

Defensive and Competitive Bidding		Leads and Signals			Convention Card  (Based on World Bridge Federation)				
Overcalls(Style; Responses; 1/2Level; Balance position)		Opening Leads Style							
simple overcall: 8-16HCP, maybe lower against Artificial Opening			Lead	In Partner's suit					
2/1 overcall: better than 1/1overcall	Trump	3/5; 0/2	3/5; 0/2						
Response: Cue bid= forcing; NT= Natural	NT	2/4;0/2	2/4; 0/2						
Balance position: lower than direct overcall	Subse	Top	Top						
	Others: AK maybe A or K								
1NT Overcall (2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; balance position)		Leads			System Summary				
2nd direct 1NT overcall=same as 1NT Opening	Lead	VS. Trump Contract		VS. NoTrump Contract					
balance position 1NT overcall= 12-14HCP	A	AKx(+); Ax(+); AKJ10(+)		same as Trump Contract	General Approach and Style				
1NT overcall doesn't promise a balanced-hand	K	AK; KQJ(+); KQx(+); KQ		same as Trump Contract					
responses is the same as reponses after 1NT Opening	Q	KQx(+);QJx(+); Qx;		same as Trump Contract	Opening: 1M=5+, 1m=3+				
	J	J10; J10x(+);		same as Trump Contract	4-4 in minor : usually open 1D				
Jump Overcall (Styles; Responses; Balance Position)		10	109x(+); 10x; HH10(+)		same as Trump Contract	NT Opening may have 5M, 5m, 6m			
Single suit: 6+, 5-11HCP, BAL= 12HCP+	9	9x; 98x(+);HH9(+)		same as Trump Contract	third position opening: may not a full opener, 4+suit				
Double suit: Jump in NT=Unusual 2NT, maybe 5-4	HI-x	xx; xxx;		2nd/4th lead	2C= strong two club, 2D/2H/2S= single suit preemptive				
Responses: Cue bid=F1, others NAT	LO-x	x; xxx; xxxxx		2nd/4th lead	Responses to 1NT Opening: Jacoby, Texas, Stayman, Gerber				
	Signals in Order of Priority				2/1 FG				
Direct&Jump Cue bid ( Styles; Responses; Balance Position )			Partner's lead	Declarer's lead	Discarding	3NT= Gambling			
Direct Cue bid = two Top suit. 4-4 or better	Suit	1	HI=EN	HI=EN	HI=EN	Special Bids they May Require Defense			
Jump Cue bid = 3NT try; rebiddable suit and with SING or Void		2	lo-HI=Odd	lo-HI=Odd	lo-HI=Odd	Fourth suit Forcing; Checkback stayman			
Balance position is equal to above.		3	s/p	s/p	s/p	Michaels Cue bid Responses:			
	NT	1	lo=EN	lo=EN	lo=EN	2NT= Slam Try, asking			
vs NTs; ( strong/weak NT; balance position; by a passed hand)		2	lo-HI=Odd	lo-HI=Odd	lo-HI=Odd	Answers: 3C=12+HCP, Better H than S			
vs Strong NT: double=penalty; balanced double= 12HCP+		3	s/p	s/p	s/p	3D=12+HCP, Better S than H			
2C=Landy; 2D= 6+ major suit or better	Signals(Including Trumps)				3H=8-11HCP, Better H than S				
2H= H+D/C , 2S= S+H/D/C . 2NT = both minors, 5-5+	lo-HI=Odd; HI=EN(Suit); lo=EN(NT)				3S=8-11HCP, Better S than H				
3C/3D/3H/3S = good suit	Doubles				Cue bid= INV				
vs Weak NT: double= NAT HCP, BAL					Fourth position Opening:				
Suit Overcall= NAT					1NT= 14-17HCP				
VS. Preempts(Doubles; Cue-bids; Jumps; NT Bids)		Takeout Double( Style; Responses; Balance position)			2D= both Majors, 8+HCP				
NAT; Double= Takeout; Cue bid= 3NT try	direct position: 12+HCP; BAL position: may be weaker			2H/2S = 12+ HCP, biddable suit					
NT Overcall= Strong NT; Jump Overcall= Value-showing	Responses:Simple suit=0-8HCP; 1NT=8-11HCP; 2NT=11-12HCP								
