After Overcall: Penalty	Direct: 15 to 17 Systems on ■	NAMES <u>Diane Bourdeau/Bob Griffiths</u>	
Negative ■ thru <u>3S</u> Responsive ■ : thru <u>3S</u> Maximal □	Conv. ☐	GENERAL A	PPROACH
Support: Dbl.■ thru <u>3H</u> Redbl■ Card-showing□ Min. Offshape T/O□ Rosencrantz thru 2S	ump to 2NT: Minors ☐ 2 Lowest ■ onv. ☐ DEFENSE VS NOTRUMP	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 8 to 15 HCP (usually) often 4 cards very light style Responses New Suit: Forcing NFConst NF□ Jump Raise: Forcing Inv. Weak	vs: Incl 15 Less than 15 2♣ C 1 Suit 2♠ D Majors 2♥ H + m H + m 2♠ S + m S + m Dbl: 1 or 2 Maj Penalty Other Penalty	NOTRUMP OPENING 1NT 15 to 17 to 3♦ Puppet St 3 ♦ 5/5 minor 5-card Major common ■ 3♥ Splinter S System on over _Dbl 2 ♣ Stayman □ Puppet □	ayman Short H Short S 2NT 20 to 21 Puppet Stayman ■ Transfer Responses: Jacoby ■ Texas ■ 3 ★ Relay to 3NT then 4minor=Keycard
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 ■	2 ◆ Transfer to ♥ ■ Forcing Stayman □ 2 ♥ Transfer to ♠ ■ 2 ♠ Clubs 2NT Diamonds 4 ♠ , 4 ♥ Trans Smolen ■ Lebensohl ■ (1 Neg. Double ■ Other: 2C=Rel	Gambling Conventional NT Openings
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak Majors □ □	MAJOR OPENING	MINOR OPENING
3/4-bids □ ■ □ Conv./Resp.	Majors □ □ □ Minors □ □ □ Other	Expected Min. Length 4 5 1st/2nd 3rd/4th	Expected Min. Length 4 3 0-2 Conv. 1.* \[\begin{array}{c c} &
OVER: Minor Major Natural □ □ □ Conv. Takeout: □ Lebensohl 2NT Response ■ Natural if 2 Suits bid. Leaping Michaels SLAM CONVENTIONS Gerber ■: 4NT: Blackwood □ RKC □ 1430 ■		RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ■ After Overcall: Force ☐ Inv. ☐ Weak ■ Conv. Raise: 2NT ■ 3NT ☐ Splinter ■ Other: Mini Splinters followed by ask 1NT: Forcing ■ Semi-forcing ■ 2NT: Forcing ☐ Inv. ■ 10+ to 1NT/1 ♣ 6 to 10	
vs Interference: DOPI■ DEPO□ Level: ROPI□		3NT: <u>13</u> to <u>15</u> Drury□: Reverse□ 2-Way□ Fit□	2NT Forcing \square Inv. \blacksquare 10 to 12 3NT: 13 to 15
LEADS (circle card led, if not in bold	OLUTO NT	Other: —	Other
versus Suits versus Notru X X X X X X X X X X X X X X X X X X X	Standard: X Except X X	2♣to HCP Strong ■ Other □	CRIBE RESPONSES/REBIDS 2H=Negative
KKX T 9X A K JX A Q . KQX K J TX A J T9 A T S) v	2 ♦ Resp: Neg ☐ Waiting ■	2NT=pos 5+ H
IJX K T 9x K QJX K Q 1	T 9 Upside-Down: count ■ ■	2 ♦ <u>11</u> to <u>16</u> HCP <u>Flann</u> Natural: Weak□ <u>Intermediate</u> <u>Strong</u>	ery RONF 2NT asks shape Conv. □ 2NT Force New Suit NF
T9 QT9x QJTX QT9	9 x attitude ■ ■	2 ♥5_to10HCPRONI	
(QT9 J T9x T 9x	FIRST DISCARD	Natural: Weak ■ Intermediate □ Strong □	Conv. ☐ 2NT Force ■ New Suit NF ☐
LENGTH LEADS:	Lavinthal \square	2	F 2NT asks for Feature
4th Best vs SUITS vs N 3rd/5th Best vs SUITS vs N	$\Box \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	Natural: Weak ■ Intermediate □ Strong □	Conv. ☐ 2NT Force ■ New Suit NF ☐
Brd Best of Partner's suit Attitude vs N	OTHER CARDING	OTHER CONV. CALLS: New Minor	3
Primary signal to partner's lead Attitude ■ Count ☐ Suit preference	Foster Echo	Weak Jump Shifts: In Comp. ■ Not in Comp. ■ Only over minor openings 4th Suit Forcing: 1 Rd. □ Game ■ Negative Free Bids thru 3D. Unusual vs Unusual C-2D overcall=Flannery. Meckwell Game Try	
SPECIAL CARDING	☐ PLEASE ASK		