


0Defensive and Competitive Bidding		Leads and Signals			Convention Card (Based on World Bridge Federation)	
<b>Overcalls(Style; Responses; 1/2Level; Reopening)</b>		<b>Opening Leads Style</b>				
1/1 overcalls: 7-15; 2/1 overcalls: opening strength ,5+;			<b>Lead</b>	<b>In Partner's suit</b>		
1/1, 2/1 or 2/2 responses NF CONST; 3/2 F;		<b>Suit</b>	3rd/5th/ATT	3rd/5th		
1NT=8-11,NF; Jump shift= PREE; Jump Raise=PREE;		<b>NT</b>	4th(1st/2nd from weak suit)	3rd/5th		
Cue: F with new suit, STR bal. or STR raise;		<b>Subseq</b>	Attitude or same as Leads	Attitude or 3/5		
		<b>Others</b> : 0/1 Honors;				
<b>1NT Overcall(2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>Leads</b>			<b>System Summary</b>	
15-18HCP; 2♠=Stayman; 2♦/♥=TRF;		<b>Lead</b>	<b>VS. Suit</b>	<b>VS. NT</b>		
4th 12-15;		<b>A</b>	AK(+); Ax(+)	AKx	<b>General Approach and Style</b>	
		<b>K</b>	KQ(+); Kx	Unblock/Count		
		<b>Q</b>	QJ(+); Qx;	QJx(+);KQx(+);AQJx(+)		
		<b>J</b>	J10(+); (A/K)J10(+);Jx	J10x(+); (A/K)J10x(+)		
<b>Jump Overcalls(Style; Responses; Unusual NT)</b>		<b>10</b>	109(+); 10x; H109(+)	H109x(+);109x(+)		
Jump Shifting=PREE; (1X) 2NT=lowest two suits;		<b>9</b>	9x;	9x;		
		<b>HI-x</b>	<u>xx</u> ; <u>xxx</u> ; <u>xxxx</u>	<u>xx</u> ; <u>xxx</u> ; <u>xxxx</u> (+);		
		<b>LO-x</b>	<u>x</u> ; H <u>xx</u> (x); H <u>xxx</u> (+)	H <u>xx</u> ;H <u>xxx</u> (+);		
		<b>Signals in Order of Priority</b>				
<b>Direct and Jump Cuebids(Style; Responses; Reopen)</b>			<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>	<b>Special Bids they May Require Defence</b>
(1m)-2m=Majors 55 8+; (1M)-2M=oM+minor 55 8+;		<b>Suit</b>	1 Hi=Enc.	Hi=Even	Hi=Enc.	
			2 Hi=Even	S/P	Hi=Even	
			3 S/P			
<b>Vs. NT(vs. Strong/Weak; Reopening; PH)</b>		<b>NT</b>	1 Lo=Enc.	Hi=Even	Lo=Enc.	
X=PEN;			2 Hi=Even	S/P	Hi=Even	
2♠=M's; 2♦/2♥/2♠/3♠=NAT; 2NT=minors;		<b>Signals(Including Trumps):</b> S/P When give partner a ruff;				
		Trump Echo; Smith Echo;				
<b>Vs. Preempts(Doubles; Cuebids; Jumps; NT Bids)</b>		<b>Doubles</b>				
Double=T/O						
NT Overcall=15-18						
Lebensohl 2NT		<b>Takeout Double(Style; Responses; Reopening)</b>				
		May be light with classic shape; then Cue=F;				
<b>Vs. Artificial Strong Opengings</b>		Cheapest New suit=0-7HCP; 1NT=7-10HCP;				
Vs. precision 1♠: X=Majors; NT=minors;		Jump Shift=8+HCP CONST;				
<b>Over Opponent's Takeout Double</b>		<b>Special, Artificial &amp; Competitive Doubles / Redoubles</b>			<b>Special overcalls</b>	
