SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ☑ thru infinity _____
Responsive: ☑ thru infinity _____ Maximal ☑
Support: Dbl ☐ thru _____ Rdbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1-level 8 to 17 HCP (usually)
Often 4 cards ☐ Very light style ☐

Responses

New Suit: Forcing ☑ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☑
Above by UPH, Leaping Michaels

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☑

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☐	☑	☐

Conv./Resp. Leaping Michaels

DIRECT CUEBID

	Over:	Minor	Major
Natural		☐	☐
Strong T/O		☐	☐
Michaels		☑	☑

Unus/unusual c=H D=S

SLAM CONVENTIONS

Gerber ☑ 4NT: Blackwood ☐ RKC ☐ 1430 ☑
5NT cheapest king, Redwood for minors, Exclusion 3041

vs. Interference: DOPI ☐ DEPO ☐ Level: ____ 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		
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 vs NT ☐	

A attit, K count/unbl.

Primary signal to partner's leads

Attitude ☑ Count ☐ Suit Preference ☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☑
Conv.
Balance: 10 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☑
Conv.

DEFENSE VS NOTRUMP

vs:	All	
2♣	♦ or M/m	
2♦	♥	
2♥	♥+♠	
2♠	♠	
Dbl	Penalty	

Other: 2N=♣, 3♣=♣+♦
2N by advancer = limit plus

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 4H _____ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☑
Other: Lebensohl

DEFENSIVE CARDING

	vs Suits	vs NT
Standard:	☐	☐
Except ☐		
Upside-Down Count	☑	☑
Upside-Down Attitude	☑	☑

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING

Smith Echo	☐	☐
Trump Suit Pref.	☐	
Foster Echo	☐	☐

NAMES Marlene Pontifex - Michael Szestopalow

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♣ Puppet Stayman	2NT 20 to 21
15 to 17		3♦ 5♥ 5♠ Inv+	Puppet Stayman ☑
to		3♥ 3♥ 1♠ 5/4 minors	Transfer Responses:
5-Card Major Common ☑		3♠ 1♥ 3♠ 5/4 minors	Jacoby ☑ Texas ☑
System On Over Dbl, 2C			3♠ puppet to 3N - shows
2♣ Stayman ☑ Puppet ☐			minor oriented hand
2♦ Transfer to ♥ ☑		4♦, 4♥ Transfer ☑	3NT to
Forcing Stayman ☐		Smolen ☑	Gambling
2♥ Transfer to ♠ ☑		Lebensohl ☑ (fast denies)	Conventional NT Openings
2♠ 6+♣/RA		Negative Double ☑	
2NT 6+♦/55 min-weak			

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: 3N=3334, 13-15
1NT: Forcing ☑ Semi-forcing ☐
2NT: Forcing ☐ Inv. ____ to ____
3NT: ____ to ____
Drury ☑ : Reverse ☑ 2-Way ☐ Fit ☐
Other: 2♣=4+ const, 2♦=3 limit

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: 10+Off/x,on/pass
Frequently bypass 4+♦
1NT/1♣:6 to 10
2NT: Forcing ☐ Inv. ☑ 11 to 12
3NT: 13 to 15
Other:

DESCRIBE

2♣ 22+ to HCP Bal: 22+	
Strong ☑ Other ☐ Unbal: "Very Strong" -ACBL	2♥=neg, 2N=5♥ pos.
2♦ Response: Neg ☐ Waiting ☑ 2♦ = A, K or 2Q	after overcall pass is
2♦ 11 to 16 HCP 2♦-3M = GF+	strong, X is weak
Natural: Weak ☑ Intermediate ☑ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐
2♥ 5 to 10 HCP 3♦ is bad hand/good suit	Ogust
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐
2♠ 5 to 10 HCP	Ogust
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐

RESPONSES/REBIDS

OTHER CONV CALLS: New Minor Forcing ☑ 2-Way NMF ☐
Weak jump shifts: In Comp. ☐ Not In Comp. ☑ FJ in comp.interm to mln.
4th Suit Forcing: 1 Round ☐ To Game ☑ Sandwich, spiral, leb. over rev