



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 4♦ Maximal
 Support: Dbl. thru 3♠ Redbl
 Card-showing Min. Offshape T/O
 Snapdragon _____

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 11 to 16
 Jump to 2NT: Minors 2Lowest
 Conv. Range Ask Stayman

NAMES JUDY HARRIS - JULIE SMITH

GENERAL APPROACH

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 NAMYATS

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 in competitive auction, 2NT=4cd L

DEFENSE VS NOTRUMP

vs: _____
 2♣ relay to ♦ or Major/minor
 2♦ both Majors _____
 2♥ ♥ _____
 2♠ ♠ _____
 Dbl: Equal+ hand
 Other 2NT=both minors
 System on Major we DBL

NOTRUMP OPENING BIDS

1NT
15 to 17
 _____ to _____
 5-card Major common
 System on over DBL, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (_____ denies)
 2♠ trfr to ♣ Neg. Double 2-3LVL _____
 2NT trfr to ♦ _____ Other: 4♠ = minors _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ trfr to 3NT
 3NT=5/4 minors _____
 3NT _____ to _____
 Gamble (ACOL in 4th) _____
Conventional NT Openings
 2NT-4♠=MSS _____
 Baze _____

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
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other Reverse Bergen, Drury

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣(or 4♦) keyboard _____

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Reverse Bergen 2way Game Tries
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 3NT=preempt w 3 controls
 Spiral, 2-way game tries

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Other: Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other J/S other minor=LR+

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural vs short minor/1♠(short)-2♦=

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Kickback all suits
 exclusion blackwood

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle 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 T 9 x	A K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x K Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except _____
 Upside-Down:
 count
 attitude

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Vs NT, A/Q=attitude, K=count vs NT

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2♥=negative _____
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input 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 Rd. Game Unusual vs Unusual
 Mathe vs Strong Club Equal Level Conversion
 Flannery Defense Sandwich NT PH only
 in a competitive auction, 2NT=4cd LR+ of our Major

SPECIAL CARDING

PLEASE ASK