

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 4H  
 Responsive:  thru 3S Maximal   
 Support: Dbl  thru 2S Rdbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 8 to 15 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  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, Exclusive RKC, Multiple cuebid

vs. Interference: DOPI  DEPO  Level: 5 ROPI

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

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

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 Attitude vs NT

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

**DEFENSIVE CARDING**  
 Standard:   
 Except

Upside-Down Count    
 Upside-Down Attitude

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
 Upside-Down

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING**  PLEASE ASK

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
 vs: Strong Weak  
 2♠ M+M M+M  
 2♦ M M  
 2♥ H+m H+m  
 2♠ S+m S+m  
 Dbl 4M5m Penalty  
 Other: 2NT: minors

**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 4H Penalty   
 Conv. Takeout: 4NT over 4S  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

**NAMES** Candice & Michael  
**GENERAL APPROACH**  
 2 over 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♣ Tsf to D	2NT 20 to 21
15 to 17	3♦ 5-5 minor	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 4-1-4-4	Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 1-4-4-4	3♠ tsf to 3NT
System On Over 2C/Dbl		3NT = 5S&4H
2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		3NT to
2♦ Transfer to <input checked="" type="checkbox"/> <input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	Gambling
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Conventional NT Openings
2♥ Transfer to <input checked="" type="checkbox"/> <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Fast denies)	Gambling 3NT
2♠ Rng ask or tsf C	Negative Double <input checked="" type="checkbox"/>	
2NT Puppet Stayman	Super Accept	

**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: Rev Bergen, 3-way Rev Drury

**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: Rev Flannery

1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: Mini splinter

Frequently bypass 4♦   
 1NT/1♠: 6 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: Inv Minor 10+, Criss Cross

**DESCRIBE**

2♠ 22 to HCP 8.5+ tricks  
 Strong  Other   
 2♦ Response: Neg  Waiting

2♦ 6 to 11 HCP one major  
 Natural: Weak  Intermediate  Strong  Conv

2♥ 6 to 11 HCP 5H4m  
 Natural: Weak  Intermediate  Strong  Conv

2♠ 6 to 11 HCP 5S4m  
 Natural: Weak  Intermediate  Strong  Conv

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 XYZ, Walsh Style, Spiral, Wolff Sign-off, Ingerbman, Snapdragon X  
 Leaping Michaels, Mixed Raise, Unusual vs. Unusual

**RESPONSES/REBIDS**  
 Kokish  
 2H/2S: 2+ honors  
 Double Neg after 2S/3C  
 2NT Force  New Suit NF   
 2NT Force  New Suit NF   
 2NT Force  New Suit NF