

	#	ND	Description	Responses	Subsequent Bidding	Passed Hand and Competitive Bidding
1♣	3	4♥	Only 3 with 4M333 4♦4♣ possible	Walsh, 3♦/♥/♠ splinter	1♣-1X-1NT-2♣/2♦ 2way check-back; 1♣-1M-2NT-3♦/♥ TRF; 1♣-1♥-2♥- 2♣=®; 1♣-1♠-2♠-2NT=®	1♣-(1♥)-2♦ forcing, 1♣- (1♠)-2♥ non-f; D on 1♥ overcall denies 4krt ♠
1♦	4	4♥	4+♦ 4♦4♣ possible	3♥/♠ splinter	see 1♣; 1♦-1M-2SA-3♣=Slamgoing ♦; 1♦-2♣-2♦=11-12 bal or natural	see 1♣
1♥	5	4♦	4-4♥/♠ or 5+♥	2♣=3+, 2NT=4+♥ Inv+, 3♥=4+♥ 0-6; 3♠/ 4♣/♦= splinter 11-14; 3NT=4+♥, 13-15 bal	Checkback; 1♥-2♥-2♠= SST; 1♥-2♥- 2SA=NHT ♠, 1♥-2♥-3♣/♦=NHT; 1♥-2♣-2♦=5-krt ♥	1♥-(2m)-2♠ non-forcing
1♠	5	4♥	5+♠	2♣=3+, 2NT=4+♠ Inv+, 3♥=splinter; 3♠=4+♥ 0-6; 3NT=3+♠, 13-15 bal; 3♥/4♣/♦= splinter 11-14; 4♥ nat	1♠-2X-2SA=11-12 balanced; 1♠-2♠- 2SA=SST; 1♠-3X=NHT	
1NT		3♠	(14) 15-17, 5M or 6m OK	2♣=Stayman; 2♦ t/m 2SA=TRF; 3♣ 5+/5+ m zwak; 3♦ 5+/5+ m Inv.; 3♥/♠ splinter with 5+/4+ m	1SA-2♣-2♥-2♠=®; 1SA-2♣-2♦/2♠- 3♣=®; Smolen	Rubensohl After dbl (pen) rdbl=to play in ♣ or ♦
2♣	V		4+/4+ weak (vul 5+/4+); Bal 22-23 or 26+; strong 1 suit	2♦=®; 2SA=® GF; 2M/3M/4M=to play, 3m=to play	2♣-2♦-2M-3M=inv.; 2♣-2SA: 3♣= (4)5♥4♠ min, 3♦=4♥5♠ min, 3♥= 5♥4♠ max; 3♠=4♥5♠ max; 3SA= 5♥5♠	2♣-dbl-rdbl: bid your best suit; 2♣-dbl-pass: ♣; 2♣- dbl-2♦: ♦; 2♣-2X-dbl: pen
2♦	V		Multi: 2M, weak, Bal 24-25, FG with ♦'s	2M=P/C; 2SA=® Inv+; 4♣= ask for TRF to M; 4♦=bid M; 4♥/♠=nat	2♦-2♥/♠-3♣: FG ♣+X, 3♦: FG ♦+M; 3♠: FG ♥+♠; 2♦-2SA: 3♣=♥,min, 3♦=♠, min 3♥= ♠,max, 3♠= ♥,max	2♦-dbl-pass: ♦; 2♦-dbl- 2♥/♠: nat; 2♦-dbl-rdbl: bid your suit
2M			5M 4+m, weak vuln. probably 5-5	2SA=® Inv+; 3♣ P/C; 3♦= Inv+ M-fit	2M-2SA: 3♣/♦=min, 3♥ ♣,max, 3♠=♦, max	2M-dbl-rdbl: business; 2M-dbl-2SA: ask for minor
2NT		3♠	19+-21, 5M or 6m OK	Puppet Stayman; 3♦/♥=TRF; 2SA-3SA=to play; 3♠=minors; 4X=slamgoing	2SA-3♦/♥-3SA: no fit, 5-krt oM	
3X	6		pre-empt			
3NT	V		1st and 2nd seat gambling	4♣= nf®, 4♦= asks for singleton	Slambidding	
4m	7		pre-empt		4NT = 1430, 5NT/6X = even/odd # key cards + void	
4M	7		pre-empt		Splinters, mixed cue-bids, Ropi Dopi, Josephine	

Defensive Bidding	Leads and Signals			Convention Card	
Overcalls	1/3/5 th vs suit and NT (4 th if 3 rd too expensive)			Bert Paping Rens Paternotte	
1-level: 4-card seldom	Second through declarer, low from nothing				
Raises: jump = preemptive	Strong Queen against NT				
1NT Overcall	Leads			System Overview	
15-18 » system on	Lead	Vs. Suit	Vs. NT	1♣ = 3 ⁺	
reopening = 11-14 » system on	Ace	AKx	AKx(x)	1♥ = 4-4♥/♠ or 5 ⁺ ♥	
Jump Overcalls	King	KQx, AK	KQ(J10)x(x)	1♠ = 5 ⁺ ♠	
2M weak	Queen	QJx	KQTx, QJx	1NT = 15-17	
reopening » 2M = intermediate, 2NT = 18-20	Jack	J10(x)	AQJx, J10(x)	2♣ = weak ♥+♠, 22-23 BAL or 26 ⁺ or strong onesuiter	
Two Suiters	10	KJ109x, 10(9)x	AJ10(x), KJ10(x) 109x	2♦ = weak 2M, 24-25 BAL, FG twosuiter	
1♣/♦ » 2♦ = majors, Michaels cue-bid	9, 8	K109x, Q109x, 98x, 9x, 8x	A109x, K109x, Q109x, 98x, 9x, 8x	2M = 5M 4 ⁺ m, 5-10	
	Hi-x	xx, Hxxx, Hxxxxx	Hxxx (Hxxx), xxxx		
	Lo-x	Hxx, Hxxxx	Hxx, Hxxxx		
vs. 1NT	Signals			Special Bids	
2♣ = majors, 2♦ = one major		Partner's	Declarer's	Discards	
2♥/♠ = 5M 4 ⁺ m, 2NT = minors or strong 2-suiter	Suit	1 st	Lo = ENC	Hi/Lo = O	1 st Roman
		2 nd	Hi/Lo = O	S/P	Hi/Lo = O
vs. Pre-empts		3 rd	S/P		Hi = DISC
Leaping Michaels	NT	1 st	Lo = ENC	Hi/Lo = O	Hi/Lo = O
vs. Strong ♣		2 nd	Hi/Lo = O	S/P	Hi = DISC
D=♥+♠, 1NT = ♣+♦		3 rd	S/P		
Over Opponents Take Out Double	Doubles			Forcing Pass	
2X non-forcing, jumpshift weak	Negative, Responsive, Invitational				