

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Overcalls (Natural) 1Level =5cards+(8-15)/2Level=5 cards+(10-15)
Responses (Natural) Raise overcall suit=support suit(6-10).NF Jump Raise overcall suit=support suit(10-12)NF New suit=5 cards + NF/Jump New suit=5cards+ GF. Cuebid opp suit=support overcall suit or GF. 1NT/2NT/3NT= w/stopper(6-10/10-12/12-15) N.F
1NT OVERCALL
1NT =15-18 HCP w/Stopper
Responses: System on
1-Suit :WJO(Natural style.)
2NT (5-5+ lower suits)
Response: Other suit 6+ card; GF.
2NT/3NT: stop in Opp suit. NF.
DIRECT & JUMP CUE BIDS
Minor suit:show 2 Major 5-5cards+
Cue bid Major suit: show other Major and Minor5-5cards+
Response:
Cue bid: show support suit or GF.
VS. NT
2C:2 suit Major 5-4cards+.
2D/H/S overcall,
2NT 2 minor5-5cards+.
3C/D/H/S;Preempt.
T/O double bal. HCP same as opponent.
VS.PREEMTS
Optional Doubles=16+
Cue-bid= GF
Jump suit = limited bid NF.
NT Bid= To play w/stopper.
VS. ARTIFICIAL STRONG OPENINGS
N/A
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble 10+
New suit =5cards+(6-12)NF
Jump new suit =6 cards+(13+)GF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best, Top/inner seq.	Same	
NT	Same	Same	
Subseq			
Other:			
2nd top of nothing suit, Top of partner suit or MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
King	AK; KQx(+), KQ109(+)	Same	
Queen	QJ; QJx(+)	Same	
Jack	J10(x+); KJ10x(+)	Same	
10	10x; 109(x+); H109x(+)	Same	
9	9x	Same	
Hi-X	Lx,xLxx+	Same	
Lo-X	xLx,HxL	Same	
SIGNALS IN ORDER OF PRIORITY:			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=ENC	Same	Same
Suit 2	Hi/Lo=Even	Same	Same
3	S/P	Same	Same
1	Same	Same	Same
NT 2	Same	Same	Same
3	Same	Same	Same
Signals (including Trumps):			
Echo in trump : Hi/Lo =Show ability to ruff.			
DOUBLES			
TAKEOUT DOUBLES			
Over 1C/D/H/S = T/O 10-15 HCP with 3+ cards others or 16+ any shape,Over 1NT=16+			
Over 2X = T/O 16+ with 3+ cards of others or Real suit if OPP play artificial.			
Over 3x = T/O=16+ (optional).			

CONVENTION CARD
Standard American
CATEGORY: Yellow card NCBO: Thailand
PLAYERS: Pramote KESISAMANG
Teerataht POSHYANONDA
EVENT : General
SYSTEM SUMMARY
Opening : 1Level 5 card M,4 card ♦(except 4432).12-21
Response: 1Level
1NT /SUPP suit 6-9,Jump SUPP suit10-12. NF
2Level suit=10+4cards+(except 2C may not C suit.) F1
2NT;M opening suit=4cards SUPP suit13-15 GF.
2NT;m opening suit=bal 10-12 NF.
Jump other suit =6cards+ GF.
Jump shift other suit=Splinter GF
New minor F1 ./Fourth Suit GF.
Opening 1NT Bal (15-17 HCP) No 5 cards M.
Response 1NT
2C= stayman,2D/H =Trf,2S=m stayman,2NT=m Trf,
3C/D=6+ G invite ,3H =5&5+M suit G invite ,3S=5&5+ M suit GF
4C/4D=6cards+13-15 GF ,4H/S=6cards+
13-15,4NT=Bal15-17HCP
Opening; 2♠ 22+ or 9 tricks+,any shape.
Response 2♠
2D=0-7 any,2H/2S/3C/3D=5cards+8+,2NT=8-10,3NT=11-13 Bal
Opening 2♥/2♠ Weak 6+.(5-11),
Response: 2NT=asking short suit F1,Other suit=to play NF.
Opening 2NT= Bal (20-21 HCP) No 5 card M.
Response;3C=stayman,3D/H =Trf,3S=m stayman,3NT=to play,
4C/D=6 cards+ 8+,4H/S =6 cards+8-10.
Opening3♠>>>5♦ Preempt.
Response other suit NF
Opening 3NT to play,8Trick+ NF
4NT=RKC(0314),Jacoby 2NT,Jacoby Trf,
1Mopening>2SUPP suit>>2NT=asking(>>>3C Min/bad suit,3DMax/G suit,3H Max Bad suit,3S Max,G suit.)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Standard American Yellow Card

Overview: SAYC with 5 card majors, strong NT, strong (17+) jump shift, weak 2 bids and a strong artificial 2♣.

