

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			♥♠ CONVENTION CARD ♦♣
<b>OVERCALLS ( Style; Responses; ½ Level; Reopening)</b>					<b>CATEGORY:</b>
At 1 level 8-18, usually 5+ cards, 4 cards overcall with length in RHO's		<b>Lead</b>	<b>In partner's suit</b>		
Suit with good hand, new suit NF after 1 level OC; at 2 level sound; CUE	<b>Suit</b>	3 <sup>RD</sup> /5 <sup>TH</sup>	Same.		
Response= 10+, doesn't show support, Jump bids shows FIT except(1♣)-	<b>NT</b>	4 <sup>TH</sup> / 2 <sup>ND</sup>	Same.	<b>NCBO:</b>	
1♦-(P)-2♥/♠, (1♦)-1♥-(P)-2♠= 6+ suit INV., CUE at 3 level=Mixed	<b>Subsequent</b>	Same	Same.	<b>EVENT:</b>	
Raise, 4 level CUE= Splinter	Vs-NT: A is asking Count or Unblock& K for Attitude			<b>PLAYERS:</b> Abhijit Chakraborty & Satyabrata Mukherjee	
	Vs-Suit:A is for Attitude & K for Count				
	<b>LEADS</b>			<b>SYSTEM SUMMERY</b>	
	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
<b>1NT OVERCALL ( 2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)</b>	<b>Ace</b>	AK+,AX	AKJ10+	5 card Major (Semi-F1NT); 3 cards minors (1♦ usually 4 cards); Most JS	
15-18 RESPONSES as after 1NT opening except TRF to opponent's 5card	<b>King</b>	AK, KX, KQ	AKX+, KQX+	responses are ART; many fit bids; WK-2 bids depends on VUL & POS	
suit, (1m)-P-P-1NT=11-14, (1M)-P-P-1NT= 11-16 response after 1NT op-	<b>Queen</b>	KQ+,KQJ+, QJ,QX	KQ109+,AQJ+	(2 <sup>ND</sup> seat sound); 3 level PREs same as WK 2; Wide range Overcall	
-ening 2♣= Stayman, Response with Max.bid 2NT when 3♣= Re-stayman	<b>Jack</b>	JX,QJ+,QJ10+,J10	J109+,J10X	(STR at 2 Level); Frequent non-penalty DBLE & ART 2NT in Comp.	
other bids i.e. 2♦/2♥/2♠ shows Minim hand	<b>10</b>	10X, 109,J10+	J109+,J10X+	1NT=(14)15-17 may have 5 cards Major or 6+ minors; 2/1 is GF unless	
	<b>9</b>	9X,109+	109X+	re-bid.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>Hi - x</b>	2Card orTop of Seq	Top(rare from 2-card)		
Weak (except at Sandwiched VUL position), 2NT= Un-bid Lower Suits	<b>Lo - x</b>	Does not prom. hon	1 or 2+ Card		
	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Part's Lead</b>	<b>Dec's Lead</b>	Discarding	1♣-2♦/1♦-3♣ = Inv Raise(9-11, 5+ Supp); 1m-2m=INVT, 11+ for to 3m
(1X) – 2X= Michael's, (1X) - 3X= Asking for stopper, solid long minor	<b>Suit</b>	<b>1</b> ATT= UDCA	COUNT=UDCA	ATT = UDCA	1m-2♥=5+♠ & 4+♥,6-8; 1m-2♠=5+♠ & 4+♥,9-11; 1m-2NT=11-12;
		<b>2</b> COUNT= UDCA	SPS = STD	COUNT = UDCA	1M-2NT=12+ Jakoby; 1♥-2♠=Spl. Somewhere 8-10 or 15+, 3♣= Limit
		<b>3</b> SPS = STD	ATT = UDCA	SPS = STD	Raise,3♦= Mixed Raise; 3♠/4♣/4♦=11-15 & Spl. In bid suit;
<b>VS – NT (VS. Strong / Weak; Reopening; Passer hand)</b>	<b>NT</b>	<b>1</b> ATT = UDCA	SMITH= UDCA	SMITH=UDCA	1S-3D=Mixed /Limit Raise 1S-3C=Minor mini or maxi splinter
DON'T with modification Vs-STNT; Vs- WK DBL= Bal. strength (15-18)		<b>2</b> COUNT= UDCA	COUNT= UDCA	COUNT= UDCA	1S-2NT=jakoby
responses are as if partner opened 1NT, Rest are like DON'T		<b>3</b> SPS = STD	SPS = STD	SPS = STD	
2NT= Any single Suitor (may be WK after STR. NT	Smith echo –Vs- NT= UDCA from both side.			Labensohl, 2-way Drury, Leaping Michaels, TRF after 1M-Dbl;	
& with opening hand after WK NT)	Trump echo -Vs- Suit= Hi-Low shows interest in ruff.				
