

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 4H
 Responsive: thru 4H Maximal
 Support: Dbl thru 2S Rdbl
 Card-showing Min. Offshape T/O
 Take out through 4H

SIMPLE OVERCALL
 1-level 6 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak
 Cuebid is 1-round force

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. 4th seat 2M Open 6+.

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural if 2 suits have been bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 RKC 1430; Gerber over 1NT & 2NT; Optional Minorwood; ERKC.

vs. Interference: DOPI DEPO Level: 5 ROPI

LEADS (click card led, if not in bold)
 versus Suits versus Notrump
 x x x x
 x x x x
 A K x
 K Q x
 Q J x
 J 10 x
 K Q 10 9

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

SPECIAL CARDING PLEASE ASK
 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. Sandwich NT by PH

DEFENSE VS NOTRUMP
 vs: Strong 1NT Weak 1NT
 2♠ 2 Majors 2 Majors
 2♦ 1 Major 1 Major
 2♥ H+minor H+minor
 2♣ S+minor S+minor
 Dbl 5m + 4M Penalty
 Other: 3C/3D: Nature; 2NT: Minors
 Rdbl SOS: DONT Rescue

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: Transfer; Weak Jump Raise.

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4H Penalty
 Conv. Takeout: 4NT over 4S
 Lebensohl 2NT Response
 Other: 2NT Overcall = 16-19 HCP

GENERAL APPROACH
 2/1 Game Forcing
 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
 14+ to 17
 to
 5-Card Major Common
 System On Over Dbl, 2C
 2♠ Stayman Puppet
 2♦ Transfer to ♥ Puppet
 Forcing Stayman
 2♥ Transfer to ♠
 2♣ Range Ask or C
 2NT D or minors

3♠ Puppet Stayman
 3♣ 5S Minors GF
 3♥ Splinter, Short H
 3♠ Splinter, Short S
 2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Relay to 3NT.
 3NT: 5S+4H Majors
 3NT to
 Gambling
Conventional NT Openings

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: Jacoby 2NT
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: R-Bergen

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: Inverted minors
 Frequently bypass 4+
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: Reverse Flannery; 43344.

DESCRIBE
 2♠ 22 to HCP Or 9+ tricks
 Strong Other
 2♦ Response: Neg Waiting
 2♦ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♣ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2NT Response Positive
 Kokish Relay
 RONF; 2NT Ogust
 2NT Force New Suit NF
 RONF; 2NT Ogust
 2NT Force New Suit NF
 RONF; 2NT Ogust
 2NT Force New Suit NF

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
 Criss-Cross

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