OVERCALLS – General Style: can be good 4 on 1, normally *sound (9-17)*	OPENING LEADS	CONVENTION CARD
Responses: *1 of a suit: 4+ F1, 2 of a new suit is forcing (10+). Jump bids in*		
partner's suit is preemptive; 1NT 7-10 NF, 2NT 10-12 mostly BAL INV	Against NT: Fourth best (with at least a Jack in the suit)	***Hungary***
Preemptive jump raises.	Otherwise: one high card without an honour	
IN.BAL. POS: *8-14 HCP*	Higher from Dubleton	
	Sequence: Honour: 0 or 2 higher cards	***Gabriella Nyárádi – Zsolt Nyárádi***
TAKE-OUT DOUBLE - General Style: *can be light if 4441 or 5440*		
Responses: *Natural (plain bid: 0-8, jump bid and 1NT: 8-10)*		
	Against suit contracts: 3-5th with at least an honour	SYSTEM SUMMARY: GENERAL APPROACH AND STYLE
IN BAL POS: *can be 2-3 points weaker*	Otherwise: one high card without an honour	
Responses: 2-3 points stronger	*Sequence: Honour: 0 or 2 higher cards*	*STANDARD AMERICAN*
	Lower from Dubleton	*5-CARD MAJORS*
1NT OVERCALL Responses		1NT = 15-17
2nd pos: 16-18 Stayman, transfers	SUBSEQUENT LEADS	
4th pos: 12-15 Stayman. transfers	mainly attitude	
	Sequence: Honour: 0 or 2 higher cards	RESPONSES 2 OVER 1: 2♣/♦/H FG
JUMP OVERCALLS:. *Normally natural weak 1-suiter, (5-10 HCP) except:*		1D-2Cl-2X-3Cl (can be passed)
good 6+ card if partner not passed yet and except NV against Vulnerable		
Responses: 2NT: relay; after 2D the 2H is the relay		
UNUSUAL NT: *5-5(4) or better in unbid suits, max. 7 loser in NV and 5 in V*	SIGNALS	SPEC OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE
	an HIGH card is... a LOW card is...	OP1: 2Cl: strong (22)23+ or at least 9 tricks
DIRECT CUE BID: *Michaels; max. 7 loser in NV and 5 in V*	*1. discouraging (–) 1. encouraging (+)*	OP2: 2NT: 20-22 Balanced
DIRECT 2NT: Michaels; the same		OP3: 3NT: Gambling (8 card suit; No King or Ace outside)
	Counting: Low – High: Even	
VS STRONG NT: Cappelletti VS WEAK (at most 14-16) NT:		Opening: 12 HCP or 11HCP with 5-card suit and 2&1/2 Honour Trick
dbl = (penalty) dbl: penalty (15+)	*Smith against NT contracts low: encouraging*	
2♣ = 2-major suits 2♣: 2-major suits		
2♦ = any 1-major suit 2♦: any 1-major suit	*DISCARDS*	
2♥♠: 5+ suit and 4+ minor 2♥♠: 5+ suit and 4+ minor	*Low: encouraging*	
2NT: minors 2NT: minors		
VS PREEMPTS: *X: takeout, 2NT Lebensohl*		SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE
jump to 4♣/♦: this suit and other major in 5-5 or better, 4-5 losers	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
3M-(4NT): 5minors		CB.1. Micheals
VS ARTIFICIAL STRONG 1♣ OPENING: *weak artificial overcalls:*		CB.2. Multi Landy
All of the bids are natural, maybe with only 4 cards in the suit. With all of these	*Support double & support redouble*	CB.3: 1NT overcall after the opponents bidded two natural suits
bids we are trying to show a partner a good initial lead.	*Responsive double*	
OVER OPPONENTS' TAKE-OUT DOUBLE:	RELAY situations: Kantar, 4th suit, Lebel	
XX: 10+ HCP. New suit F1 on the 1st level, NF on 2nd, jump bids pre.		PSYCHICS: *Rare*
2NT limit+ raise on 1♥♠. Raise to 3 is PRE.		

