



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♦
 Responsive : thru 4♦ Maximal
 Support: Dbl. thru 2♠ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
 Conv. 4 major, 5+minor
 Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

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 _____

SIMPLE OVERCALL

1 level 6 to + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: _____
 2♣ One-suit _____
 2♦ Majors _____
 2♥ ♥ and minor _____
 2♠ ♠ and minor _____
 Dbl: Strong _____
 Other 2N=minors _____

NOTRUMP OPENING BIDS

1NT 12 to 14
 _____ to _____
 5-card Major common 3♥ _____
 System on over Dbl. 2♣ 3♠ _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ -> 3♣ Neg. Double 3-level _____
 2NT -> 3♦ Other: Brozel escapes _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ Minor(s) _____
 3NT 24 to 25 _____

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

OPENING PREEMPTS

Sound Light Very Light

 3/4-bids
 Conv./Resp. _____

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 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 Splitter
 Other: _____
 1NT: Forcing Semi-forcing By PH
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

MINOR OPENING

Expected Min. Length 4 3 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: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Minorwood

vs Interference: DOPI DEPO Level: 5 our suit ROPI

LEADS (circle 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	T(9)x	A K J x	A Q J x
K(Q)x	K J T x	A J T 9	A T 9 x
Q(J)x	K T 9 x	K Q J x	K Q T 9
J(T)9	Q T 9 x	Q J T x	Q T 9 x
K(Q)T 9	J T 9 x	T 9 x x	

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude v suits Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2♦ game, 2♥ bust, 2N=♥
2♦ <u>11</u> to <u>15</u> HCP <u>5♥, 4♠</u> Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣=singleton ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣=singleton ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Checkback Stay

Weak Jump Shifts: In Comp. Not in Comp. _____

4th Suit Forcing: 1 Rd. Game _____

Unusual v unusual; Fit-showing jumps in competition or by passed hand _____

SPECIAL CARDING

PLEASE ASK