

	<b>BASIC SYSTEM</b>	Name
		Name

OPENING BIDS	POINT RANGE	MIN LENGTH	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣				
1♦				
1♥				
1♠				
1NT				
2♣				
2♦				
2♥				
2♠				
2NT				
3 bids				
3NT				
4 bids				

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive methods
Simple		Strong 1♣	
Jump		Weak 1NT	
Cue bid		Strong 1NT	
1NT		Weak 2 bids	
		Weak 3 bids	
2NT		4 bids	
		Multi	

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple overcall	Double:	Bids:			
Jump overcall	Double:	Bids:			
Double	Redouble:	New suit:	Jump in new suit:	Jump raise:	2NT:

<b>OTHER DOUBLES</b>	
----------------------	--

OPENING LEADS	v. suit contracts (e.g. 2 <sup>nd</sup> & 4 <sup>th</sup> , 3 <sup>d</sup> & 5 <sup>th</sup> )				
<div style="border: 1px solid black; border-radius: 50%; padding: 10px; display: inline-block;">           Attach red spot or hatch over if using non-standard leads         </div>	A K	A K x	K Q 10	K Q x	K J 10
	K 10 9	Q J 10	Q J x	J 10 x	10 x x
	10 9 x	9 8 7 x	10 x x x	H x x x x	H x x x x x
	v. NT contracts (e.g. 2 <sup>nd</sup> & 4 <sup>th</sup> , 3 <sup>d</sup> & 5 <sup>th</sup> )				
	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10
	K 10 9	Q J 10	Q J x	J 10 x	10 x x
	10 x x x	10 9 x	9 8 7 x	H x x	H x x x x x
	H x x x x	H x x x	x x	x x x	x x x x

In all the card combinations shown, circle the card normally led.

CARDING METHODS	Describe primary method. State alternatives in brackets.	
	vs. suit	vs. NT
On Partner's lead		
On Declarer's lead		
Discards		
Exceptions		

SLAM CONVENTIONS	Meaning of responses	Action over interference

<b>OTHER CONVENTIONS:</b>

*Both players must have identically completed convention cards.*