HCP vs Total Points

We use both old fashioned HCP (A=4, K=3, Q=2, J=1) and "Total points" (HCP+3 for void, 2 for singleton, 1 for doubleton, but short suits containing an honor are reduced by 1 point) Opening bid may apply Rules of 20. It will usually force to game if it thinks it has 25 Total Points between the two hands.

Additional convention:

New Minor forcing, 4 suit forcing, RKC0314, Splinter, Jacoby 2NT, Jacoby transfer,

1NT>>>2S minor stayman, 1NT>>>2NT TRF minor 3C or puppet 3D, 1NT>>>3C/D broken suit invitation game, 1NT>>>3H 2Major5-5 game invitation, 1NT>>>3S:2Major5-5 game force,

Opening 1major>>>2major>>>2NT; asking response suit and HCP(3C; bad suit 6-7 HCP, 3D; good suit 6-7 HCP, 3H; bad suit 8-9 HCP, 3S; good suit 8-9 HCP.)

Opening 1major>>>2major>>> other suits; asking support suit. (at least 2nd round control response game otherwise rebid trump suit.)

Weak 2 opening >>>2NT forcing ask for short suit>>>other suit show singleton or void.

Weak 2 opening >>>other bidding non force.

Offensive auction;

Weak jump overcall, Michael cuebid (2suit upper at least 5-5), Unusual 2NT(2 suit lower at least 5-5), 2C over 1NT show at least 5-4 in Major(landy), Lebensole, new suit single raise non force, New suit jump raise game force.

Openings(Note1) [Standard American Yellow Card](#)

- [1♦](#): 12-21 HCPs, 4+ ♦s (exception: 4=4=3=2)
- [1♥/1♠](#): 12-21 HCPs, 5+ ♥s/♠s
- [1NT](#): 15-17 HCPs, balanced May include 5+cards minor suit.
- [2♣](#): 22+ HCPs ([Strong two clubs](#))
- [2♦/2♥/2♠](#): 5-11 HCPs, 6 ♦s/♥s/♠s
- [2NT](#): 20-21 HCPs, balanced
- 3 or 4 level suit opening: [preemptive](#) (rule of 2/3/4)
- [3NT](#): Gambling

Responses (Note2)

	0-5	6-9	10-12	13-14	15-17	slam interest
5-card support	game (with shape)		limit raise	Jacoby 2NT/Splinter		
4-card support	Pass	single raise				
3-card support		1/1 or 2/1, then rebid at 3-level				
4 card suit		1/1	2-Level		jump shift	
	other response			others		

Responses to one of a major suit opening

	6-9	10-12	13-15	16-18	slam interest
Fit suit	single raise	limit raise	2-Level/Splinter		
4 card suit	1/1			Jump shift	

	1NT	2-Level				
balanced		2NT	3NT	2-Level		
Responses to one of a minor suit opening						

Fit responses

Fit is 3 cards in a major, 4 diamonds, or 5 (good 4) clubs.

- [Single raise](#) to two level shows 6-9 HCP and fit.
- [Limit raise](#) to three level shows 10-12 HCP and fit.
- [Jump shift](#) new suit is shown 13-15 point and fit 4 cards+(Splinter), inviting a slam.
- After a *major suit opening 1♥/♠*
 - Game in the opened major shows a [distributional](#) hand, typically 5+ trump, a singleton or void, and less than 10 points. This is a [preemptive](#) bid.
 - Jacoby 2NT shows Fit in suit 13+ points

Nonfit responses

- New suit at the one-level (1/1) shows four cards and 6+ points, denies a major suit fit.
- 1NT shows 6-9 points and no biddable suit at the one-level.
- New suit at the two-level (non-jump, 2/1) shows four cards and 10+ points.
- [Jump shift](#) is strong, inviting a slam (17+ points).

