Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 NT overcall (2ND/4TH; Responses; Reopening)

Jump Overcalls (Style; Responses; Unusual NT)

Direct and Jump Cue Bids (Style; Responses)

VS. NT (vs. Strong/Weak; Reopen: PH)

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

VS. Artificial Strong Openings

Over Opponents' take out double

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
Subseq		

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	H9x/9xx/T9	H9x/9xx/T9
X	Hxx**x**/HT9**x**/x**x**xx(x)	Hxx**x**/HT9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:			
2nd			
3rd			
NT:			
2nd			
3rd			

Signals (including Trump's):

Doubles

Takeout Doubles (Style; Responses; Reopening)

Special, Art and Comp Dbl/Rdbl's

System Card

System:

Players

System Summary

General Approach and Style

Special bids that may require defence

Special forcing pass sequences

Important notes that don't fit

Psychics

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣							
1♦							
1♥							
1♠							
1 NT							
2♣							
2♦							
2♥							
2♠							
2 NT						Slam Conventions	
3x							
3NT							
4♣,♦							
4♥,♠							
4NT							