OPENING	ARTIF	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣♦		3	4♥	(11)12-22 HCP, "better minor"	1♦: with 10+ points there may be a 4 card major suit	1♣-1♦-2NT 18-19 HCP	
				denies five cards in any major suit	1M: NAT. 4+ card F1	2♣ Kantar on 1m-1M-1NT, mostly inviting hands	
					1NT: 5-10 (after 1Cl 8-10), 2N=13-15, 3N=16-17 BAL	Lebell-relay	
					inverted raises (without overcall)	new suit: stopper, 2NT: artif. slam try, jump bid: shortness	
1♥♠		5	4♦	(11)12-22 HCP, natural	1NT: F1, most of 6-12 and 16-17 BAL, 2-card support.	2m: the better minor suit	1NT not forcing
				If 5-5 Hearts & Spades: 1♠	2M: 6-9, exactly 3 support (without overcall)	relay: game-try with a short suit; any new suit: second suit game-try	
					2any NAT. FG	Natural	The bidding of the partner's suit under the game level is only a game try.
					3♣♦: Bergen (until the opps. bid on the 1st level)	Relay: ask for shortness	
					2NT: Jacoby (without overcall)	3M: the best; 4M: the worst (11-12); 3NT: singleton in clubs; 3X: singleton; 4X: void; 3Cl: any distribution max. 14HCP. On 3Cl: 3D asking for shortness	
1NT			3rd l.	15-17 HCP, (semi-)balanced	2♣: Stayman (maybe without any 4 card major)	responder's 2NT INV.; 3m NAT. INV	Lebensohl
				denies 5 card major or 6 card minor	2♦♥, 4♦♥: transfers; transfer then new suit: min. 5-5 GF	to 2♦♥ jump bids: 4 card support & 17 points	
				maybe 5422 distribution	2♠=5-5 cards in minor suits, FG; 2NT=♣&♦ in 5-5 weak		
					Smolen		
					3♣♦= to pass (min. 6 cards)		
2♣	✓	0		(22)23+ or at least 9 tricks	2♦: waiting, no 5 card suit wit 2 high honours; 2♥…3♦: 5 card suit with two high honours; 2NT: 5-8 HCP	after NT bids Stayman 2Cl-2D-2NT(22-25), 3NT(26-27) after this Stayman and transfers 2Cl-2Sp-3Sp (some plus strength)	After 2Cl overcall the double is mostly take-out.
2♦		5	no	Weak 1-suiter major (only in NV can be 5 card suit)	2NT: relay; 2H/3H: Pass or Correct; 2Sp: Pass if Spades or Say 3H if Hearts; 4Cl: ask for transfer; 4D: transfer	on 2NT: 3Cl/D: good hand with H/SP; 3H/SP: weak hand; on 3Cl/D: relay ask for singleton; on 4Cl: 4D/4H: transfer	
2♥		5	no	weak 2-suiter	2Sp: natural NF; 2NT: relay, ask for the other suit		
2♠		5	no	weak 2-suiter	2NT: relay, ask for the other suit		
2NT			no	20-22 BAL	Stayman, transfers, Smolen	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
				denies 5 card major or 6 card minor			
				maybe 5422 distribution		Roman KeyCard Blackwood: (RKCB). There are 5 keycards: aces and the trump king	
						1st step: 0/3 keycard, 2nd step: 1/4 keycard, relay asks for trump queen 3rd step: 2/5 keycard, no trump queen, 4th step: 2/5 keycard and trump queen 5th step: 0/2/4 keycard and a useful void jump bids: 1/3/5 keycard and a void 4♣ or ♦ is RKCB when ♣ suit is agreed, 4♦ or ♥ when ♦, 4♠ or NT when ♥ and 4NT when ♠	
3♣…♠		7	no	natural preemptive (5-10 HCP)	new suit NAT. F., 4♣/♦: RKCB		
3NT	✓	8	no	preemptive in ♣ or ♦: no other ACE or KING	♣ bids to be corrected, 4♦ asks shortness		
4♣♦	✓	8	no	natural preemptive		DOPI-ROPI	
4♥♠		8	no	natural preemptive	4NT RKCB or 4Cl/D if any of these suited was mentioned	Cue Bids are rarely used and do not necessarily show 1st round control	
						After overcalls if there is room the game try is the bid of the opponents suit (except when ask for stopper).	

Abbreviations: V = vulnerable NV = non-vulnerable HCP = high card points M = major suit m = minor suit F= forcing NF = non-forcing GF = game forcing F1 = forcing for 1 round BAL = balanced NAT = natural