Balanced responses

- After a *major suit opening 1♥/♠*
 - [2-Level](#) shows 10+ points
 - [3NT](#) shows 13-15 points, balanced, and *two-card support* for partner.
- After a *minor suit opening 1♣/♦*
 - [2NT](#) shows 10-12 points, balanced.
 - [3NT](#) shows 13-15 points, balanced.

	13-14	15	16-17	18	19	20-22
Balanced	1NT			2NT		
4-card support	single raise		jump raise		double jump raise	
6-card opening suit	nonjump rebid		jump rebid		double jump rebid	
New 4-card suit	non-reverse or 1-level			reverse	jump shift if 5 or 6 cards	
Rebids after 1/1 (SAYC)						

With a minimum opening (13-15 points)

- [Rebid notrump](#) with a [balanced](#) hand
- Single raise in responder's suit with 4-card (or good 3-card) support
- Nonjump rebid of opened suit with a six-card suit
- New suit at the one-level, or non-[reverse](#) at the two-level (note range 13-18 points)

With a medium opening (16-18 points)

- Jump raise of responder's suit with four-card support
- Jump rebid of opened suit with a six-card suit
- [Reverse](#) in a new suit with a four-card suit that is shorter than opened suit
- New suit at the one-level, or non-reverse at the two-level (note range 13-18 points)

With a maximum opening (19-22 points)

All these rebids are [forcing](#).

- [Jump in notrump](#) with a balanced hand
- Double jump raise of responder's suit
- Double jump rebid of own suit
- [Jump shift](#) in a new suit

Responder's rebids

After non-reverse new suit

While the other rebids are all limit bids, a non-reverse new suit still has a wide range of 13-18 points, and therefore responder must continue to narrow his own point range to make opener captain.

6-9	10-11	12+
Pass or 1NT	2NT	Game
Prev. suit at 2-level		Prev. suit at 3-level
New suit ^[1]		
Responder rebids after 1/1 and non-reverse rebid		

With a minimum response (6-9 points)

- Pass without anything more to say
- Bid 1NT
- Bid a previously-bid suit at the two-level. This typically does not include opener's second suit.

With an invitational response (10-11 points)

- Bid 2NT

- Bid a previously-bid suit at the three-level.

With a game-forcing response (12+ points)

- Bid game, if the contract is clear
- Bid a new suit (see [Fourth suit forcing](#) or [New minor forcing](#))

After a **1NT** rebid

These are similar to the rebids after a non-reverse, except that two-level non-reverse new suits are not forcing. To force in a new suit, it must be a reverse or a jump shift.

After a reverse

After a jump shift

Typically if opener jump shifts then he has a good idea what the contract should be. Bid anything weak-sounding with nothing else to say, or give more information with slam interest.

After a 1N opening bid

2♣ **Stayman** (promises at least one 4-card major unless inviting 3NT).

- o 2♦ No 4-card major
 - 2♥/2♠ Invitational with 5 of the suit bid and 4 of the other major
 - 2NT Invitational (does not promise a 4-card major)
 - 3♣/3♦ 5+ card suit. Forcing to game
 - 3♥/3♠ **suit** (forcing to game with 5 of the suit bid and 4 of the other major)
 - 4NT Invitational to 6NT.
- o 2♥ 4 hearts (could also have 4 spades)
 - 2♠ Invitational with 4 spades
 - 2NT Invitational, denying 4 spades
 - 3♣/3♦ 5+ card suit. Forcing to game
 - 3♥ Invitational
 - 3♠ **Artificial** slam try with at 4+ hearts, usually balanced
 - 4♣/4♦ Splinters (singleton or void in the suit bid, 4+ hearts, interest in slam)
 - 4NT Invitational to 6NT
- o 2♠ 4 spades (denies 4 hearts)
 - 2NT Invitational (does not promise 4 hearts)
 - 3♣/3♦ 5+ card suit. Forcing to game
 - 3♥ **Artificial** slam try with 4+ spades, usually balanced.
 - 3♠ Invitational
 - 4♣/4♦/4♥ Splinters (singleton or void in the suit bid, 4+ spades, interest in slam)
 - 4NT Invitational to 6NT

