


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1>Convention Card</h1>
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
Responses: new suit=NF CONST; cuebid=INV+;			Lead	In Partner's Suit	
jump cue=mixed raise; jump shift=natural GF; 3 over 2=F; 2NT=NAT;		Suit	3rd/5th	3rd/5th (ATT after raised)	
Overall 1M opp DBL: RDBL=2M and want to bid; 2NT=limited raise+;		NT	2nd/4th (1st/2nd weak suit)	3rd/5th (ATT after raised)	
transfers from 1NT; jump shift to a minor=fit-showing;		Subse	ATT/same as leads	ATT combined with 3rd/5th	
		Other: Honor leads 0/1, subseq 0/2, PD's suit/raised suit: 0/2			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd hand 1NT=15-18; 4th hand 'live' 1NT=15-18;		LEAD	Vs. Suit	Vs. NT	
4th hand balancing 1NT=12-16; System on;		Ace	AKx(AKQ)	AKx(+)	
		King	KQx, AK	Unblock/count	
		Queen	QJx(AKQ)	KQx(+), QJx(+)	
JUMP OVERCALL (Style; Response; Unusual NT)		Jack	J10x, KJ10x	J10x(+), KJ10x(+)	
VS 1-level natural bids jump overcall(including precision 2♣): weak;		10	10x, 109x, H109x	10x, 109x(+), H109x(+)	
Jump 2NT=unusual; Reopen: jumps=intermediate; 2NT=19-21;		9	KJ9, 9x	H98x, 9xx, 9x	
		Hi-x	HxSx, xxSx, Sx	xSx(+), Sxx	
		Low-x	HxS, xxxS, 109S	HxxS, HxxSx, xxxSx	
		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding
Cue-bid a minor: Majors; Cue-bid a Major: oM+1 minor;		Suit	1 Hi=Enc	Hi=Even	Odd=Enc(1st discard)
Strength: unlimited; depends on vulnerability;			2 Hi=Even	S/P	Remain Count
Jump cue: ask for stopper; Reopen: cue-bid = michaels;			3 S/P		
VS. NT (vs. Strong/Weak; Reopening; PH)		NT	1 Hi=Enc	Hi=Even	Odd=Enc(1st discard)
DBL=Strong; 2♣=majors; 2♦=1M; 2M=M+m; 2NT=minors;			2 Hi=Even	S/P	Remain Count
Passed hand DBL=4M5m;			3 S/P		
Reopen: 2♣=majors; 2♦=1M bad hand; 2M=good hand;		Signals (including Trumps): K ask for count in 5+ level; regular Smith;			2♦=4415 minus one card, 10-15
		ruff tend/SP in trump; singleton in dummy/declarer: S/P;			
		6+card suit: Hi or Lo=S/P mid=Enc;			
		K from AK then switch indicates singleton;			
		DOUBLES			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKE-OUT DOUBLES (Style; Responses; Reopening)			Open 2♦=4415 minus one card
3 level cuebid=ask for stopper; jump overcall=good hand;		T/O DBL: opening values and support for unbid majors or strong hand;			Open 2NT=both minors weak
jump overcall (non-cuebid) 4♣/♦=♣/♦+1M (oM) , NF;		may be weaker with good shape; balancing DBL may be weaker;			Open 3NT 1st/2nd seat=solid 7-8 cards Major suit
jump cuebid a Major=minors strong hand;		Responses: Cuebid=F1;			Transfer auctions in competitive bidding
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			PSYCHICS:
VS strong 1♣: DBL=Majors; 1NT and 2NT=minors (also after 1♣-1♦);		Support DBL/RDBL thru 2♥; When no space to bid: DBL=invitation;			Rarely, when favorable responses to Precision 1♦/M could be psycho
VS strong 2♣: DBL=Majors; 2NT=minors; 2♣-2♦: DBL=Majors;					SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKE-OUT DOUBLE					High level DBL/Pass inversion (DBL=want to bid, pass=force to DBL)
Opps DBL a major: transfers from 1NT; 2NT=limited raise+;					
new minor jump-shift=fit-showing;					
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Cuebids other than opps suit don't promise the control

