

SPECIAL DOUBLES
 After Overcall: Penalty 4s
 Negative thru 4h
 Responsive: thru 3s Maximal
 Support: Dbi thru 2h Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level ___ to ___ HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst 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
 leaping michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
Dlp2b3 sep K's exclusion 0-3
redouble is the first sept at 5 level
 vs. Interference: DOPI DEPO Level: 6 level ROPI

LEADS (click 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	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 reverse smith nt Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 vs Suits vs NT

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

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. range ask stayman

DEFENSE VS NOTRUMP
 vs: strong _____ weak _____
 2♣ c & M _____ majors _____
 2♦ D & M _____ tran _____
 2♥ nat _____ tran _____
 2♠ nat _____ one m _____
 Dbl both M or 1 m _____ penalty _____
 Other: 2nt both m 2nt b m
systems on over d of weak not

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: _____
 Lebensohl 2NT Response
 Other: _____

NAMES Mike A & Debbie Hargreaves
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

NOTRUMP OPENING BIDS

1NT	3♣ <u>tran to D</u>	2NT <u>20</u> to <u>21</u>
<u>15</u> to <u>17</u>	3♦ <u>both majors</u>	Puppet Stayman <input type="checkbox"/>
___ to ___	3♥ <u>3145</u>	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ <u>1345</u>	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over <u>2c & X</u>		3♠ <u>relay to 3nt</u>
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		2nt - 3nt = 4 of minor
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	3NT 0 ___ to 11
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	6-5 minors
2♠ <u>range ask or c.</u>	Lebensohl <input checked="" type="checkbox"/> (f ___ denies)	Conventional NT Openings
2NT <u>both minors</u>	Negative Double <input checked="" type="checkbox"/> <u>2&3</u>	

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 Conv.
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 3nt 5 trump 6-10
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. mod to ___
 3NT: 6 to 10
 Drury : Reverse 2-Way Fit
 Other: bergen 3 d limit 3c con

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: js other m is li
 Frequently bypass 4+♦
 1NT/1♠: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 1c/1d - 2s forcing raise m

DESCRIBE

2♣ <u>8+</u> to ___ HCP <u>2d waits 2h neg 2nt hearts</u>	RESPONSES/REBIDS
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> <u>Kokish relays</u>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ <u>5</u> to <u>11</u> HCP <u>2nt feature</u>	ronf
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP <u>ogust nv feature v</u>	ronf
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP <u>august nv feature v</u>	ronf
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 2 hearts mechwell un vs un modified jacyby 1nt 4s =4-4 mins big