<b>VS –PREEMPTIVES (Doubles; Cue-bids; Jumps; NT Bids)</b>	ATT/ SMITH/COUNT = UDCA; SPS = STD			<b>SPECIAL FORCING PASS SEQUENCES</b>	
DBL= T/O (Pass on RDBL= Penalty), Leaping Michael (3M-4m= 5+ OM	<b>DOUBLES</b>			All passes are forcing when we at least promise an INV for Game; all	
& 5+ Bm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/Bm	<b>TAKE OUT DOUBLES ( Style; Response; Reopening)</b>			passes are forcing from both sides up to 2♠ after a Re-dble made by	
(2♦) - 4♣ = ♣ & ♥ and 4♦ = ♣ & ♠	Strength of immediate hand at 1 Level= 11+, In balancing			Responder; Pass-n-Pull shows Slam mish;1X-(1NT)-Dbl = Business,	
	may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4♠.			then Pass is F up to 2♥.	
<b>VS –ARTIFICIAL STRONG OPENINGS</b>	Tends to have 3+ cards in all suits unless very strong-GOSH				
Vs- STR 1♣ - DBL= BM, NT= Bm, 2♣ = ♣+ Major 2♦ = ♦+ Major	<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE (RE) -DBLE</b>				
Vs STR 2♣ -DBL= BM, NT= Bm, 3♣ = ♣+ Major 3♦ =♦ + Major	(-)vie DBLE up to 4H, Support Dbl (doe's not show extra),				
	Responsive Dbl ( F up to 2♥), Extended responsive Dbl,			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<b>OVER OPPONENT'S TAKE OUT DOUBLE</b>	Snapdragon dble, Cards Dbl, Rosencranz dble & Re-dbl,			Sandwich overcall may be weak; 3 <sup>RD</sup> seat opening may be weak; 2/3 X-	
Rdble usually deny fit, 1X=4+ suit & F; single raise may be very weak,	Competitive dble & re-dble, Co-operative dble, Lead			(DBL)-Re-Dbl= TRF to next Bid & new suit is Lead directing with Fit;	
Dble raise= Mixed; After 1M dble TRF at 1 or 2 level; 1X-(Dble)- 2Y(J)	directing dble,Over Multi 2♦-Dbl= Single suit WK or Bm				
Fit; 1X-(Dble)- 3Y(Double Jump)= Preemptive , 1M-X-3M= Mixed	(Better or Int.)4♣/♦=L.M.,2NT=Nat,3♥/♠=Inv,rest=Nat			<b>PSYCHICS:</b> RARE.	

OPENING	TICKET	*ART	MINNO	CARDS	NEGBL	THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣			3	3♠			11-21 HCP	1NT=8-10, 2NT=11-12 ,INVTraise, 2♦= Inv raise, 2♥/♠= 5+♠ & 4+♥, 3♥/♥/♠= Spl., 3NT=12-15, 3♣= Preempt, 4♠=Preempt.	1♣-1X > 1NT- 2♣= Check-Back, 2♦= NF, 1♣-1♠ > 1NT-2♥= GF, 1♣-1M>3♦= 18-19 bal 4 cards support, 1♣-1X> 2NT- 3♣= Wolf Sign-off, X=F, 3 <sup>RD</sup> Suit G.F.	1♣- 3♣= Mixed raise, 1♣- 2 X= FIT	
1♦			3	3♠			11-21 HCP	1NT=8-10, 2NT=11-12 ,INVTraise, 3♣= Inv raise, 2♥/♠= 5+♠ & 4+♥, 3♥/♥/4♣= Spl., 3NT=12-15, 3♦= Preempt, 4♦= Preempt	1♦-1M> 1NT- 2♣= Check Back, 1♦-1♠>1NT-2♥= GF, 1♦-1♠>3♥=18-19 Bal 4 cards ♠, 1♦-1X>2NT-3♣= W.S.O Any bid = F, 3 <sup>RD</sup> suit = GF	1♦- 3♦= Mixed raise, 1♦- 2 X= FIT	
