DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS OPENING LEADS STYLE initial Roman from touching honours				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENI	NG LEA		nitial Roman f			<u> </u>
Wide range	- <u> </u>		Lead			er's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Weak jumps except vul at 3 level	Suit		4th,2nd		Low from 3+		NCBO:
	NT		same		same		PLAYERS: d diamond/m diamond/d peden
	Subseq						EVENT any
	Other:10	Other:10 can be int sequence				<u> </u>	
1NT OVED CALL (2nd/4th L' D.	LEADS						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS		V C '		N NE		SYSTEM SUMMARY
15-18 in 2 nd ,system on 10-16 in 4 th -2c asks range/shape—2d=10-12	Lead		Vs. Suit		Vs. NT REV ATT		CENEDAL ADDOGACILAND CTVI E
2h=13/14 and 4H,2s=13/14and 4S,2nt=13/14 no major	Ace		REV ATT Rev count			ınt -unblock	GENERAL APPROACH AND STYLE
$2n=13/14$ and $4H_2S=13/14$ and $4S_2N=13/14$ no major 3 any =15/16	King		Rev count			int -unblock	5 M -Short club 15-17 NT
Sandwich 1nt=18-20,-2nt=distributional hand	Queen		No higher		Rev att No higher		Multi 2D
Sandwich Tht-18-20,-2nt-distributional hand	Jack		No nigner		No nign	ier	Multi 2D
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Int sequence	or short			Lucas 2S
Weak normally	9		Shortage or				Inv minor
,	Hi-X			-			2 over 1 GF
	Lo-X						2H=5+H,4+S—less than opener
	SIGNAL	SIGNALS IN ORDER OF PRIORITY				ACBL option 1 defence to multi	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
ghestem		1 Att or	as requested	count		att	Drury in 3 rd /4 th seat 9-11, 2C =3card supp,2D=4card supp Over 1H—2S=4card and singleton somewhere(if passed hand) Over 1S—2nt is singleton
1C-2C=s+d,2D=Maj,2NT=h+d 1D—2D=S+C,2nt=H+C,3c=Maj	Suit	2 count		count		Suit pref	
1H-2H=s+c,2NT=c+d, 3C=S and D	1	3 Suit pr	ef				
1S-2s=C+H,2NT=C+D,3C=H+D		1 att		count		att	Checkback2c forces 2D=inv or weak with D 2d is GF
In 4th seat 2NT always20-22-system on	NIT	2				G '4 C	ICLANIA DIANIA DANT D
VS. NT (vs. Strong/Weak; Reopening; PH)	NT	2				Suit pref	If 1ANY P 1ANY P 2NT P –no checkbsck but transfers
Multi landi	G: 1	<u>)</u>	T. \ 1	IDC 4		count	1c/d(1H)1S denies 4+ Sp
			g Trumps):	UDCA			When minor suit agreed ,unless opening bid was 1H,then 4H is rkc 14/30
2NT=any BIG 2 suiter	1 rump (cho n rt	iii waiiteu				1AC 14/30
2c=majors							Except—after inv minor,other minor is k/card
2D=single suited major				DOUBLES			1nt response to opening bid can be 11/12 pts
2h/2s=bid suit +minor				DOUBLES			The response to opening ore can be 11/12 pis
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	TAKEOUT DOUBLES (Style; Responses; Reopening)					Smollen is GF=1nt-(p) 2c-(p)—2D(p) 3maj= 4card suit +5cards in other maj-GF
X=t/out leaping and non leaping michaels	Can be 1	Can be light if good shape					in one maj or
MULTI—x=t/out of S—2h=T/OUT of H—2Sis nat nf—2NT=16+		Cue bid-forcing to suit agreement					
3 any is 6 card suit nf	7 H						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□							SPECIAL FORCING PASS SEQUENCES
1D=majors,1nt=minors,2C=C and S,2D=D and H,2H=H and C,2S=	S SPECIA	L. ART	IFICIAL &	COMPETITIV	VE DBLS	/RDLS	
and D							
		After prt pre-empts dble is penalty					
	After prt opens 1nt-dble of artificial bid shows that suit, bid opp suit for t/o						
OVER OPPONENTS' TAKEOUT DOUBLE	X of nt b	ids and	subsequent db	oles are penalty			IMPORTANT NOTES

Raise is weak	4th suit not GF at 1 level
2nt is good raise to 3 xx is int in penalty	
	PSYCHICS:

