GF 3♥/3♠=Fragment, minors GF; 4♣/4♦=♥/♠; 4♥/4♠=NAT	Smolen	
2♣		5	4♥	10-15HCP, 6+♣ or 5♣ with 4M;	2♦=ask; 2♥/2♠=NF; 2NT=INV; 3♣=6-9HCP, 3+♣; 3♦/3♥/3♠=NAT, INV	2♣-2♦-2♥/2♠-2NT=Relay	
2♦	✓	0		2-10HCP, 4-4+ in majors	2NT=Ask		9-13HCP, 6+♦ in 4th seat
2♥		6(5)		2-10HCP, 6(5)+♥	2NT=Ask; 4♣=RKCB; 2♠=NAT, NF	Vul: 2M-2NT-3X=Short, 3NT=4OM	9-13HCP, 6+♥ in 4th seat
2♠		6(5)		2-10HCP, 6(5)+♠	2NT=Ask; 4♣=RKCB; 3♠=♥ INV+; 3♥=♣, GF	Non-Vul: 2M-2NT-3X=Feature, 3NT=4OM	9-13HCP, 6+♠ in 4th seat
2NT				20-21HCP, BAL/Semi-BAL	3♣=Stayman; 3♦/3♥=Transfer; 4♣/4♦=♥/♠; 4♥/4♠=NAT	Smolen	
3♣		6		PRE	3♦=Ask; 3♥/3♠=NAT, F; 4♦=RKCB;		
3♦		6		PRE	New suit=F; 4♣=RKCB		
3♥		6		PRE	New suit=F; 4♣=RKCB		
3♠		6		PRE	4♣=RKCB		
3NT	✓			Gambling, solid m	4♣=pass or correct; 4♦=ask short; 4♥/4♠=to play		To play in 3rd/4th seat
4♣		7		PRE			
4♦		7		PRE			
4♥		6		To play			
4♠		6		To play			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB(1430); Splinter; Cue Bid; D1P0; DEPO; System on over DBL;	