1♥			5	3♠			11-21 HCP	2♥=Better raise, 3♣= Limit raise, 3♦= Mixed raise, 2♠= Spl. Somewhere 8-10 or 15+, 3♠/4♠/4♦= Spl, 11-14,	1♥-1♠>2 NT-3♣=W.S.O.1♥-2♠>/2NT=Relay, 1♥-3♠> 3♦= Last Train, (BERGEN RAISE 3♠=10-12, 3♦=7-9).	1♥-3♥=Mixed raise, 1♥-2♠=Spl. Anywhere 8-11, 2NT=♠ Fit, 2♣/2♦= Drury	
1♠			5	3♥			11-21 HCP	2♠=Better raise, 3♦=Mixed raise / Limit Raise, 3♣= Mini / Maxy Splinter 3♥= splinter mini /maxy	1♠-3♣>3♦=Relay, 1♠-3♦>3♥=Last train, 1♠-3♥>3♠= Non-forcing opposite 8-10,	1♠-3♠=Mixed raise, 1♠-2 NT=Spl. Anywhere 8-11, 2♣/♦=Drury, Jump Suit= Fit	
1NT				3♠			(14+)15-17, Bal	2♠=Stayman, Four suit TRF, 3♠=Bm INV, 3♦= Bm GF, or Semi-bal	1NT- 2♠>2NT= 5 card M 15-16 HCP, 3H/3S=17 HCP 5 Cards, 3C/3D=6Cards		
								3♥/♠= short in bid suit, 4♥/♠=To play, 4NT=QR, 5NT= Pick up the slam,			
2♣	(*)			2♠			STR 22+ or Game in Hand, Winner > Losers.	2♦= neg./wait. bid, 2♠= Nat (+)vie, 3♣/♦= Nat (+)vie, 3♥= Any 4-4-4-1(+vie, 2H =Weak Hand 2NT= + with H Suit	After 2♣-2♦Kokish development, 2♣-2NT>3♣=Relay After that below the name suit weak, after intervention 2 level dble show 6+, pass show weak or that suit; 3 level onward dble show less than 2 effective Q		
2♦			6	2♠			6-11, Rare 5 cards & may have Major.	New suit is F 1, 2NT= RELAY,	2♦-2M> Any bid- 3♦/3M=NF, 2♦-2NT>3♣=good hand, 3♦= bad Hand, 3M=good hand & other M	New suit= Fit	
2♥			6	2♠			6-11, Rare 5 card	New suit is F 1, 2NT= relay, Jump bid is Fit showing	2♥-2♠>Any Bid -3♥or3♠=NF, After 2♥-2NT> Rebid 3H= balance hand Any other bid Show shortness of that Suit	New suit = Fit, 2NT=♠ Fit, 2♠= Spl any where	
2♠			6				6-11, Rare 5 card	New suit is F 1, 2NT= relay, Jump bid is Fit showing	After 2♠- 2NT, 3S= Balance hand, any suit bid show Short of that suit	2NT= Spl. Any where, New suit=Fit	
2NT				3♠			(19+)20-21 bal or semi bal.	3♣=Muppet Stay Man, 3D/3H=xfer, 3S=xfer to 3NT 3NT= To play with Minors, 4♥/♠= To play, 5♣/♦= To play.	2NT - 3♣> 3NT= BM, 2NT-3♣>3♦- 3♥ or 3♠=Smolen		
3Bids			6				Nat preempt	New suit F, except 4♣, 4♦=Epsilon	<p style="text-align: center;"><b>HIGH LEVEL BIDDING</b></p> <p>RKCB = 1430, 5NT = VOID WITH EVEN No KEY CARD, 6 LEVEL BID = ODD No KEY CARD, EKC= SAME AS AFTER RKCB BY STEPS, DKCB = LOWER-UPPER-BOTH, 5 NT= SPECIFIC "K" ASKING, CUE BIDS, SPLINTERS</p>		
3NT						Gamb. in 1 <sup>ST</sup> & 2 <sup>ND</sup> seat	4♣=P/C, 4♦=Ask for Short suit, 4NT=Length asking				
4♣			7				Nat preempt				
4♦			7				Nat preempt				
4♥/♠			7				Nat preempt	New suit epsilon, except 4♠=To play, 4NT= RKCB			
4NT							Specific "A" asking	5♣=0A, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5NT=2 A, 6♣=♣A			