DVERCALIS	DEFENSIVE AND COMPETETIVE BIDDING		Leads and Signals			Convention Card	
A	OVERCALLS		Leads				
DRURY			lead	Vs. Suit	Vs. NT	^ 	
Jump raise= preemptive Q OJN, AQJN, OS, Q QJO, AQJKS, QS, Q J J10(x), KJ10(x), J10(x),	Overcalls=5+ cards (4 rarely), 8-17	Overcalls=5+ cards (4 rarely), 8-17 PC					
J.			K				
INT TOVERCALL. 10	Jump raise= preemptive		Q			-	
Note			J				
Note Direct Di	1NT OV	ERCALL	10	H109, 10x, 10	H109, 10x, 10		
Bilibrian Bili			9	H9x, 9	H9x, 9		
Doc SS, HEXES() SS, HEXES() SS, HEXES() SS, HEXES() SS, HEXES() General approach and style	-						
Contemptore, ministral 2NT Contempts Contempts Contempt		VERCALLS				System summary	
DIRECT and JUMP CUE BIDS SIGNALS IN ORDER OF PRIORITY Three-way 1♣ opening: NAT, PREP and STR 1♣ respond is artificial Five-card majors	Preemptive, unusual 2NT				xS, HxxS()	v v	
MICHAELS CUE JUMP CUE BID=ask about stopper			Generally: 2 nd /			General approach and style	
Topic Topi		UMP CUE BIDS	_	SIGNALS IN ORDER OF	PRIORITY	1 ♦ respond is artificial Five-card majors	
Vs. NT							
Natural			D . 1.1.1				
Natural x- 4M5+m 2 - 5+ 4+M 2 - 5+				e cionale			
x-13+PC, semibalanced 2 ♣ 5+4+M 2 • 6+M 2 • 5+ ★ 4+m 2 • 5+ ★ 4+m 2 NT-54+ m 3 NT-6-18 PC 4 NT-6-18 PC 3 NT-6-18 PC 3 NT-6-18 PC 3 NT-6-18 PC 3 NT-6-18 PC 4 NT-6-18 PC 3 NT-6-18 PC 3 NT-6-18 PC 4 NT-6-18 PC 4 NT-6-18 PC 4 NT-6-18 PC 5 NT-6-1	θ		reverse autitude signais				
Declaler's lead: reverse count signals Declaler's lead: reverse count signals OPEN 2 • = 6+M, 6-10 PC OPEN 2 • = 6+M, 6-10 PC OPEN 2 • = 6+M, 6-10 PC OPEN 2 • = 5+ • • • • • • • • • • • • • • • • • •							
2v-5+v4+m 2a-5+s4+m 2v-5+s4+m 2NT-54+m 2NT-5							
2♠-5+♠4+m Preverse count signals OPEN 2 ▶=6+M, 6-10 PC		Declaler's lead:			Special bids that may require defence		
Discards: Lavinthal Discards: Lavinthal OPEN 2NT=5+♣, 5+♠, 6-10 PC	2 4 -5+ 4 4+m		reverse count s	ignals			
Lavinthal DOUBLES DOUBLES OPEN 2 ♣ 5 ♣ , 5+m OPEN 2 ♣ 5 ♠ , 5+m OPEN 2 ♠ 5 ♠ OPEN 2 ♠ 5 ♠ OPEN 2			Discards:				
DOUBLES OPEN 2 ♣=5+♠, 5+m 1 ★ RESPOND=3way- NEG(0-6), minor(s) 7-11 PC, BAL16+ 1 ★-(pass)-1 ★-(pass)-1 ★-(pass)-1 M-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-1 M-(pass)-2 ★-(pass)-2 ★-(OPEN 2 ♥=5+♥, 5+m OPEN 2 ♠=5+♠, 5+m 1 ♦ RESPOND=3way- NEG(0-6), minor(s) 7-11 PC, BAL16+ 1 ♣-(pass)-1 ♦-(pass)-1M= at least 3 cards 1 ♣-(pass)-1 ♦-(pass)-1NT=BAL(18-20)	
