

Defensive and Competitive Bidding	Leads and Signals			Convention Card (Based on World Bridge Federation) 	
Overcalls(Style; Responses; 1/2Level; Reopening)	Opening Leads Style				
1/1 overcalls: 8-17; 2/1 overcalls: opening strength ,5+;		Lead	In Partner's suit		
1/1, 2/1 or 2/2 RESP NF CONST; 3/2 GF;	Suit	3 rd /5 th	3 rd /5 th		
1NT=8-11,NF; Jump shift= PRE; Jump Raise=PRE;	NT	4 th Best (Low from Three)	4 th Best (Low from Three)		
CUE: F with new suit, STR bal. or STR raise;	Subseq	4 th Best (Low from Three)	4 th Best (Low from Three)		
	Others : A is unblock or ask for count against NT				
1NT Overcall(2 nd /4 th Live; Responses; Reopening)	Leads			System Summary	
15-18HCP; System on	Lead		VS. NT		
12-15 in Reopening	A	AKx(+); Ax(+)	AKJ10(+); AQJ10x(+)	General Approach and Style	
	K	KQJ(+); KQx(+); AK;Kx	KQx(+); AKx	2/1 Game Forcing; 5-5-3-3	
	Q	QJx(+); Qx;	QJx(+);KQ109x(+); Qx	5-card Majors Opening; Semi-forcing 1NT over 1♥/1♠;	
	J	Jx; J10x(+)	Jx; J10x(+);	1NT=16-18; 2NT=21-22; 2♥/2♠=Natural Weak;	
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; HJ109(+)	10x; HJ109x; 109x	2♣=ART, Strong.22+BAL	
Jump Shifting=PRE;	9	9x; 98x(+);H109x	9x;98x;H109x	2♦=5♥+4♠ , 11-14	
	HI-x	xx;	xx;xXxx	3NT=Gambling	
	LO-x	x; xxX; xxxxx	x; Hxx; xxxxx(+);		
	Signals in Order of Priority				
Direct and Jump Cuebids(Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence
1m-2m=Majors	Suit	1 Hi=Enc.	Hi=Even	Hi=Enc.	
1M-2M=OM+minor		2 Hi=Even		Hi=Even	
2NT/4NT=Lower 2 suits		3			
	NT	1 Hi=Enc.	Hi=Even	Hi=Enc.	
Vs. NT(vs. Strong/Weak; Reopening; PH)		2 Hi=Even		Hi=Even	
X=Equal strength ;		3			
2♣=M's; 2♦=one M;2♥/2♠=with minor;2NT=Minors;	Signals(Including Trumps):				
	Std carding				
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)	Doubles				
Double=T/O ; Michael cue					
2NT=15-18; 3NT=To play					
	Takeout Double(Style; Responses; Reopening)				
	May be light with classic shape; then CUE=F;				
VS. Artificial Strong Opengings	Bid new suit after T/O =16+				
Double=Majors 4-4+					
NT Overcall=Minors 5-4+					Special overcalls
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles				
XX=10+HCP and denies primary support, then PEN DBL;					
Over 1M (X) 1NT=3M 8-10;1M (X) 2NT=4+M INV+.					
					Important Notes that Don't Fit Elsewhere
	Special Forcing Pass:				PSYCHICS:
					Rare

[illegible]