


Defensive and Competitive Bidding		Leads and Signals			<div>Convention Card</div> <div>(Based on World Bridge Federation)</div> <div></div>
Overcalls(Style; Responses; 1/2Level; Reopening)		Opening Leads Style			
8+HCP,usually 5		Lead	In Partner's suit		
Response shift:1 Level=Forcing; 2 Level=No Forcing	Trump	0/1;3+5	Count		
Response:1NT=8-11HCP	Notrump	0/1;2+4	Count		
	Subseq	The top	The top		Category: 2/1FG(Natural) Event: Players:
	Others: The same as lead				
1NT Overcall(2 nd /4 th Live; Responses; Reopening)	Leads				System Summary
15-18HCP,Response as opening 1NT	Lead	VS. Trump Contract	VS. NoTrump Contract		
Balance=12-15HCP,Response as opening 1NT	A	AKx(+); Ax(+); AKJ10(+)	Ax(+);AKX(+);AKJX (X)		General Approach and Style
	K	AK; KQJ(+); KQx(+); KQ	KQJ(+); KQx(+);AKJ10(+)		Opening:1M = 5+
	Q	QJx(+); Qx;	AQJ(+);KQ109(+);QJ(+);Qx		1NT=15-18P, Balanced
	J	J10; J10x(+); (A/K)J10x(+)	J10; J10x(+); (A/K)J10x(+)		2C=Strong; 2D=H/S6,weak or 21-23Hcp,balance
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; H109(+)	10x; 109x; H109(+)		2H=5-4+M,weak; 2S=S+m 5-4+,weak
Preemptive bid; Response: shift=F1; NT=Natural;	9	9x; 98x(+);	98x(+); H98X(+);9x		3NT=Gambling
Unusual 2NT=5-5minors	HI-x	<u>x</u> x;	<u>xx</u> ; <u>xx</u> xx; H <u>x</u> x;		2/1 Game Forcing
1X-3C=M+m suit (5-5)	LO-x	<u>x</u> ; <u>xx</u> <u>x</u> ; <u>xxxx</u> <u>x</u>	<u>x</u> ; <u>xx</u> <u>x</u> ;		Responder Fourth suit forcing
	Signals in Order of Priority				
Direct and Jump Cue-bids(Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defense
Michael	Suit	1 Hi=EN	Hi-lo= even	EV=disEn	Fourth suit Forcing
1m-2m=Both M(5-5)		2 Hi-lo= even	S/p	Hi-lo= even	2-way Checkback stayman
1M-2M=Other M+ D(5-5)		3 S/p	Hi=EN	S/p	Lebensohl Convention
	NT	1 Hi=EN	Hi-lo= even	EV=disEn	Jacoby Transfer
Vs. NT(vs. Strong/Weak; Reopening; PH)		2 Hi-lo= even	S/p	Hi-lo= even	Stayman Convention
2C=Majors (5-4)		3 S/p	Hi=EN	S/p	Gerber Convention
2D=One M(5)	Signals(Including Trumps):Big Encourage, Hi-Lo = Even				Texas Convention
2H=H+m(5-4)	Trump: Smith Echo				
2S=S+m(5-4)	Doubles				
2NT=2m(5-5)					
VS. Preempts(Doubles; Cue-bids; Jumps; NT Bids)	Takeout Double(Style; Responses; Reopening)				
Takeout Double; Michael; NT Bids: Natural;	10+P,Response natural; Response 1NT: 8-10 HCP				
VS. 2 Level Preempts : 2NT= Lebensohl	Balance=8+P				
[Note 5]	Cue-bid= GameForcing or Two Majors inv.				
VS. Artificial Strong Openings					Special overcalls

Vs 2C:Natural Preemptive; Special NT	Special, Artificial & Competitive Doubles / Redoubles	Michael Cue-bid
Vs1C: double=C suit	SOS Redouble	Unusual 2NT ; Unusual 1NT
others:NAT	Invitation Double	
	Cooperative Double	Important Notes that Don't Fit Elsewhere
Over Opponent's Takeout Double	Lighter Double	
Minors: Natural	Lead Directing Double	
Majors: Transfer	Special Forcing Pass: Available	PSYCHICS: Seldom