- **2♦ Jacoby** Transfer Bid (promises 5+ hearts). Opener would normally bid 2♥, but can super accept with a maximum and 4-card heart support.
After 2♥:
 - 2♠ 5+ hearts, 5+ spades, invitational to game.
 - 2NT Exactly 5 hearts, invitational to game.
 - 3♣/3♦ 5+ hearts, 4+ card suit. Forcing to game.
 - 3♥ Invitational with 6+ hearts
 - 3NT Exactly 5 hearts. Choice of games (4♥ or 3NT).
 - 3♠/4♣/4♦ Splinters (6+ hearts, singleton or void in the suit bid, interest in slam)
 - 4♥ 6+ hearts, no singleton or void, mild slam interest
 - 4NT Exactly 5 hearts. Invitational to 6♥ or 6NT
 - 5NT Choice of slams (6♥ or 6NT)
- **2♥ Jacoby** Transfer Bid (promises 5+ spades). Opener would normally bid 2♠, but can super accept with a maximum and 4-card spade support. After 2♠:
 - 2NT Exactly 5 spades, invitational to game.
 - 3♣/3♦ 5+ spades, 4+ card suit. Forcing to game.
 - 3♥ 5+ spades, 5+ hearts. Forcing to game.
 - 3♠ Invitational with 6+ spades
 - 3NT Exactly 5 spades. Choice of games (4♠ or 3NT).
 - 4♣/4♦/4♥ Splinters (6+ spades, singleton or void in the suit bid, interest in slam)
 - 4♠ 6+ spades, no singleton or void, mild slam interest
 - 4NT Exactly 5 spades. Invitational to 6♠ or 6NT
 - 5NT Choice of slams (6♠ or 6NT).
- **2♠ Minor Suit Stayman** (Usually at least 54 in the minors, forcing to game)
 - Opener would normally bid a 4+ card minor if he had one, but can bid 2NT with 3343 or 3334 distribution.
 - If responder's next bid is 3 of a major, he is promising a singleton or void in that suit, but not necessarily slam interest
- 2NT Minor Suit Transfer (Promises 6+ clubs or Diamond. Opener must bid 3♣)
 - If responder's next bid is 3 D show 6+ Diamond sign off.
 - If responder's next bid is 3 of a new suit, he is promising a singleton or void in that suit, but not necessarily slam interest
 - Responder's 3NT rebid is a mild slam try (usually balanced).
 - Responder's 4NT rebid is RKCB
- 3♣ Game invitation (Promises 6+club.broken suit)
- 3♦ Game invitation (Promises 6+Daimon.broken suit)
- 3♥ 5S and 5H suit invited to game. Opener select Pass/3S/4H or 4S.
- 3♠ 5S and 5H suit slam try.
- 3NT Signoff
- 4♣ RKCB(0314)
- **4♦ Texas** Transfer (Promises 6+ hearts, opener must bid 4♥)
 - New suit rebid by responder is a cuebid.

- o 4NT rebid by responder is RKCB.
 - 4♥ **Texas** Transfer (Promises 6+ spades, opener must bid 4♠)
 - o New suit rebid by responder is a cuebid.
 - o 4NT rebid by responder is RKCB.
 - 4NT Invitational to 6NT
 - 5NT Invitational to 7NT
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After a 2N opening bid

- 3♣ **Stayman** (promises at least one 4-card major)
 - o 3♦ No 4-card major
 - 3♥/3♠ **Smolen** (forcing to game with 4 of the suit bid and 5 of the other major)
 - 4♣/4♦ 5+ card suit. Interest in slam
 - 4♥/4♠ Signoff bids
 - 4NT Invitational to 6NT
 - o 3♥ 4 hearts (could also have 4 spades)
 - 3♠ Artificial slam try with 4+ hearts
 - 3NT Choice of games (4♠ or 3NT). Promises 4 spades.
 - 4♣/4♦ 5+ card suit. Interest in slam
 - 4NT Invitational to 6NT
 - o 3♠ 4 spades (denies 4 hearts)
 - 3NT Signoff (promises 4 hearts)
 - 4♣/4♦ 5+ card suit. Interest in slam.
 - 4♥ Artificial slam try with 4+ spades
 - 4NT Invitational to 6NT
- 3♦ **Jacoby** Transfer Bid (promises 5+ hearts). Opener would normally bid 3♥, but can super accept with a maximum and 4-card heart support.

