

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♦
 Responsive: thru 4♦ Maximal
 Support: Dbl thru 2♥ Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 8 to + HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 minorwood _____

vs. Interference: DOPI DEPO Level: 5 our suit _____ ROPI

LEADS (click card led, if not in bold)
 versus Suits versus Notrump

x x	x x x x	x x	x x x x
x x x	x x x x x	x x x	x x x x x
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude versus suits _____ Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 Standard:
 Except
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NOTRUMP OVERCALLS
 Direct: _____ to _____ Systems on
 Conv. 5+ minor and 4-card major _____
 Balance: 11 to 15 _____
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: _____
 2♣ one suit _____
 2♦ majors _____
 2♥ ♥ and minor _____
 2♠ ♠ and minor _____
 Dbl Strong _____
 Other: _____

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4♥ _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

NAMES Paddy Allan - Don Kersey
GENERAL APPROACH
 2/1 _____
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT _____	3♣ 5-5 minors weak _____	2NT 20 to 21 _____
12 to 14 _____	3♦ 5-5 minors strong _____	Puppet Stayman <input checked="" type="checkbox"/>
_____ to _____	3♥ _____	Transfer Responses:
5-Card Major Common <input type="checkbox"/>	3♠ _____	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over 2C _____		3♠ minor(s) _____
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT 24 to 25 _____
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Conventional NT Openings
2♠ transfer to ♣ _____	Lebensohl <input checked="" type="checkbox"/> (fast denies)	
2NT transfer to ♦ _____	Negative Double <input checked="" type="checkbox"/> 3 l _____	
	Brozel escapes/Dbl _____	

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 Conv.
 1♣
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10- _____
 2NT: Forcing Inv. 10+ to 12 _____
 3NT: 13 to 15 _____
 Other: Splinter; no-name _____

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: Splinter _____

DESCRIBE
 2♣ _____ to _____ HCP
 Strong Other
 2♦ Response: Neg Waiting
 2♦ 11 to 15 HCP 5♥, 4♠ _____
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 10 HCP _____
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 10 HCP _____
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2♦ game; 2♥ bust;
 2N = ♥ _____
 2NT Force New Suit NF
 3♣ singleton ask _____
 2NT Force New Suit NF
 3♣ singleton ask _____
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF Checkback Stayman _____
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 Unusual v unusual _____
 Fit-showing jumps in competition or by passed hand _____