TAKEOUT DOUBLES Vs. Preempts Takeout dbl, Lebensohl, 2NT=16-18PC Vs. strong artificial opening After 1♣: x-hearts, 1♦-spades, 1♥-♣+♠/♥+♠, 2-level natural TAKEOUT DOUBLES 1 ♦ RESPOND=3way- NEG(0-6), minor(s) 7-11 PC, BAL16+ 1♣-(pass)-1♦-(pass)-1M= at least 3 cards 1♣-(pass)-1♦-(pass)-1NT=BAL(18-20) 1♣-(pass)-1NT-(pass)-1NT-(pass)-2♣-(pass							
Vs. Preempts 1♣ is NEG after T/O double over polish 1♣ Takeout dbl, Lebensohl, 1♣-(pass)-1♠-(pass)-1NT=BAL(18-20) 2NT=16-18PC 1♣-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-1M-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-2♠-(pass)-1M-(pass)-2♠-(pass)-2	TAKEOUT DOUBLES				LES		
Takeout dbl, Lebensohl, 2NT=16-18PC Reopening double=9+PC Reopening double=9+PC Reopening double=9+PC 1♣-(pass)-1N-(pass)-1NT=BAL(18-20) 1♣-(pass)-1M-(pass)-2♣-(ard Major support 1♣-(pass)-1M-(pass)-2♣-(pass)-2♣-(pass)-2♣-GF Two-way checkback Vs. strong artificial opening SPECIAL ARTIFICIAL AND COMPETETIVE DOUBLES/REDOUBLES After 1♣: x-hearts, 1♣-spades, 1♥-♣+♠/♥+♠, 1♠-♣+♦/♥+♠ Strong redouble 10+PC without support in opening suit 1NT-♣+♥/♦+♠, 2-level natural RESP DBL shows values (usually two suits) All sequences when we use strong redouble are forced to 2NT	Vs. Preempts						
2NT=16-18PC 1♣-(pass)-1M-(pass)-2♣-(pass)-2♣-(pass)-2♣-GF Two-way checkback Vs. strong artificial opening SPECIAL ARTIFICIAL AND COMPETETIVE DOUBLES/REDOUBLES After 1♣: x-hearts, 1♣-spades, 1♥-♣+♠/♥+♠, 1♠-♣+♦/♥+♠ Strong redouble 10+PC without support in opening suit NT-♣+♥/♦+♠, 2-level natural All sequences when we use strong redouble are forced to 2NT RESP DBL shows values (usually two suits)							
Vs. strong artificial opening SPECIAL ARTIFICIAL AND COMPETETIVE DOUBLES/REDOUBLES After 1★: x-hearts, 1♦-spades, 1♥-♣+♠/♥+♠, 1♠-♣+♦/♥+♠ Strong redouble 10+PC without support in opening suit 1NT-♣+♥/♦+♠, 2-level natural Two-way checkback Special forcing pass sequences All sequences when we use strong redouble are forced to 2NT RESP DBL shows values (usually two suits)	2NT=16-18PC						
Vs. strong artificial opening SPECIAL ARTIFICIAL AND COMPETETIVE DOUBLES Special forcing pass sequences After 1★: x-hearts, 1♦-spades, 1♥-♣+♠/♥+♠, 1♠-♣+♦/♥+♠ Strong redouble 10+PC without support in opening suit RESP DBL shows values (usually two suits) All sequences when we use strong redouble are forced to 2NT							