After 3♥:

 - o 3♠ 5+ hearts, 5+ spades, interest in slam
 - o 3NT Exactly 5 hearts. Choice of games (4♥ or 3NT)
 - o 4♣/4♦ 5+ hearts, 4+ cards in suit bid, forcing to game
 - o 4♥ Mild slam try with 6+ hearts
 - o 4NT Exactly 5 hearts. Invitational to 6♥ or 6NT
 - o 5NT Choice of slams (6♥ or 6NT)
- 3♥ **Jacoby** Transfer Bid (promises 5+ spades). Opener would normally bid 3♠, but can super accept with a maximum and 4-card spade support.

After 3♠:

 - o 3NT Exactly 5 spades. Choice of games (4♠ or 3NT)

- o 4♣/4♦ 5+ spades, 4+ cards in suit bid, forcing to game
- o 4♥ 5+ spades, 5+ hearts, choice of games (4♥ or 4♠)
- o 4♠ Mild slam try with 6+ spades
- o 4NT Exactly 5 spades. Invitational to 6♠ or 6NT
- o 5NT Choice of slams (6♠ or 6NT)
- 3♠ **Minor Suit Stay man** (usually at least 54 in the minors, forcing to game)
 - o Opener would normally bid a 4+ card minor if he had one. Otherwise he would bid 3NT.
 - o If responder's next bid is 4 of a major, he is promising a singleton or void in that suit
- 3NT Signoff
- 4♣ RKCB(0314)
- 4♦ **Texas Transfer** (Promises 6+ hearts, opener must bid 4♥)
 - o New suit rebid by responder is a cuebid.
 - o 4NT rebid by responder is RKCB.
- 4♥ **Texas Transfer** (Promises 6+ spades, opener must bid 4♠)
 - o New suit rebid by responder is a cuebid.
 - o 4NT rebid by responder is RKCB.
- 4NT Invitational to 6NT
- 5NT Invitational to 7NT

2♣ OPENING

22+ if balanced; • 9+ tricks if unbalanced

Response:

2♦ 0-7HCP any distribution.
 2♥, 2♠, 3♣, or 3♦ 8 +HCP • shows 5 cards+in suitor longer suit. At least 1 Ace.
 2NT 8-10HCP shows a balanced hand.
 3NT 11-13 HCP shows balanced hand.

Opener rebid

2NT shows 22-24 HCP, balance

3NT shows 25-27 HCP, balance.

Others suits At least 5cards in suit.

Response after opener bid 2NT; same as 2NT opening.

Weak too opening

2♦, 2♥, 2♠ 5-11 HCP shows 6 cards in suit.(Rules 2,3 and 4 applied)

Response;

2NT is forcing asking for short suit. Other bid is non forcing,

JACOBY 2NT RESPONSES TO 1 MAJOR

So a summary of support responses to 1♥:

2♥ - limit bid 5–8 points (or 9+ losers)

3♥ - limit bid 11–12 points (or 8 losers)

2NT – Jacoby response – 13+ points with trump support (see below)

4♥ - pre-emptive 7–10 points

Splinter bids (3♠, 4♣, 4♦) – singleton or void plus trump support.

If not using 'losing trick count', with 9-10 points change suit and show delayed support.

3NT – balanced 13+ points no heart support (three cards or less). (This could of course be passed if responder also has a balanced hand, particularly in pairs) A bid to avoid.

2NT (Jacoby response):

Shows 13 + points – game forcing – support for major Shows 13 + points – game forcing – support for major (4+ cards - 4-card major; 3+ cards with honour - 5-card majors). This hand usually controls the contract thereafter.

The opener's responses focus on showing shape as follows (assume 1♥ opening):

3♣, 3♦, 3♠ - singleton or void in the suit 13+ points.

4♣, 4♦, 4♠ - secondary good four/five card suit – a source of tricks

3NT – intermediate hand 15-16 points, with no singleton or void.

