

Defensive Bidding	Leads and Signals			Convention Card	
<b>Overcalls</b>	1/3/5 <sup>th</sup> vs suit, small from Honor vs NT			Bas de Bruyn  Rens Paternotte	
1-level: 4-card seldom	Second through declarer, low from nothing				
Raises: jump = pre, jump cue = mixed, 2NT = 4M	Strong King against NT				
[1m-1NT] » 2m = both majors	highest from an honor sequence				
<b>1NT Overcall</b>	<b>Leads</b>			<b>System Overview</b>	
15-18 » responses modified, 4 <sup>th</sup> live = 16-18	Lead	Vs. Suit	Vs. NT	1♣ = BAL or clubs	
reopening = 10-14 vs m, 12-16 vs M	Ace	AKx	AKx(x)	1M = 5-cards, can be 4 in third	
<b>Jump Overcalls</b>	King	KQx, AK	KQ(J10)x(x)	1NT = 15-17	
2M weak	Queen	QJx	KQx, QJx	2♣ = weak ♦, Strong:-any without diamonds	
reopening » 2M = intermediate, 2NT = 18-20	Jack	KJ10x, J10x	KJ10x, J10x	2♦ = weak 2M, 22-24 BAL, FG with ♦'s	
<b>Two Suiters</b>	10	Q109x, 10(9)x	K109(x), 109x	2M = 5M 4 <sup>+</sup> m, 5-10, vulnerable 5-5	
1♣ » 2♦ = majors, 2NT = ♥+♦, 3♣ = ♠+♦	9, 8	J98x	98x, H98x	4m = broken minor	
1♦ » 2♦ = majors, 2NT = ♥+♣, 3♣/♦ = ♠+♣	<b>Hi-x</b>	Xx, Hxxxxx	xxx(x)	3NT = strong 4M	
1M: 2M/3♣ = OM + ♣/♦, 2NT = minors	Lo-x	Hxxxx, Hxx(x)	Hx(xxx)x		
<b>vs. 1NT</b>	<b>Signals</b>			<b>Special Bids</b>	
Dbl = 4M 5 <sup>+</sup> m, vs. weak = upper range of NT		Partner's	Declarer's	Discards	
2♣ = majors, 2♦ = one major	Suit	1 <sup>st</sup>	Lo = ENC	Hi/Lo = O	1 <sup>st</sup> Roman
2♥/♠ = 5M 4 <sup>+</sup> m, 2NT = minors or strong 2-suiter		2 <sup>nd</sup>	Hi/Lo = O	S/P	Hi/Lo = O
<b>vs. Pre-empts</b>		3 <sup>rd</sup>	S/P		Hi = DISC
[3m]: 4♣ = M+om, 4♦ = MM;	NT	1 <sup>st</sup>	Lo = ENC	Hi/Lo = O	Hi/Lo = O
[3NT] » Multi Landy;		2 <sup>nd</sup>	Hi/Lo = O	S/P	Hi = DISC
<b>vs. Strong ♣</b>		3 <sup>rd</sup>	S/P		
D = R or B, 1D = M's or m's, 1NT = ♥♣ or ♠♦	<b>Doubles</b>			<b>Forcing Pass</b>	
<b>Over Opponents Take Out Double</b>	Negative, Responsive, Invitational				
1X-[D] » TRF, 1D-[D]-RD = ♥'s					

	#	ND	Description	Responses	Subsequent Bidding	Passed Hand and Competitive Bidding
1♣	2	4♥	11-14 or 18-19, BAL 5+♣ or 4=4=1=4, 11-22	1♦ = neg or Bal or ♦'s, 2♥ = 5♠4+♥ 6-9, 2♣ = inverted, 2♦ = Multi, 2NT = ♣ wk/SI	1♦-1NT = 18-19, 2♣-2♥/♠ = relay/bal 1M-2♦® » 2♥/♠/NT = 4/5/6 M	[D], [1X] » TRF [1NT] » 2♣ = majors
1♦	4	4♥	4+♦, 11-22 4♦4♣ possible	2♦ = inverted, 2♥ = 5♠4+♥ 6-9 2♠ = Inv, 2NT = ♦ wk/SI, 3♣/♥ = Inv	1M-1NT» 2♣/♦ = F1/FG, 2NT = ♣'s 2♦ -2♥/♠ = relay/bal	[D], [1X] » TRF [2♣] » 2♠ = inv+ ♦
1♥	5	4♦	5+♥, 11-22 may be 4-card in 3 <sup>rd</sup>	2♣ = F1, 2NT = 3+♥ Inv+, 2♠/3m = Inv 3♠ = any SPL, 3NT/4m = void	2NT-3♣/♦ = SI/GT	[D] » TRF, 3m = fit bid [2X] » 2NT = 3/4-fit, FG
1♠	5	4♥	5+♠, 11-22 may be 4-card in 3 <sup>rd</sup>	2♣ = F1, 2NT = 3+♠ Inv+, 3m/♥ = Inv 3NT = any SPL, 4m = void	2NT-3♣/♦ = SI/GT	2♣ = 3/4-card fit [D] » TRF, 3m = fit bid
1NT		4♥	15-17, 5M or 6m OK	2♠ = 6♣/ 55m/ BAL, 2NT = 6 / 55m weak 3♣ = ®, 3♦ = 5♥/5♠ Inv+, 3M = SPL	2♣-2X-3♣ = ®, 3♣-3M = 5-card, 2♠-2NT = min, 2NT-3m = best minor	[2M] » TRL, 3♠ = 55m [3m] » 4♣ = ♠+♥
2♣	V	4♥	5+♦, WK FG, any without ♦'s	2♦ = waiting, 2M = F1, 2NT = ®, 3M = STR	2♦ » 3♣ = 5+♣4X, 3M = 5M5♣ 2NT = FG, 3♦ = 6♣, 3NT = TP w/♣'s	
2♦	V		Multi: 2M, weak, Bal 22+-24, FG with ♦'s	2M = P/C, 2NT = ®, 3♣/♦ = FG, 3♥ = P/C 3♠ = Inv	2M » 2NT = 22-24, 3X = FG w/♦'s 2♠ » 3♣ = WK 2♥, 3M = 5+♦4+M	[D] » P = ♦'s, 2M = P/C 3m = TP, RD = Pos
2M			5M 4+m, weak vuln. probably 5-5	2NT ®, 3♣ = INV m, 3♦/OM = Inv M/OM 3M = PRE, 4m = fit bid	2NT-3m-3M/OM = FG 3♣ » P/3♦ = min, 3♥/♠ = ♣/♦, max	
2NT		4♥	19+-22, 5M or 6m OK	3♣ ®, 3♦/♥ = TRF, 3♠ = minor(s) 4♣/♦/♥/♠ = ♥/♠/♣/♦, SI	3♣ » 3♦ = no 4M, 3M = 4+card, 3NT = 4/4M	
3X	6		vulnerable sound	4♣ = KC (0,1,1+,2), after 3♣ » 4♦ = KC		
3NT	V		strong 4M, 8/9 tricks	4♣ = SI, 4♦ = bid 4M, 4M = P/C	4♣ » 4♦ = max, 4M = min, 4NT = KC	
4m	7		broken minor	4♦ = KC, 4M = TP		
4M	7		pre-empt	4NT = KC (0,1,1+,2)	4NT = 1430, 5NT/6X = even/odd # key cards + void	
4NT	V		Weak minors min 6/5		Mixed cue bids, Splinters, D0PE	