SPECIAL DOUBLES			NOTRUMP OVERCALLS			NAMESSusan C & Mark C		
After Overcall: Penalty □			Direct: 15 to 18 Systems on ✓		GENERAL APPROACH			
Negative ✓ thru4H  Responsive: ✓ thru4H  Maximal			Conv.					
Responsive: ✓ thru4H Maximal						Two over One  Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid □		
Support: Dbl ✓ thru Rdbl ✓ Card-showing  Min. Offshape T/O			✓ Jump to 2NT: Minors   2 Lowest ✓		VERY LIGHT: Openings   3rd Hand  Overcalls  Preempts			
Card-showin	g   Min. Offshape T/C	) 🗆	Conv.		FORCING OPENING: 1♣ ☐ 2♣ ☑ Natural 2 Bids ☐ Other ☐			
Snapdragon	30		DEFENSE VS NOTRUMP					
	SIMPLE OVERCA	AT I	vs: Unpassed Hand Passed Hand			NOTRUMP OPENING BIDS		
1-level 10 to + HCP (usually)			24 majors			1NT	3 <b>♣</b> <u>5+C, 5+D weak</u>	2NT <u>19</u> to <u>20</u>
Often 4 cards  Very light style			2♦ majors 2♦			14_ to 16_	3♦5+C, 5+D GF	Puppet Stayman □
Onton + daras	Responses		2♥			to	3♥ 13(45) GF	Transfer Responses:
New Suit: Fo	orcing V NFConst N	F∩	24		5-Card Major Common 🗸	3 <u>♦</u> 31(45) GF	<del>-</del>   ·	
Jump Raise: Forcing  Inv  Weak			Dbl	majors		, _	3 <u>5 1 (43) GI</u>	Jacoby ☑ Texas ☑
Jump Raise: Forcing  ☐ Inv.  ☐ Weak  ☑ Fit Showing JS; Jump Q=Mixed			Other:	majors		System On Over <u>2C</u>	_	3 <b>≜</b> MSS
· · · · · · · · · · · · · · · · · · ·	JUMP OVERCA		Other.			2♣ Stayman ✓ Puppet □		
Ctr					2♦ Transfer to ♥ ✓	4♦, 4♥ Transfer ✓	3NT <u>8</u> to <u>12</u>	
Strong 🗌 Intermediate 🗍 Weak 🗸			OVER OPP'S T/O DOUBLE		Forcing Stayman	Smolen <a></a>	both majors	
				g: 1-level 🗸 2-level 🗸		2♥ Transfer to ♠ ✓	Lebensohl <b></b> ( <u>Fast</u> denies)	Conventional NT Openings
	OPENING PREEM		Redouble implies			2♠ Transfer clubs	Negative Double ✓ 3	
	Sound Light		2NT Over	Limit + Limit	Weak	2NTTransfer diamond	<u> </u>	
3/4-bids			Majors Minors			MAJOR OPENING	MI	NOR OPENING
Conv./Resp.			Other:Fit Jumps			Expected Min. Length 4 5	Expected Min. Lengt	n 4 3 NF 0-2 Conv.
	DIRECT CUEBI					1st/2nd	1♣	
	Over:	Minor Major		NING PREEMPT DOUBL		3rd/4th	1	
Natural	atural ☐ Takeout ✓ thru4H Penalty ☐					RESPONSES		RESPONSES
Strong T/O Michaels	Strong T/O Conv. Takeout:					Double Raise: Force ☐ Inv. ✓ Weak ☐ Double Raise: Force ☐ Inv. ☐ Weak ✓		
Michaels						After Overcall: Force   Inv.   Weak   After Overcall: Force   Inv.   Weak		
Other.					Conv. Raise: 2NT 3NT Splinter Forcing Raise: J/S in other minor			
SLAM CONVENTIONS Gerber ✓ 4NT: Blackwood ☐ RKC ☐ 1430 ✓					Other: Single raise  Other:			
					1NT: Forcing ☐ Semi-forcing ✓	Frequently bypass 4+	◆ ☑	
vs. Interference: DOPI   DEPO Level: D1P2  ROPI   ROPI						2NT: Forcing ✓ Invto	1NT/1 <b>.</b> :6 to <u>10</u>	244 + 40
LEADS (click card led, if not in bold)				DEFENSIVE CARDING		3NT:13 to15	2NT: Forcing ☐ Inv. ▼	11 to 12
,	versus Suits		Notrump vs Suits vs NT			Drury ✓: Reverse ✓ 2-Way ☐ Fit ☐	3NT: <u>13</u> to <u>15</u>	
	x X X X	x x	x x x <b>x</b>	Standard:		Other: 3lower=INV; 1H-2S=SJS	Other: 1D-3C=INV; 2	nigher=SJS
X X X X A K X K Q X Q J X	X X X X X X	<b>x</b> x x	x x x <b>x</b> x	Except		DESCRI	BE	RESPONSES/REBIDS
AKX	<b>10</b> 9 x	A <b>K</b> J x	A <b>Q</b> J x			2. to HCP 21+ if balanced		Pos resp = 2 of top 3
ΚQx	K <b>J</b> 10 x	A <b>J</b> 10 9	A <b>10</b> 9 8	Upside-Down Count	<b>✓</b>	Strong Other Could be less with trice	cks	Kokish relay
<b>Q</b> J x	K <b>10</b> 9 x	KQJx	K <b>Q</b> 10 9	Upside-Down Attitude	<b>~</b>	2♦ Response: Neg   Waiting   2H neg		2nt = H
J 10 x K Q 10 9	Q <b>10</b> 9 x	<b>Q</b> J 10 x	Q <b>10</b> 9 8	FIRST DISCARD		2		Ronf. Easy Ogust
<b>K</b> Q 10 9		<b>J</b> 10 9 x	<b>10</b> 9 8 x	Lavinthal		Natural: Weak ✓ Intermediate ☐ Strong	Conv	2NT Force V New Suit NF
		th Leads:	Odd/Even □ □		2♥5 to 10 HCP		Ronf. Easy Ogust	
	4th Best	vs Suit			Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐		2NT Force New Suit NF	
	3rd/5th Best vs Suits		s 🗌 vs NT	VS NT OTHER CARDING			Ronf. Easy Ogust	
			Attitude vs NT	_Attitude vs NT _Smith Echo				2NT Force ✓ New Suit NF
Primary signal to partner's leads Trump Suit Pref.								
Attitude ☑ Count ☐ Suit Preference ☐ Foster Echo ☐ ☐						OTHER CONV CALLS: New Minor Forcing   2-Way NMF   Over 2NT Rebid		
SPECIAL CARDING - PLEASE ASK						Weak jump shifts: In Comp.  Not In Comp		
						4th Suit Forcing: 1 Round ☐ To Game ✓		
			_			Un/Un. Fit showing JS in comp and by passed hand		
<u> </u>			110			after 1NT rebid: 2C relay to 2D, 2D GF		
Softwar	a nv Kridaa F	(ace ( )nline	II ( : _ \A/\A	w bridgebase d	nn			

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