

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 4S  
 Responsive:  thru 3H Maximal   
 Support: Dbl  thru 2S 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

**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   
 Kickback KC1430, 01122(weak 2), gerber04/1/2/3  
 Ewood0314, disturbed: X/p/14/30  
 vs. Interference: DOPI  DEPO  Level: ROPI

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

<b>x x</b>	x x x x	<b>x x</b>	x x x x
<b>x</b> x x	x x x x x	x x x	x x x x x
<b>A</b> K x	10 9 x	<b>A</b> K J x	A Q J x
<b>K</b> Q x	K J 10 x	<b>A</b> J 10 9	A 10 9 8
<b>Q</b> J x	K 10 9 x	<b>K</b> Q J x	K Q 10 9
<b>J</b> 10 x	Q 10 9 x	<b>Q</b> J 10 x	Q 10 9 8
<b>K</b> Q 10 9		<b>J</b> 10 9 x	10 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 A att, K cnt or unblock Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv. 1NT-2C-2NT=Max, 4 cd M

**DEFENSE VS NOTRUMP**  
 vs: Strong NT <15  
 2♣ MMs same  
 2♦ 6+M same  
 2♥ 5M+4m same  
 2♠ 5M+4m same  
 Dbl 6+m/5m+4M/Pen Penalty  
 Other: 2NT=mms  
 balance bid is nat, except 2c=MMs

**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 4S Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leap Micheal, GF

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

**SPECIAL CARDING**  PLEASE ASK

**NAMES** Lisa-Dave  
**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	2NT 20 to 21
15 to 17	3♦ 5-5 MMs, Strong	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 3-1-9	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 1-3-9	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over X & 2C		3♠ -> 3NT, relay to m
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 to
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Gambling, no side A/K
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Fast denies)	Conventional NT Openings
2♠ C/range ask	Negative Double <input checked="" type="checkbox"/> 2/3	
2NT > D, suit is SA		

**MAJOR OPENING**

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 3C=LR, 3D=mixed(R-bergen)  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  12 to +  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

**MINOR OPENING**

Expected Min. Length	4	3	NF	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: LR+  
 Frequently bypass 4+♦   
 1NT/1♣: 7 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: Re-flannery

**DESCRIBE**

2♣ 22 to + HCP	2H = no A or K
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2NT=H(*and RD weak)
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ 6 to 11 HCP	Ogust(RONF)
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 11 HCP	feature asking
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 11 HCP	feature asking
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  xyz  
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game  one round by PH  
 Wolff over 2NT(3D is NMF) UN/UN(3C=LROB, 3D=OMGF)  
 ReopenX