

Opening bids	Point range	Min. Length	Conventional meaning	Special responses
1C	12+	4	Natural	Splinters
1D	12+	4	Natural	Splinters
1H	12+	4	Natural	Splinters
1S	12+	4	Natural	Splinters
1NT	12-14	-	Natural	Stayman, transfers
2C	-	-	Game force	2D = relay, 2H = double negative
2D	-	-	Strong 1 suiter, 8-9.5 plain tricks	2H = relay, 2NT = hearts
2H	5-9	6	weak	2NT = forcing enquiry
2S	5-9	6	weak	2NT = forcing enquiry
2NT	21-22	-	natural	Stayman, transfers
3 bids	5-9	7	pre-empt, 1st/2nd strong suit	
3NT	-	-	Gambling	
4 bids	5-13	7	Natural	

Defensive bids			
Overcalls	Meaning	Opponents open	Defensive methods
Simple	5-card suit, 7-17 points	Strong 1C	Weak jump overcalls
Jump	Weak, 4th = strong	Strong 1NT	Natural
Cue bid	Michael's	Weak 1NT	Natural
1NT	Direct = 16-18, 4th = 10-14	Weak 2's	2NT = 16-19, Dbl = T.O.
<i>responses</i>	Stayman, Transfers	Weak 3's	Double = T.O.
2NT	Direct = unusual, 4th = 19-21		
<i>responses</i>	4th = stayman, transfers		
Action after opponents intervene with			
Simple overcall	Double = sputnik		
Jump overcall	Double = sputnik		
Double	New suit = forcing, Jump in new suit = fit jump, Jump raise = barrage, 2NT = strong raise		

Also: Roman Key Card Blackwood (0314)

Leads: Top of a sequence or 4th highest in longest suit

Signals: Attitude on partners lead or first discard, HELD

Count on opponents lead, High-Low = even, Low-High = odd