SPECIAL DOUBLES After Overcall: Penalty	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on	NAMES Lyn Stevens & Andy Stark	
Negative thru 4♥ Responsive : thru 4♥ Support: Dbl. thru 2♥ Redbl Card-showing Min. Offshape	Conv.□ Balancing: <u>10</u> to <u>14</u> Jump to 2NT: Minors□ 2 Lowest■ Conv.□	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 □	
SIMPLE OVERCALL 1 level 7 to 18 HCP (usually) often 4 cards very light style Responses New Suit: Forcing NFConst NF Jump Raise: Forcing Inv. Weak	DEFENSE VS NOTRUMP vs: Strong + Weak 2♣ majors	NOTRUMP OPENING 1NT	BIDS 2NT _20 to _21 Puppet Stayman□ Transfer Responses: Jacoby ■ Texas 3 ▲ relay to 3NT
JUMP OVERCALL Strong Intermediate Weak	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □Weak □ Redouble implies no fit □	Forcing Stayman□ Smolen ■ 2 ♥ Transfer to ♠ ■ Lebensohl ■ (2 ♠ transfer to ♣ Neg. Double ■	(Fast_denies) Conventional NT Openings
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING
3/4-bids ■ □ Conv./Resp.	Majors ■ □ Minors □ □ Other Drury, Mixed raises □	Expected Min. Length451st/2ndImage: State	Expected Min. Length 4 3 0−2 Conv 1 ♣ 1 ▲
DIRECT CUEBID OVER: Minor Major Natural Strong T/0 Michaels Leaping Michaels SLAM CONVENTIONS Gerber : 4 Specific king ask; DIFS and RIFS	VS Opening Preempts Double Is Takeout ■ thru _4 ● Penalty □ Conv. Takeout: Lebensohl 2NT Response ■ Other: NT: Blackwood □ RKC □ 1430 ■	RESPONSES Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter Other: Jacoby, Rev. Bergen 1NT: Forcing Semi-forcing 2 2NT: Forcing Inv. to	RESPONSES Double Raise: Force □ Inv. □ Weak ■ After Overcall: Force □ Inv. □ Weak ■ Forcing Raise: J/S in other minor □ Single raise ■ Other: om = lim raise Frequently bypass 4+ ◆ □ 1 10
vs Interference: DOPI DEPO Level: <u>5 of trump suit+</u> ROPI		3NT: to	2NT Forcing□ Inv.■ <u>11 to 12</u>
LEADS (circle card led, if not in bold) DEFENSIVE CARDING		Drury \blacksquare : Reverse \blacksquare 2-Way \blacksquare Fit \Box Other: $2 = 4, 3 = 1 \text{ im w 3 trumps}$	3NT: <u>13</u> to <u>15</u> Other double js = splinter, WJS
$\begin{array}{c c} versus Suits \\ x & x \times (x) \\ x \times (x) $	np x X Xx xxx xxx xxx xxxx xxxxxxxxxxxxx	DE:	SCRIBE RESPONSES/REBIDS ng, ART 2♥=bust, also X + XX
KQx KJTx AJT9 AT9 QJx KT9x KQJx KQT JT9 QT9x QJTx QT9	X 9 x Upside-Down: count ■ attitude ■	$2 \leftarrow 10 \text{ to } 15 \text{ HCP} \qquad \text{Flam:} \\ \text{Natural: Weak} \qquad \text{Intermediate} \qquad \text{Strong} \\ 2 \leftarrow 5 \text{ to } 10 \text{ HCP} \\ \text{HCP} \\ H$	
К QТ9 J Т9х Т 9х	X FIRST DISCARD	Natural: Weak Intermediate Strong	
LENGTH LEADS: 4th Best vs SUITS ■ vs NT 3rd/5th Best vs SUITS □ vs NT Attitude vs NT	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	2 ♠ _5_to_10_HCP Natural: Weak ■ Intermediate □ Strong □ OTHER CONV. CALLS: New Mino	r Forcing:□ 2-Way NMF■
Defense and a second seco		Weak Jump Shifts: In Comp.□ Not in Comp.□ 1 - 3 - 3 - 3 - 1 4th Suit Forcing: 1 Rd.□ Game Unusual vs Unusual Fit showing jumps bph and in comp.; Math; Mod Wolff; Ingberman	

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