SPECIAL DOUBLES After Overcall: Penalty Negative thru 3	NOTRUMP OVERCALLS Direct: 16 to 18 Systems on Conv.	NAMES Ken Collins (8027625) and Leigh Ives (2493209) GENERAL APPROACH 2 over 1 Two Over One: Game Forcing Game Forcing Except When Suit Rebid VERY LIGHT: Openings 3rd Hand Overcalls Preempts				
Responsive■ : thru _3♠_Maximal■ Support: Dbl.■ thru _2♥_Redbl■ Card-showing■ Min. Offshape T/O□	Balancing:11_to14_ Jump to 2NT: Minors□ 2 Lowest■ Conv.□ (Systems On)					
SIMPLE OVERCALL 1 level_8_to_16_HCP (usually) often 4 cards□ very light style□ Responses New Suit: Forcing■ NFConst□ NF□ Jump Raise: Forcing□ Inv.□ Weak■ NF Const bph	DEFENSE VS NOTRUMP vs: Strong:direct Weak:direct 2 ◆ • or MM 2 ◆ • or black 2 ◆ • or mm 2 ◆ • or red Dbl:		5 to 17 to 3 ♣ 3451/4351 G 3 ♦ 3415/4315 G 3 ♥ 3145/3154 G 3 ♥ 3145/3154 G 3 ♠ 1345/1354 G 3 ♠ 1345/1354 G		2NT <u>20</u> to <u>21</u> Puppet Stayman Transfer Responses: Jacoby Texas 3 $3 \bigstar \ge 3NT, \pounds/ \blacklozenge$ slam <u>3NT: 5 \bigstar</u> and 4 \checkmark 3NT to	
JUMP OVERCALL Strong □ Intermediate □ Weak ■ 2M > 4m: Leaping Michaels	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □Inv. □Weak ■	Forcing Stayman 2 ♥ Transfer to ♠ 2 ♠ >♣ (3♣ sa)	Smolen ■ Lebensohl ■ (Neg. Double	(<u>Fast_denies)</u> : <u>at 3-level_</u>	gambling no A/K Conventional NT Openings	
OPENING PREEMPTS Sound Light Very Light 3/4-bids ■ ■ □ Conv./Resp.	Redouble implies no fit ■ 2NT Over Limit+ Limit Weak Majors □ □ ■ Minors □ ■ Other <u>1m-(X)-3m = limit</u>	2NT ≥ (3 • sa) MAJOR OPE Expected Min. Length 1st/2nd	NING	N	3x=17+4 (never 4333) IINOR OPENING NF in. Length 4 3 0-2 Conv. □ □	
DIRECT CUEBID OVER: Minor Major Natural Strong T/0 Michaels Michaels Michaels and Unusual NT: Mini-Maxi	VS Opening Preempts Double Is Takeout ■ thru _4 Penalty □ Conv. Takeout: Lebensohl 2NT Response ■ Other:	RESPONSES Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter		After Overca Forcing Rais	■ ■ ■ ■ ■	
SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430 Lower-ranking suit: DIFS/RIFS Specific Kings Higher-ranking suit: DEPO Minorwood (1430) Exclusion (0123) vs Interference: DOPI DEPO Level:		1NT: Forcing ■ Semi-forcing □ Frequently 2NT: Forcing □ Inv.□ to 3NT: 2NT Forcing Drury □: Reverse ■ 2-Way ■ Fit□ 3NT:		■ Other: G/F; xx/xx=Limit bypass 4+ ◆ ■ 6 to 10 g□ Inv.■ 11 to 12 3 to 15		
LEADS (circle card led, if not in bold versus Suitsversus Notru $\mathbf{X} \mathbf{X}$ $\mathbf{X} (\mathbf{X}) \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $(\mathbf{X}) \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $(\mathbf{X}) \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $(\mathbf{X}) \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $(\mathbf{X}) \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$	np vs SUITS vs NT Standard: Except X X	$2 \clubsuit \frac{22 + \text{ to}}{\text{Strong } \text{ Other } \text{I}}$	II ON over X DE	Other <u>over</u> 2	RESPONSES/REBIDS Controls: 0/1,2,3(DIFS)	
KQx KJTx AJT9 AT9 QJx KT9x KQJx KQT9 JT9 QT9x QJTx QT9x KQT9 JT9x T9x	X Upside-Down: 9 count ■ ■ X attitude ■ ■	$2 \blacklozenge _5_to_10_HCP$ Natural: Weak Intermediate Strong Conv. $2 \blacklozenge _5_to_10_HCP$			Kokish Invitational to 3NT 2NT Force New Suit NF Ogust: 5, 123 ooX	
LENGTH LEADS: 4th Best vs SUITS Vs NT 3rd/5th Best vs SUITS vs NT Attitude vs NT vs NT: A/Q:Attitude, K=UnDlock/Cou	FIRST DISCARD Lavinthal □ Odd/Even □ □ □		HCP liate Strong	Conv.	2NT Force New Suit NF□ Ogust: 5, 123 ooX 2NT Force New Suit NF□ 2-Way NMF■ NMF bph	
Primary signal to partner's lead	Primary signal to partner's leads Trump Suit Pref. Attitude■ Count□ Suit preference□		Weak Jump Shifts: In Comp. □ Not in Comp. □ Im-2M 4th Suit Forcing: 1 Rd. □ Game □ Unusual vs Unusual (l=l, h=h) Wolff signoff over 2NT, McCabe over 2M-(X) Defense vs Strong 1♣/2♣: Suction; In comp: WJS (single jump only)			
Last modified: May 06 2023 07:45		1m-1M-2M-2S/2NT: 5	Spiral (3-3-4-4), Sandwich	NT	