

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

**SIMPLE OVERCALL**  
 1-level 7 to 18 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 FIT Jumps, JQ=constr, 2N=4+lr

**JUMP OVERCALL**  
 Strong  Intermediate  Weak   
 (1m) 3m = nat (1M) 3M = stop ask

**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, Excl (0,1,2), Specific Ks  
 Gerber 1430; KRAP (0, 1-TQ, 1+TQ, 2-Q, 2+Q)  
 vs. Interference: DOPI  DEPO  Level: DEPO 1430 ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	Standard:	vs Suits vs NT
x x	x x x x	<input type="checkbox"/>	<input type="checkbox"/>
x x x	x x x x	Except <input type="checkbox"/>	
A K x	10 9 x	Upside-Down Count <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
K Q x	K J 10 x	Upside-Down Attitude <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Q J x	K 10 9 x	<b>FIRST DISCARD</b>	
J 10 x	Q 10 9 x	Lavinthal <input type="checkbox"/>	<input type="checkbox"/>
K Q 10 9	Q J 10 x	Odd/Even <input type="checkbox"/>	<input type="checkbox"/>
	J 10 9 x	Rev Smith <input type="checkbox"/>	<input type="checkbox"/>
		<b>OTHER CARDING</b>	
		Smith Echo <input type="checkbox"/>	<input checked="" type="checkbox"/>
		Trump Suit Pref. <input checked="" type="checkbox"/>	<input type="checkbox"/>
		Foster Echo <input type="checkbox"/>	<input type="checkbox"/>

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

Primary signal to partner's leads  
 Attitude  Count  Suit Preference

**SPECIAL CARDING  PLEASE ASK**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. DONT runout/pen x  
 Balance: 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv. Range Stay: 2N=19-21

**DEFENSE VS NOTRUMP**  
 vs: Strong Weak  
 2♣ C + M -> 2D,D or M/m  
 2♦ D + M H  
 2♥ H H and S  
 2♠ S S  
 Dbl m OR MM Penalty  
 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: FIT Jumps +trfs after 1M (X)

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4H Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Other: Leaping Michaels

**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: Bergen 3C=LR; 1M-3M=CR+Spl  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to \_\_\_\_\_  
 3NT: 5T to +Sp  
 Drury : Reverse  2-Way  Fit   
 Other: Bart, Reject game tries

**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: GF  
 Frequently bypass 4+♦   
 1NT/1♣: 6 to 9  
 2NT: Forcing  Inv.  12 to 14  
 3NT: 15 to 17  
 Other: 1m-3m=nat Inv

**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♣ Modified Puppet  
 14+ to 17 3♦ 5-5 Minors GF  
 to 3♥ 3-1-(5-4)  
 3♠ 1-3 (5-4)  
 5-Card Major Common   
 System On Over X, 2C  
 2♠ Stayman  Puppet   
 2♦ Transfer to ♣   
 Forcing Stayman   
 2♥ Transfer to ♦   
 2♠ Size or C's  
 2NT Ds or 5-5 weak  
 4♦, 4♥ Transfer   
 Smolen   
 Lebensohl ( F denies)  
 Negative Double

2NT 19+ to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ -> 3N  
 Smolen  
 3NT to  
 Gambling Minor  
**Conventional NT Openings**  
 DONT Runout/pen x

**DESCRIBE**  
 2♠ to HCP  
 Strong  Other   
 2♦ Response: Neg  Waiting   
 2♣ 5 to 11 HCP KRAP  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 5 to 11 HCP McCabe over X  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 to 11 HCP McCabe over X  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 Control Responses  
 Kokish Relay  
 2M=NF  
 2NT Force  New Suit NF   
 Easy Ogust NV, Featr VL  
 2NT Force  New Suit NF   
 Easy Ogust NV, Featr VL  
 2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  XYZ  
 Weak jump shifts: In Comp.  Not In Comp.  1m-2H=10-12 bal or m LR  
 4th Suit Forcing: 1 Round  To Game  1m-2S=CR in m 1C-2D=5+D FG  
 Splimit Jumps, FIT Jumps, Ingberman, 1H-2S + 1S-3H=5/3 5/3 GF  
 Unu vs Unu, Spiral (2M+1) 4433. Suction vs strong 1C, 2C, Wolff SO