3♥ - strong hand 17+ points, with no singleton or void.

4♥ - all other minimum hands (12-14 points).

Roman Keycard Blackwood (RKCB)(Note3)

RKCB is a 4NT bid that, unlike regular Blackwood, asks for "keycards" instead of Aces. There are always 5 keycards - the 4 Aces plus the King of the agreed trump suit. If no trump suit has been clearly agreed, the King of the most recently bid suit is typically counted as the 5th keycard.

Responses to 4NT **RKCB 0314**:

- 5♣ **0 or 3** keycards
- 5♦ **1 or 4** keycards
- 5♥ **2 or 5** keycards, but **no Queen** of the agreed suit
- 5♠ **2 or 5** keycards **plus Queen** of the agreed suit
- 5NT An even number of keycards plus an unspecified void
- 6x An odd number of keycards with a void. If 6x is below 6 of the agreed suit then the void is in the suit bid. If 6x is a bid in the agreed suit then the void is in an unspecified higher-ranking suit.

After the 5♣ and 5♦ responses, the 4NT bidder can bid the next step that is not a signoff in order to ask for the Queen of the agreed suit. Then:

- Bidding the agreed suit at the cheapest level denies the Queen of the agreed suit.
- Bidding a new suit promises the Queen of the agreed suit plus the King of the suit bid.
- Bidding 5NT promises the Queen of the agreed suit and denies a side King that can be shown below 6 of the agreed suit.

Ask for the Queen

A subsequent 5NT bid by the 4NT bidder (regardless of whether or not an ask for the Queen of the agreed suit has taken place) asks for specific Kings. The 5NT bid promises that all of the 5 keycards and the Queen of the agreed suit are accounted for. Then:

- The responder to RKCB is entitled to bid a grand slam if he thinks that 13 tricks rate to be available.
- If the responder to RKCB has a King that is lower-ranking than the agreed suit, he should bid that suit at the 6-level. If he has more than one such King, he should bid his lowest-ranking King.
- Otherwise the responder to RKCB should bid 6 of the agreed suit.
- The Queen Ask:
- After a 5♣ or 5♦ response the cheapest non-trump-suit bid asks for information about the trump Queen.
- Replies to Queen Ask
- Without the Queen :Bid trump suit at the cheapest level
- With Queen Bid no King: Bid 5NT.
- With Queen:Bid and King outside suit; Bid 6 of the cheapest King suit.

DOPI after interferences:

- Interference after 4NT (whether RKCB or regular Blackwood) is handled by the DOPI convention.
- Double with 0 keycards (or ace, playing regular blackwood), pass with 1 keycard (or ace, playing regular blackwood).1 step with 2keycards,2stepwith 3keycards..

ROPI after interferences:

- Interference after 4NT (whether RKCB or regular Blackwood) is handled by the ROPI convention.

- Redouble with 0 keycards (or ace, playing regular blackwood), pass with 1 keycard (or ace, playing regular blackwood). 1 step with 2keycards,2step with 3keycards.

Competitive Auctions

- **1-level overcall** shows 5+; 8-17 HCP; 9-19 TP
- **Negative X and Responsive X** up to 3♠, Support X up to 2♥ (May do support X with AX/Kx).
- **Weak jump overcalls** (aggressive, 3-9 HCP, no allowance for vulnerability)
- **Lebensohl after 1NT**
- **Michaels cue bid** overcall shows upper 2 suits (5-5).
- **Unusual NT** overcall shows lower 2 suits (5-5)
- **Landy** overcall over 1NT shows 5-4 in major

Lebensohl after 1NT, as: 1N - (2D) - ?