Lebensohl	Jump Shift= 8-11HCP, 4-card suit, INV								
vs Artificial Opening		Cue bid=FG			Special overcalls				
against Artificial 1C Opening: 1NT= both minors; others = NAT	Special, Artificial, Competitive Doubles and Redoubles			Jump in NT: Unusual 2NT					
Jump shift=weak biddable suit; double=both Majors	Negative double to 3H			Cue bid: Michaels					
against Artificial 2C Opening: double=C suit;	Value-showing Redouble(Reponses or Opening)			vs Artificial 1C: double=4-4 Majors+					
Jump shift= weak biddable suit; others= NAT	SOS Redouble after NT's double			Important Notes that Don't Fit Elsewhere					
After Takeout Double		Support Double, Lead-direct double							
RDBL=8HCP+, 1 level new suit= F1, 3 level new suit= FG	Special Forcing Pass								
2 level new suit= non Forcing, others = NAT	Available after Oppo's Overcall			PSYCHICS: Seldom					

Opening	Tick if artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♥	12-21HCP	1♦/1♥/1♠=one over one 2♣=4+C, F1 1NT=balance or biddable suit by a weak hand 2NT=INV 2♦/2♥/2♠=Weak; 3C=Weak	1♥/1♠= 5-4, 1NT=12-14HCP Rebids=biddable suit, 12-14HCP, 2♦=Reverse Opener's Jump Raise=15-17 points; Reverse=15-21HCP,F1 1X – 1Y – 1NT-2C/2D=checkback stayman	2♣=at least 4C and 11HCP
1♦		3	3♥	12-21HCP	1NT=6-10HCP, 2♦=4+D,FG 2♣=3+C,INV;2NT=INV 3NT; 2♥/2♠=Weak	similar as 1C	2♣/2♦=INV
1♥		5	3♥	12-21HCP	1NT=5-11HCP,F1; 2H, Raise,6-9HCP; 2♣/2♦=4+C/D, FG; 2♠=5 ♠4 ♥ FG, 2NT/3♣/3♦=Bergen 3H=Weak;	after 2NT:3C= ask, answer:3D/3H/3S=low/medium/high points	2C=Durey
1♠		5	3♥	12-21HCP	3♥=4S+ 8-12HCP Mini Splinter; 2♣=3+C; 2♦/2♥=biddable suit, FG Other similar to 1H Opening		similar as 2H
1NT		2		15-17HCP,balance	2♣=stayman, 2♦/2♥=Jacoby Transfer 2♠=minor Stayman 2NT=Transfer to 3C 3♣/3♦=Constructive; 3♥/3♠=Smolen 4♣=Gerber, 4♦/4♥=Texas Transfer, 4NT=Quantity	fourth player opening:14-17HCP	
2♣	✓	0		Artificial, Strong forcing 22 points+ / 9 tricks+	2♦=0-7HCP, 2♥/2♠/3♣/3♦=8+HCP, 5+suit 2NT=8-11HCP,balance, 3NT=12+HCP, balance	after raise: new suit=asking or waiting, others are Natural Jump to 4 level = RKCB	
2♦		0		D weak 6+, 5-11HCP	2NT=15+HCP, F1		
2♥		5		H weak 6+, 5-11HCP	2NT=Ogust 2NT		
2♠		5		S weak 6+, 5-11HCP	same as 2H Opening		
2NT				20-21HCP, balance	3♣=artificial puppet stayman, 3♦/3♥=Transfer 4♣=Gerber, 4NT=Quantity	3H= no 4 Majors	
3♣		6		Weak	Follow 2/3/4 rules 4C= Rose Conversation	fourth player Opening:12HCP+ and biddable club	
3♦		6-7		Weak	similar as above	similar as above	
3♥		6-7		Weak	similar as above	similar as above	
3♠		6-7		Weak	similar as above	similar as above	
3NT	✓			Gambling; Running minor	escape reponses		
4♣		7		Weak	Follow 2/3/4 rules	raise according to winning tricks	
4♦		7		Weak	Follow 2/3/4 rules	similar as above	
4♥		7		Weak	Follow 2/3/4 rules	similar as above	
4♠		7		Weak	Follow 2/3/4 rules	similar as above	
4NT	✓			Both minors, 6/6+	♣♦♥♥ P/C♣♣♣ P/C		
5♣				Weak	Follow 2/3/4 rules	<b>HIGH LEVEL BIDDING</b>	
5♦				Weak	Follow 2/3/4 rules	RKCB;Grand Slam Force; Gerber A ask; Splinter Raise	
5♥				lack two of Top Honors	6H= one Top Honor; 7H= two Top Honor	Exclusion KCB ; Kickback RKCB	
5♠				lack two of Top Honors	similar as above		