XX=10+HCP and denies primary support, then PEN DBL;		Support Double through 2♥			1m-1M might be very light with 5+	
1M (X) 1NT=good raise; 2M=bad raise; 2NT=4+M INV+;		Lead direct Double				
					<b>Important Notes that Don't Fit Elsewhere</b>	
		<b>Special Forcing Pass:</b>			<b>PSYCHICS:</b>	
		When we have a GF auction			Rare	

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	12-21 HCP, 3+♣	1♦/♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣=4+♣ GF or 5+♣ INV; 2♦/♥/♠=PREE; 2NT=11-12 Bal.; 3X=PREE; 3NT=13-15 Bal.;	1♣-1♥/♠-1NT-2♣/ 2♦=Two-way Checkback; 4th Suit GF;	
1♦		4(3)	4♥	12-21 HCP, 4+♦ 4-4-3-2 Open 1♦ with 3	1♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣= 5+♣ GF; 2♦=4+♦ GF or 5+♦ INV; 2♥/♠=PREE; 2NT=11-12 Bal.; 3♣=6+♣ INV; 3NT=13-15 Bal.;	1♦-1♥/♠-1NT-2♣/ 2♦=Two-way Checkback; 4th Suit GF;	
1♥		5	4♦	12-21HCP, 5+♥	1♠=4+♠, 6+HCP, F1; 1NT=6-12HCP, Semi-forcing; 2♥=8-10HCP, 3♥; 3♣=6-8, 4♥; 3♦=9-11, 4♥; 2♣/♦=4+ GF; 2NT=12HCP+, 4+♥, GF; 2♠/3♥/♠=PREE; 3NT/4♣/♦=♠/♣/♦ 12-14 Splinter;	1♥-1♠-1NT-2♣/ 2♦=Two-way Checkback; 4th Suit GF;	1♥-2♣=9+, good raise;
1♠		5	4♥	12-21HCP, 5+♠	2♥=5+♥ GF; 3♥=6+ NAT INV; 4♥=To play; 3NT=♥ Splinter; Others: Same as 1♥ opening;		1♠-2♣=9+, good raise;
1NT			4♥	15-17HCP BAL, May Contain 5M or 6m	2♣=Stayman; 2♦/♥=Transfer; 2♠=♣; 2NT=Bal. INV 3♣=♦; 3♦=55 Majors GF; 3♥/♠=minors, short in M; 4♦/♥=Texas;	1NT-2♣-2X-3m=NAT GF; 1NT-2♦/♥-2♥/♠-3m=NAT GF;	
2♣	√	0	4♥	ART. Strong, 22 HCP Any Or 18 HCP+ GF Hand	2♦=negative or waiting; 2♥/♠=5+ Suit, 2 Honors; 3♣/♦=6+ Suit , 2 Honors ; 2NT=8+ BAL;		
2♦		6(5)		PREE , 5-10HCP	2NT=Ogust, New Suit=F1;	Answer of 2NT: 3♣/♦/♥/♠=Bad/Good Suit min/Bad/Good Suit max;	10-13 6-card at 4th seat;
2♥		6(5)		PREE , 5-10HCP	2NT=Ogust, New Suit=F1;		10-13 6-card at 4th seat;
2♠		6(5)		PREE , 5-10HCP	2NT=Ogust, New Suit=F1;		10-13 6-card at 4th seat;
2NT			4♥	20-21HCP BAL, May Contain 5M or 6m	3♣=Stayman;3♦/3♥=Transfer;3♠=minor Stayman; 4♦/♥=Texas;	2NT-3♦-3♥-3♠=55M	
3♣		6		PREE , 5-10HCP	New Suit=F1		
3♦		6		PREE , 5-10HCP	New Suit=F1		
3♥		6		PREE , 5-10HCP	New Suit=F1		
3♠		6		PREE , 5-10HCP	New Suit=F1		
3NT	√			Solid 7-8m, no side K	4♣=P/C; 4♦=ask for shortness; 4NT=ask for extra;		Can be STR, to play
4♣		7		PREE			
4♦		7		PREE			
4♥		6		To Play			Can be STR, to play
4♠		6		To Play			Can be STR, to play
5♣		7		To Play			
5♦		7		To Play			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB 1430 (4NT may be quantitative); Trump Queen Asking; Mixed Cues; D1P2; DOPE;	