DOUBLES/REDOUBLES After 1 *: x-hearts, 1 *-spades, 1 *- * + * / * + *, 1 *- * + * / * + * INT-*+*/*+*, 2-level natural DOUBLES/REDOUBLES Strong redouble 10+PC without support in opening suit RESP DBL shows values (usually two suits) All sequences when we use strong redouble are forced to 2NT	Vs. strong artificial opening		CDECIAL ADTIFICIAL AND COMPETETIVE			I wo-way checkback	
1NT-♣+♥/♦+♠, 2-level natural RESP DBL shows values (usually two suits)							
1 1						All sequences when we use strong redouble are forced to 2NT	
			RESP DBL shows values (usually two suits)				
			DBL invit				
	After 2♣/2NT : 2NT/x- minor+major, 3♣-minors, 3♦-majors		Opening-anything-1M-overcall lower than 2M-x 3 cards in M				
Important notes that don't fit elsewhere						Important notes that don't fit elsewhere	
OVER OPPONENT'S TAKE OUT DOUBLE							
New suit at: 1level-F1, 2level- NF							
Texas in sequences: Psychics	-					Psychics	
1 V - x - , 1 A - x - rare	1♥-x-, 1♠-x-						

OPENING	ARTIFICIAL	MIN.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.*	Y	0	12-14PC balanced, possible 5 * 332 OR 15+PC 5+ * OR 18+PC ANY OR 12-17 4414	1 ◆ 0-6, ANY OR 7-11PC, 54+m OR 7-11PC, 6+m OR 16+ PC, balanced; 1M 7+PC, 4+M; 1NT 7-10 PC, balanced; 2m 12+ PC, 5+m, possible 4M; 2 ♥ 5 ♠, 4/5 ♥, 7-9PC; 2 ♠ 11+ PC, balanced, transfer to NT; 2NT/3NT 11-12PC/13-15PC, balanced; 3m 9-11PC, 6+m, invitation, good suit, 3 ♥/3 ♠ 3145/1345 12-14PC	1♣-1 ◆-2 ◆ GF (but see 1♣-1 ◆-3 ♥/3 ♣/4 ♣); 1♣-1 ◆-1NT/2NT 18-20/21-23, balanced, then texas, stayman/ puppet stayman; 1 ♣-1M-2 ◆ 18+PC, 3+M, asking, 1 ♣-1NT-2 ◆ 18+PC, asking; 1 ♣-1 ◆-3 ♥/3 ♣/4 ♣ GF 5+ ♥, 5+other/5+ ♠, 5+m/55+m;	
1 •	N	4	12-17PC 5+♦ OR 12-17 1444, 4144, 4441 OR 12-14 5♣ 4♦	2 ◆ 10+ PC, 4+ ◆, forcing to 3 ◆; 3 ◆ PRE 4+ ◆; 3M/4 ♣ splinter; other responses like after 1 ♣ opening	$1 \bullet -1 \lor -3 \bullet 15 + PC, 6 + \bullet$, with $3 \lor$; $1 \bullet -1 \lor -2 \blacktriangle /2NT$ $15 + PC, 6 + \bullet$, without $3 \lor$, bad/good hand to NT, $1 \bullet -1 \blacktriangle -2NT/3 \bullet 15 + PC, 6 + \bullet$, without $3 \blacktriangle /with 3 \blacktriangle$	
1♥	N	5	12-17PC 5+♥, 3 rd /4 th hand can be weaker	1♠ 7+PC, 4+♠; 1NT 7-11PC w/o 3♥, 2♣ 12+PC, 5+♣ OR 12+PC, balanced; 2♠ 12+PC, 5+♠; 2♥ 6-10PC; 2♠3+♥, invitation or minisplinter, with shortage, 2NT 3+♥, invitation without shortage; 3♣/3♠ like after 1♣, 3♥ preemptive, 3♠ splinter with any singleton, 3NT/4♣/4♠ splinter with void ♠/♣/♠	1 v-2 ★-2NT asking about shortage, 1 v-2 v-2 ★ invitation with shortage; 1 v-2 v-2 ★-2NT asking about shortage; 1 v-2 v-2NT invitation with ★	DRURY