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3S	11-21HCP	1D=Forcing , 1NT=8-10,2C=5+C,FG 2D/H/S=Jump shift,single suit strong 2NT= Invite 3C=5+C,weak 3D/H/S=Constructive 3NT=Natural	Fourth suit forcing; 1C-1D/H/S-1NT-2C/D= 2-way Checkback stayman Responder Reverse= FG	The same
1♦		3	3S	11-21HCP	1NT=6-10;2C=4+C,FG; 2D=4+D,FG 2H/S=Jump shift, single suit strong 2NT=Invite; 3D=weak; 3C/H/S=Constructive	Fourth suit forcing; 1D-1H/S-1NT-2C/D=2-way Checkback stayman Responder Reverse= FG	The same
1♥		5	3S	11-21HCP	1NT=Forcing 2C/D=FG; 2H=8-10; 2S= 5S+4H; 2NT=H4+,FG; 3C/3D=Constructive 3H=weak; 3S=SPLT 11-13HCP 3NT/4C/4D=S/C/D SPLT 14-16HCP	Fourth suit forcing; 1H-1S-1NT-2C/D=2-way Checkback stayman 1H-1NT-2C=Forcing 2NT=MAX	Drury 1H-2C 9-11, 3H 1H-2D, 9-11, 4H
1♠		5	3H	11-21HCP	1NT=Forcing 2C/D/H=FG 2S=8-10;2NT=S4+,FG; 3C/3D =Constructive; 3H= SPL11-13HCP 3S=week 3NT/4C/D=H/C/D SPL 14-16HCP	Fourth suit forcing; 1S-1NT-2C=Forcing 2NT=MAX	Drury The same as 1H
1NT				15-18HCP	2C=Stayman; 2D/2H=JACOBY (4-suits-2NT=C, 3C=D) (Transfer M,than kickback RKCB) 2S=Minors Stayman /invite 2NT/3C=Transfer 3D/H/S=4-4-4-1,m/S/H single 4C=6-6M 4D/4H=TEXAS (then 4NT=KCB),	1NT-2C-2D-2H=Transfer; 1NT-2D-2H-2S=Transfer 1NT-2C-2D/H/S-3C=Check back; Jacoby TRF : 3 Level New Suit=NAT; Game Raise=Slam Try;	The same
2♣	✓			Strong, forcing 18+HCP	2D=weak or wait 2H/S=Natural 8+HCP	2C-2D-2H/S=Transfer 2C-2D-2NT=Balance, with a suit(5)	The same
				or 8.5+tricks	2NT=Any long suit; 3C/D=Natural	2C-2D-2H-2S-2NT=Balance,4-3-3-3,4-4-3-2	

2♦	✓			H/S 6 weak or 21-23HCP Balance	2NT=Ask 2H=P/C 2S=H4+;	2D-2H/S-2NT=Strong	The same
2♥	✓		5-4	Two Majors, weak	2NT=Ask		The same
2♠	✓		5-4	S + minor, weak	2NT=Ask		The same
2NT	✓			21-23Hcp	3C=Ask,3D/H/S/NT=Transfer	2NT-3C answer:3D/H/S/NT=D/H/S/C suit	The same
				Except 4-4-3-2 or 4-3-3-3	4C/D/H=Transfer 4S=Both minors		
				5M/m,6m seldom			
3♣			6	Weak	3D= Ask for Major,F1; 3H/S=Natural, F1; 3NT=Natural	3C-3D-3H/S=S/H3+ ; 3NT=No 3 Major	The same
3♦			6	Weak	3H/S=Natural,F1 3NT=Natural		The same
3♥			6	Weak	3NT=Natural		The same
3♠			6	Weak	3NT=Natural		The same
3NT	✓		7	Gambling	4C=P/C 4D=Ask singleton or void 4H/S=Natural		The same
				Running Minors			
4♣	✓		7	H strong,8.5 tricks	4D=Transfer 4H		The same
4♦	✓		7	S strong,8.5 tricks	4H=Transfer 4S		The same
4♥			7	Natural	4NT=RKCB		The same
4♠			7	Natural	4NT=RKCB		The same
4NT	✓		6-5	Two Minors	Natural	HIGH LEVEL BIDDING	The same
5♣			7	Natural		RKCB; Kickback RKCB; Cue Bid; Grand Slam Invite; Gerber; Small Slam Invite; Forcing Pass;	
5♦			7	Natural		Exclusion KCB;	

