

	#	ND	Description	Responses	Subsequent Bidding	Passed Hand and Competitive Bidding
1♣	2	4♥	11-14 ⁻ or 17-19, BAL 5 ⁺ ♣ or 4441♦, 11-22	1♦ = WK or ♦'s, 2♣ = F1, 2♦ = Multi 2♥ = 5♠4 ⁺ ♥, 2♠ = INV, 2NT = WK/SI	1♦-1NT = 17-19; 2♣-2♦ = STR 1M-2♦® » 2♥/♠/NT = 4/5/6 M	[D], [1X] » TRF [1NT] » 2♣ = majors
1♦	4	4♥	4 ⁺ ♦, 11-22 4♦5♣ possible	2♣ = FG, 2♦ = F1, 2♥ = 5♠4 ⁺ ♥, 6-9 2♠ = INV, 2NT = WK/SI, 3♣/M = INV	1M-1X » 2♣/♦ = F1/FG, 2NT = ♣'s 2♦ » 2♥/♠ = BAL/UNBAL	[D], [1X] » TRF [2♣] = 2♦/♥ TRF
1♥	5	4♦	5 ⁺ ♥, 11-22 can be 4♥ in 3 rd	2♣ = F1, 2♦ = 5 ⁺ ♦, FG, 2NT = 3 ⁺ ♥, INV ⁺ 2♠/3m = INV, 3♠ = void, 3NT/4m = SPL	1♠/NT-2♣ = Gazzilli: 6♥ or STR 2NT-3♣/♦ = SI/GT	[D] » TRF, 3m = fit bid [2X] » 2NT = 3/4-fit, FG
1♠	5	4♥	5 ⁺ ♠, 11-22 can be 4♠ in 3 rd	2♣ = F1, 2♦/♥ = 5 ⁺ ♥/♦, 2NT = 3 ⁺ ♠ INV ⁺ 3m/♥ = INV, 3NT = void, 4m/♥ = SPL	1NT-2♣ = Gazzilli: 6♠ or STR 1NT » 2NT = 6M, 3X = 5/5, INV	2♣/♦ = 3/4-card fit [D] » TRF, 3m = fit bid
1NT		4♥	14-17 ⁻ 5M, 6m OK	2♠ = 6♣ or BAL or 55m, 2NT = 6♦ or 55m 3♣®, 3♦ = 55M, 3M = SPL, 4♣/♦ = 6M	2♣-2X-3♣®, 2♣-2M-3♦ = Fit 2♠-2NT = min, 2NT-3m = best minor	[2M] » TRL, 3OM = 55m [3♣/♦] » TRF/SW
2♣	V	4♥	5 ⁺ ♦, WK FG, except w/♦'s	2♦ = waiting 2M = F1, 3M = STR	2♦ » 2NT = FG, 3♣ = 5 ⁺ ♣4X, 3♦ = 6♣ 3M = 5M5♣, 3NT = TP w/♣'s	
2♦	V		Multi: 2M, WK 22-24 BAL, FG with ♦	2M = P/C, 2NT®, 3♣/♦ = TP, 3♥ = P/C 3♠ = INV, 3NT = TP, 4♣/♦ = bid 4M-1/4M	2M » 2NT = 22-24, 3X = FG w/♦'s 2♠ » 3♣ = WK 2♥, 3M = 5 ⁺ ♦4M	[D] » P = ♦'s, 2M = P/C 3m = TP, RD = POS
2M			5M 4 ⁺ m, WK vuln 5M 5m	2NT®, 3♣/♦/OM = INV m/M/OM 3M = PRE, 4m = fit bid	2NT-3m-3M/OM = FG 3♣ » P/3♦ = min, 3♥/♠ = ♣/♠, max	
2NT		4♥	19 ⁺ -22 ⁻ 5M or 6m OK	3♣®, 3♦/♥ = TRF, 3♠ = minors 4♣/♦/♥/♠ = ♥/♠/♣/♦, SI	3♣ » 3♥ = no 4M, 3♠/NT = 5♠/♥	
3X	6		vulnerable sound	4♣ = KC (0,1,1 ⁺ ,2)		
3NT	V		STR 4M, 8/9 tricks	4♣ = SI, 4♦ = bid 4M, 4M = P/C	4♣ » 4♦ = max, 4M = min, 4NT = KC	
4m	7		broken minor	4♦ = KC, 4M = TP	4NT = 1430, 5NT/6X = odd/even # key cards + void	
4M	7		PRE	4NT = KC (0,1,1 ⁺ ,2)	Mixed cue bids, Splinters, DOP1, 1M-3M+1 = any void	

Defensive Bidding	Leads and Signals			Convention Card	
Overcalls	2 nd /4 th , highest from an honor sequence			Bas de Bruyn Roald Ramer	
1-level: 4-card seldom	Second through declarer, low from nothing				
Raises: jump = pre, jump cue = mixed, 2NT = 4M	Strong King against NT				
[1m-P-1NT] » 2m = both majors	King vs. 5/6-level asks count				
1NT Overcall	Leads			System Overview	
16-18 » responses modified	Lead	vs. Suit	vs. NT	1♣ = BAL or clubs	
4 th live = 16-18, reopening = 11-15	Ace	AKx	AKx(x)	1M = 5-cards, can be 4 in third	
Jump Overcalls	King	KQx, AK	KQ(J,10)x(x)	1NT = 14 ⁺ -17	
2M WK	Queen	QJx	KQx, QJx	2♣ = FG, any without long diamonds	
reopening » 2M = intermediate, 2NT = 18-20	Jack	KJ10x, J10x	KJ10x, J10x	2♦ = WK 2M, 22-24 BAL, FG with ♦'s	
Two Suiters	10	Q109x, 10x	K109x, 10x	2M = 5M 4 ⁺ m, 5-10, vulnerable 5M5m	
1♣ » 2♦ = majors, 2NT = ♥+♦, 3♣ = ♠+♦	9, 8	109x, J98x	Q98x, 109x, 98x(x)	4m = broken minor	
1♦ » 2♦ = majors, 2NT = ♥+♣, 3♦ = ♠+♣	Hi-x	xxx(x), Hxx	xxx(x)	3NT = STR 4M	
1M » 2M/NT = OM + ♣/♦, 3♣ = minors	Lo-x	Hxxx(x), xx	Hxxx(x), xx		
vs. 1NT	Signals			Special Bids	
Dbl = 4M 5 ⁺ m, vs. weak = upper range of NT		Partner's	Declarer's	Discards	
2♣ = majors, 2♦ = one major	Suit	1 st	Lo = ENC	Hi/Lo = O	S/P
2♥/♠ = 5M 4 ⁺ m, 2NT = minors or strong 2-suiter		2 nd	Hi/Lo = O	S/P	Hi/Lo = O
vs. Pre-empts		3 rd	S/P		Hi = DISC
[3m]: 4♣ = M+om, 4♦ = MM; [3M] » 4m = OM+m	NT	1 st	Lo = ENC	Hi/Lo = O	S/P
[3NT] » Multi Landy; [2♦] » DBL = 4♥ or STR		2 nd	Hi/Lo = O	S/P	Hi/Lo = O
vs. Strong ♣		3 rd	S/P		Hi = DISC
D = R or B, 1D = M's or m's, 1NT = ♥+♣ or ♠+♦	Doubles			Forcing Pass	
Over Opponents Take Out Double	Negative, Responsive, Invitational				
1X-[D] » TRF					