1N - (X) - ? System on	
Response	Meaning
2C	Stayman
2D/H	Jacoby Transfer
XX	Redouble is typically "SOS", forcing opener to bid lower long suit ,
Pass	To play
1N - (2C) - ? System on	
Response	Meaning
X	<i>Stayman</i>
2D/H	Jacoby Transfer
Pass	If opponent's 2C overcall is natural, Pass is "to play". If conventional, Responder may follow up with a natural non-forcing bid
2N	Forces opener to puppet to 3C. Rebid above overcaller's suit is invitational
3x	3 level suit overcall is game forcing

1N - (2D) - ?	
Response	Meaning
Double	Negative Double for "takeout"(10-11)
2H/S	5+ card suit, to play
2N	Forces opener to puppet to 3C . Rebid above overcaller's suit is invitational
3C/H/S	Game forcing,5+in suit
3D	Stayman, without Diamond stopper and a 4 card major
3NT	Game forcing and no stopper in opponent's suit
1N - (2D) - 2N - (P) - 3C - (P) - ?	
Pass	To play. Responder is showing 5+ Clubs
3D	Stay man with Diamond stopper and a 4 card major
3H/S	5 card+ suit and invitational hand
3N	"to play" with Diamond stopper
1N - (2H) - ?	
Double	Negative Double for "takeout"
2S	5+ card suit, to play
2N	2N by responder forces opener to relay to 3C .
3C/D/S	Game forcing,5+in suit
3H	4s Suit, without Heart stopper
3NT	Game forcing and no stopper in Heart suit
1N - (2H) - 2N - (P) - 3C - (P) - ?	
Pass	To play, showing 5+ Clubs
3D	To play, showing 5+ Diamonds
3H	Showing 4 Spades, showing a H stopper
3S	Invitational, showing 5+ Spades
3NT	to play, showing a Heart stopper

1N - (2S) - ?	
Double	Negative Double for "takeout"
2N	Forces opener to relay to 3C .
3C/D/H	Game forcing, 5+ in suit.
3S	4H Suit, without Spade stopper
3NT	Game forcing and without Spade stopper
1N - (2S) - 2N - (P) - 3C - (P) - ?	
Pass	To play, showing 5+ Clubs
3D	To play, showing 5+ Diamonds
3H	Invitational, showing 5+ Heart
3S	Showing heart, showing a spade stopper
3NT	to play, showing a spade stopper

Michaels cue-bid

- 1♠-2♣ and 1♦-2♦ both show ♥ and ♠.
- 1♥-2♥ shows ♠ and either ♣ or ♦.
- 1♠-2♠ shows ♥ and either ♣ or ♦.

Responses

After a 2-level minor suit cue-bid (showing both majors):

- other minor: sign off, very good suit
- 2 of a major: sign off
- 2NT: invitational to 3NT
- raise the cue: game interest in one of the suits
- 3♦ (after 2♣): very long ♦ and forcing
- 3 of a major: preemptive
- 3NT: sign off

After a 2-level major suit cue-bid (showing the other major and an unspecified minor):

- other major: sign off

- 2NT: ask for minor
- 3 of the minor: very good suit, non-forcing
- raise the cue: game interest in one of the suits
- 3NT: sign off

Overcaller rebids

- After a raise: bid his cheapest suit at the cheapest level if weak, all other bids are strong
- After 2NT minor ask: bid the minor

Unusual notrump overcall

- after 1♣, 2NT shows ♦s and ♥s;
- after 1♦, 2NT shows ♣s and ♥s;
- after 1♥ or 1♠, 2NT shows the minors, ♣s and ♦s.

The 4NT overcall shows 5-5 in both minors and the willingness to compete at the 5-level. If it is corrected by 5♦ after a 5♣ response, it shows 5-5 in ♦s and ♠s.

Landy

After right-hand opponent opens 1NT, a bid of 2♣ shows a two-suited hand with both majors All other overcalls are natural. The double is optional double.

Responses to 2♣ Overcall

- Pass with 7+ clubs and a weak hand.
- 2♦ shows no preference, asks partner to bid longer/better major.
 - This bid is artificial and forcing. Overcaller bids longer major or 2♥ with equal length.
 - With 0-10, responder must pass.
 - With 10-12, responder may rebid 2NT, raise the major, or show a long minor.
- Respond in a major suit roughly as if overcaller had opened the major:
 - 2♥/2♠ shows 0-10(+) points and a 3+ card support
 - 3♥/3♠ shows 11-12 points and a 4+ card support
 - 4♥/4♠ shows 13+ points and a 4+ card support
- 2NT is forcing, shows 13+ points and no fit
 - 3♣ shows a minimum overcall (5-5 majors with 7-10 points). Partner should sign off in a major.
 - 3♥/3♠ shows a 5-card suit and a good hand.