

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			Convention Card
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Level 1 = 8 HCP+, 5 cards suit		Lead	in Partner's Suit		
Level 2 = 10 HCP+, 5 cards suit	Suit	3rd 5th	3rd 5th		
	NT	3rd 5th	3rd 5th		
	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMA Strong Club, Majors 5 Cards. 1NT Opening 15 - 17 HCP
balance 15 - 17 HCP		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
Response:Puppet Stayman		Ace	Ax, AK(+)	Ax, AK(+)	SAYC
		King	KQ(+), Kx	KQ(+), Kx	5 cards Major, 4 cards Diamonds
		Queen	QJ(+)	QJ(+)	2C = strong 22 HCP+
		Jack	JT(+), Jx	JT(+), Jx	1NT = balance 15 - 17 HCP (May be 5 cards Major)
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	AJT(+), KJT(+), Tx	AJT(+), KJT(+), Tx	
6 - 11 HCP, 6+ cards suit		9			
		Hi-x	Hx, Hxx	Hx, Hxx	
		Lo-x			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:		SIGNALS IN ORDER OF PRIORITY			2D = weak one suit major 5 - 11 HCP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2H = 5+ Hearts, 4+ minor 5 - 11 HCP
Natural	Suit: 1st	ATT	CT	SP	2S = 5+ Spade, 4+ minor 5 - 11 HCP
	2nd	SP	SP	SP	2NT = balance 20 - 21 HCP (May be 5 cards Major)
	3rd	ATT			
	NT: 1st	ATT	CT	SP	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	CT	SP	
DBL = negative		3rd	SP		
2C = 1 suit		Signals (including Trumps):			
2D = 2 suit Major					
2H = H + m 54					
2S = S + m 54		DOUBLES			
2NT = m + m 54		TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Natural			
DBL = take out					
Overcall = 12 HCP+, 5 cards suit					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBL			
Level 1 = 8 HCP+, 5 cards suit					
Level 2 = 10 HCP+, 5 cards suit					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					4NT = RKC 0314
OVER OPPONENTS' TAKE OUT DOUBLE					
					Psychics:Rear

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2		12 - 21 HCP 2 cards+	1D/H/S = 4 cards+ suit 6 HCP+ 1NT = 6 - 9 HCP 2C = supp 6 - 9 HCP 3C = supp 10 - 11 HCP		
1D		4		12 - 21 HCP 4 cards+	1H/S = 4 cards+ suit 6 HCP + 1NT = 6 - 9 HCP 2C = 10 HCP+ F1 2D = supp 6 - 9 HCP 3D = supp 10 - 11 HCP		
1H / S		5		12 - 21 HCP 5 cards+	1NT = 6 - 9 HCP 2C = 10 HCP+ F1 2D = 10 HCP+ 4 cards+ 2H/S = supp 6 - 9 HCP 3H/S = supp 10 - 11 HCP		
1NT				15 - 17 HCP balance (may be 5 cards major)	2C = pupp stayman 2D/H/S/NT = TRF		
2C		0		22 HCP +	2D = 0 - 7 HCP 2H/S/3C/D = 8 HCP+ cards suit 2NT = 11 HCP+ 3NT = 8 - 10 HCP		
2D		0		weak 1 suit major 5 - 11 HCP	2D = P/C 2NT = game try		
2H		5		weak 2 suit H + m 5 - 11 HCP	3C = P/C 2NT = game try		
2S		5		weak 2 suit S + m 5 - 11 HCP	3C = P/C 2NT = game try		
2 NT				20 - 21 HCP balacne (may be 5 cards major)	same as 1NT		
3C		6		Pre-emptive	Natural		
3D		6		Pre-emptive	Natural		
3H		7		Pre-emptive	Natural		
3S		7		Pre-emptive	Natural		
							High Level Bidding
							4NT = RKC
							Response: 0314 25w/oQ 25w/Q