1 🖍	N	5	12-17PC 5+4, 3 rd /4 th hand can be weaker	2 12+PC, 5+v; 2 \(\delta / 2\text{NT/3 v/3 \(\delta / 3\text{NT like} \) 2 \(\delta / 2\text{NT/3 v/3 \(\delta / 3\text{NT like} \) 2 \(\delta / 2\text{NT/3 v/3 \(\delta / 3\text{NT like} \) void \(\delta ; \text{ opening} \) in the responses like after 1 \(\delta \text{ opening} \)	1♠- 1NT- 2♠ 2+♠,1♠-2NT-3♠ asking about shortage; 1♠-2♠-2NT invitation with shortage; 1♠-2♠-2NT-3♣ asking about shortage	DRURY
1 NT	N		15-17PC semi-balanced	2♣ stayman; 2♦/2♥ texas; 2♠ transfer to ♣; 2NT invitation; 3♣ transfer to ♦; 3♦ invitation to 3NT based on good ♦ suit; 3M 54+m, shortage M	1NT-2♣-2♦-3♦ asking about 3M;1NT-2♣-2♦-3M shortage in M; 1NT-2♣-2M-3m GF 5+m, 4 cards in other M	
2*	Y	5	10-14PC, 5+♣ 4M OR 6+♣	2 ◆ asking; 2M 6-11PC, NF; 2NT "I want to play 3 ♣" OR forcing two-suiter without ♣; 3 ♣ invitation; 3 ◆ GF, 6+ ♦; 3M invitation with 6+M.	2♣-2♦-2M, 5+♣ 4M; 2♣-2♦-2NT/3♣ 6+♣ without 4M, good/bad hand to NT; 2♣-2NT-3♣-3♦/3♥/3♠ 5+♦, 5+♥ / 5+♥, 5+♠ / 5+♠, 5+♦	
2•	Y	6	1 st /2 nd 6-10PC, 6+M, good suit, 3 rd NAT weak preemptive often 5 card suit	2♥/2♠/3♥ to partner's suit; 2NT asking; 3♦ invitation to 4M; 3♣ "I have my own suit", 3♠ NF; 4♣/4♦ "Show suit with texas/naturally"; 4M NF	2 ◆ -2NT-3 ♣/3 ◆/3 ▼/3 ♠/3NT strong/ weak with ▼/ weak with ♠/ AKQxxx ▼/ AKQxxx ♠; 2 ◆ -2NT-3 ♣- 3 ◆ asking; 2 ◆ -2NT-3 ♣-3 ◆ -3 ▼/3 ♠ 6 + ♠/6+ ▼.	
2♥	Y	5	1 st /2 nd 6-10PC, 5+♥ 5+m, 3 rd weak preemptive often 5 card suit	2♠ NF; 3♣ to partner's suit; 3♠ invitation to 4♥; 2NT asking; 3♥ preemptive; 3♠ INV	2♥-2NT-3♥ 6+♥, 5+♣; 2♥-2NT-3♠ 6+♥, 5+♦	
2 🏟	Y	5	1 st /2 nd 6-10PC, 5+♠ 5+m, 3 rd weak preemptive often 5 card suit	2NT asking; 3♣ to partner's suit; 3♠ invitation to 4♠; 3♥ NF; 3♠ preemptive		
2 NT	Y		6-10PC, 5+♣ 5+♦	2NT-3m/4m/5m to partner's suit; 2NT-3 ♥ asking; 2NT-3 ♠ invitation to 5m	2NT-3 ♥ -3 ♠/3NT/4 ♣/4 ♦ /4 ♥ /4 ♠ singleton ♠/ singleton ♥ / 6+ ♣ / 6+ ♦ / void ♥ / void ♠/	
3♣	N	6/7	6-10PC, 6+ \$ /7+ \$, good suit			
3♦	N	6/7	6-10PC, 6+ ♦ /7+ ♦ , good suit		SLAM CONVENTIONS	<u> </u>
3♥	N	6	6-10PC 6+♥		Splinters	
3♠	N	6	6-10PC, 6+♠		Cue bids	
3 NT	Y		9-11PC, 7+m with AKQ	4♣/5♣ to partner's suit; 4♦ asking about shortage	RKCB 14 03, XRKCB 0 1 1+Q	
4.	N	7/8	6-10PC, 7+*/8+*		Grand slam invitation Asking about kings and their suits, asking about Q in trump suit	
4♦	N	7/8	6-10PC, 7+◆/8+◆		Asking about kings and their suits, asking about Q in	rump suit