SPECIAL DOUBLES	SPECIAL DOUBLES NOTRUMP OVERCALLS			NAMES				
After Overcall: Penalty Direct: <u>15</u> to <u>17</u> Systems on 		ems on 🗹		GENERAL APPROACH				
Negative 🗹 thru	Conv Maximal V Balance: 10 to 14			Two Over One: Game Forcing Z Game Forcing Except When Suit Rebid 🗌				
Support: Dbl 🗌 thruRdbl 🗌	Jump to 2NT: Minors 🗌 2	Lowest 🗹		VERY LIGHT: Openings 🗌 3rd Hand 🗹 Overcalls 🗌 Preempts 🗌				
Card-showing 🗹 Min. Offshape T/O 🗌	Conv			FORCING OPENING: 1. 🖸 2. 🗹 Natural 2 B	ids 🗌 Other 🗌			
		NSE VS NOTRUMP		NOTRUMP OPENING BIDS				
SIMPLE OVERCALL	vs: strong	weak		_ 1NT	3 ⊕ mup	opet	2NT 20 to 21	
1-level <u>8+</u> to <u>17</u> HCP (usually)	2♣ majors			- 12 to 14	3♦ 5-5 M inv+		Puppet Stayman 🗸	
Often 4 cards □ Very light style ✓ 2♦ weak M				to	3♥ 35xx		–	
Responses 2♥ good Hearts New Suit: Forcing ♥ NFConst □ NF □ 2♥ good Sp							Transfer Responses	
				5-Card Major Common 🗹	3 <u></u> 53xx		Jacoby 🗹 Texas 🗸	
	Dbl 4M+5+m penalty Other 2nt IS TRANSFER TO 3cl		– System On Over	SA trsfs		3 transfer 3nt		
JUMP OVERCALL	Other: 2nt IS TRANSFER 3c = trsf D			2🕭 Stayman 🗹 Puppet 🗌				
				2♦ Transfer to ♥ 🗹	4♦, 4♥	Transfer 🗌	3NT to	
Strong 🗋 Intermediate 🗋 Weak 🗹		OVER OPP'S T/O DOUBLE		Forcing Stayman	Smolen 🗹 gambling		gambling	
	New Suit Forcing: 1-level			2♥ Transfer to ♠ 🗹		sohl 🗹 (<u>fast_</u> denies)	Conventional NT Open	
OPENING PREEMPTS	Redouble implies no fit 2NT Over	Limit + Limit	Weak	2 CL	Negativ	ve Double 🗹 🔄		
Sound Light Very Light	Majors			2NT <u>D</u>				
3/4-bids □ ✓ ✓ ✓ Conv./Resp.	Minors			MAJOR OPENING		MIN	OR OPENING	
	Other:		0	Expected Min. Length 4 5		Expected Min. Length	4 3 NF 0-2 Conv.	
DIRECT CUEBID Over: Minor Major	-	G PREEMPT DOUBLE	le l	Ist/2nd □ ✓		1♣		
Over: Minor Major	Takeout 🗸 thru4H	S FREEWIFT DOUBLE	Penalty	¬ 3rd/4th □ 🗸		1♦		
Strong T/O	Conv. Takeout:		I charty	RESPONSES		R	ESPONSES	
Michaels V	Lebensohl 2NT Response 🗸			Double Raise: Force 🗌 Inv. 🗌 Weak 🗹 Double Raise: Force 🗌 Inv.				
	Other:			After Overcall: Force 🗌 Inv. 🗍 Weak 🗹 After Overcall: Force 🗍 Inv.				
SLAM CONVENTIONS Gerber 🗌 4NT: Blackwood 🗌 RKC 🗌 1430 🗸				Conv. Raise: 2NT 🗹 3NT 🗹 Splinter 🗹 Forcing Raise: J/S in other r			r minor 🗹	
				Other:		Single raise Other:		
			1NT: Forcing 🗌 Semi-forcing 🗹		Frequently bypass 4+• 🔽			
vs. Interference: DOPI 🗌 DEPO 🗌 Level:DifPis			ROPI	2NT: Forcing <mark>∠</mark> Invto 1NT/1 1NT/1				
LEADS (click card led, if not in l	DEFENSIVE CA	DEFENSIVE CARDING			2NT: Forcing 🗌 Inv. 🔽 11	_to <u>12</u>		
versus Suits versus Notrump		vs Suits vs NT		Drury 🗹 : Reverse 🗋 2-Way 🗹 Fit 🗋				
x x x x x x x		, Standard:		Other: bergen		Other: criss cross		
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	x x x x x	Except		DESC	RIBE		RESPONSES/REBI	
AKX 109X AKJX	AQJX			2♣22 to + HCP			2H response 0-3	
KQ x KJ 10 x AJ 10 9	A 10 9 8	Upside-Down Count	V	Strong Other			2nt is hearts	
Q J x K 10 9 x K Q J x J 10 x Q 10 9 x Q J 10 x	<u>к Q</u> 10 9	Upside-Down Attitude		2♦ Response: Neg Waiting				
J 10 x Q 10 9 x Q J 10 x	Q 10 9 8	FIRST DISCARD		2♦5 to 10 HCP			Ogust	
K Q 10 9 J 10 9 x	10 98x	Lavinthal		Natural: Weak 🗹 Intermediate 🗌 Strong 🗌	Conv 🗌		2NT Force 🗹 New Suit N	
Length Leads: 4th Best	rs Suits □ vs NT □	Odd/Even		2♥5 to 10 HCP			Ogust	
				Natural: Weak 🗸 Intermediate 🗌 Strong 🗌	Conv 🗌		2NT Force 🗹 New Suit NI	
	Attitude vs NT	OTHER CARDING		2 <u>♦</u> 5 to 10 HCP			Ogust	
Primary signal to partner's le				Natural: Weak 🗹 Intermediate 🗌 Strong 🗸	Conv 🗌		2NT Force 🗹 New Suit NI	
Primary signal to partner's leads Trump Suit Pref. ✓ Attitude ✓ Count □ Suit Preference □ Foster Echo □ □			OTHER CONV CALLS: New Minor Forcing 🗸 2-Way NMF 🗸					
				Weak jump shifts: In Comp. Not In Comp.	י - ר			
				4th Suit Forcing: 1 Round ✓ To Game ✓syste	4th Suit Forcing: 1 Round 🗹 To Game 🗸 systems on over opps NT overcall			
				Fit jumps; Modified Namyaats;transfers in com	Fit jumps; Modified Namyaats;transfers in comp; reverse flannery			

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