OPENIN	TI CK IF	MIN. NO.	NEG.D BL				
G	ARTI FI CI AL	OF CAR DS	THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.*		2	4d	10-22points	3c is weak 2c is GF 2d is inv with C, 2 h / 2S=6cards 2-5pts	After interference inv does not apply If inv then 4D is k/c	Over 1C\D (1H)x shows 4+Sp and 1S denies 4S Fit jumps (if passed)
					2NT=16+ no fair major		Over opp jump o/call-2nt good raise
1♦		4	4d	10-22	As 1c with 2H inv with D 2S is weak	As clubs with 4c=k/card	
1♥		5	4d	10-22	2nt=4card sup 11+with shortage,16+without 2c-either GF or raise to 2H WITH 3H	3C=16+asks for singleton	Over jump o/calls 2NT= good raise,4 cards Ucb=3 card raise Fit jumps in competition or if passed
1 🛦					3nt=min raise to 4 no shortage, splinters=8-11 3C/D=10-11 points,1 loser suit and NO FIT	1 maj-2maj 2NT=18-19	Drury
		5	4d	10-22,	As 1H	3NT=poor suit-no shortage less than 16 3D,3H,4C=shortage,less han 16 after 2nt	As 1h
INT				15-17	2c=4card s/man—3c= 5card s/man 2D/H/S are t/fers3H/S=short with 3 or 4 other major 3D=5/5majs(inv), 4D=5/5Ms-no slam int 4H/S are slam int in minor (as 2NT opener)	Over 1nt-3c-3h(3s is t/fer to 3nt) (3nt =5S) Xx is no 5card suit2any is 5 card uit	1NT-2H(t/fer) 2NT=max+4S 3S=min+4S
2.		0		GF unless 2H response is F TO 2NT OR 4 minor	2d=relay,2h=neg,2nt pos in H	After 2nt rebid (25-26) system on 3NT rebid is 29-30	After o/call-pass is = 2H bid, X = 2D bid
2♦		0		6card M less than opener or 23- 24 or solid minor17+ or27-28	2NT enq,2H p/c,2S good H raise, 3 any=nat NF 2d -2h-2nt=25/263nt=29/30	After 2nt, 3c=maxnimum weak 2,3d/3h minimum with suit above. After 2d 2nt 3c 3d says bid suit you don't have	2D-4C=t/fer to suit 2D-4D=bid suit,prtn may go on In 4th seat NO weak major
2♥		5		5+H,4+S less than opener	2nt asks	3c=5/4 3d=5/5 min	3any,4h,4s=to play 4c=mst in H 4D=mst in S After 3h/s 3nt=to play 4c=mst in H 4d=mst in S AFTER 3H 3S=to play

2♠		5		5S/5minor less than opener	3c=p/correct weak 2nt asks	3c=bad with c,3d=bad withd,3h=good c 3s =d	
			In 4th seat 2S=acol 2 non forcing	OD III NE			
					3D/H nat NF		
2) IT		0		20-22	3c=5card s/man,	3D=1/2 4card MAJ	D'1 '4 1 41
2NT		0		20-22	3c=3card s/man,	3D=1/2 4card MAJ3H=no 4/5 card MAJ	Bid suit you do not have 3S=t/fer to 3nt
ļ						311-110 4/3 card WAJ	3nt=responder has 5S
ļ						3NT =5 H	Site responder has 3.5
						Break to 3nt with doubleton	
ŀ					3D/H=t/fers	Or to source of tricks with 4	
ŀ						Or to 4MAJ with 4card support AND a	
ŀ						control in every suit	
ŀ					3S =minor suit s/man(msi)forcing t 4 nt	4C/D is keycard in bid suit or bid 3nt=no interest	
ŀ					33 – minor suit s/man(msr)roteing t 4 m	interest	
					4C,D,H,S=filter bids(6card suit	4c(H)-4D=int $4d(S)-4H=int$	
						4H=to play 4S=to play	
ļ						4nt=k/card H 4nt=k/card S	
ļ						4H(C) 4S=k/card in C 4S-4nt=p/correct(D	
ļ						$4nt=p/c \text{ in clubs} \qquad 5C=k/card(D)$	
ļ						5C=better than 4nt 5D=better	
						than4NT	
					2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
3♣		6		Pre empt	3nt to play, 3H/S nat F		Better suit and points in 4 th seat
3♦		7		Pre empt	3nt to play, 3xforcing		
3♥		/		Pre empt	3nt to play, 3s forcing,4C/D=IST r CONTROL		
3♠		7		Pre empt	4H not F, 4c/d =cue bid		
23 IT				C I'IMA IOD 1 4 11	4 1 , , //C , 1 1 1	10 10	G: 1
3NT				Solid MAJOR ,no k outside	4c asks to t/fer to suit-slam int— 4d says bid suit -slam interest 4	After 4M, any suit asks for shortage-	Step responses, 1 step no, 2 steps yes
ļ					4 nt asks if more than 7—reply step system	Step responses 1 step 7 2 steps 8 etc.	yes
			i e				
4.							
4♦							
4♥							
4♠							
4NT				Specific ace ask	5c=0,5d,5h,5s,6c=Ace of suit bid, 5nt=2 aces		
5♣						HIGH LEVEL BI	DDING
5♦						K/CARD 14/30 DOPI/ROPI	
a						4H is K/Card in minor unless H is opened	
5♠						711 is Meatu in minor unless it is opened	
						5NT USUALLY is PICK A SLAM	
,						4C is usually msi	