

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

SIMPLE OVERCALL
 1-level 8 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 If passed Hand new suit NF

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
 C for H D for S / unusual

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

vs. Interference: DOPI DEPO Level: ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	Standard:	vs Suits vs NT
x x	x x x x	<input type="checkbox"/>	<input type="checkbox"/>
x x x	x x x x x	Except <input type="checkbox"/>	
A K x	10 9 x	Upside-Down Count <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
K Q x	K J 10 x	Upside-Down Attitude <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Q J x	K 10 9 x	FIRST DISCARD	
J 10 x	Q 10 9 x	Lavinthal <input type="checkbox"/>	<input type="checkbox"/>
K Q 10 9	J 10 9 x	Odd/Even <input type="checkbox"/>	<input type="checkbox"/>
	Length Leads:	<input type="checkbox"/>	<input type="checkbox"/>
	4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	A tt K count Attitude vs NT <input type="checkbox"/>	OTHER CARDING	
	Primary signal to partner's leads	Smith Echo <input type="checkbox"/>	<input type="checkbox"/>
	Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>	Trump Suit Pref. <input type="checkbox"/>	<input type="checkbox"/>
		Foster Echo <input type="checkbox"/>	<input type="checkbox"/>

SPECIAL CARDING PLEASE ASK

NOTRUMP OVERCALLS
 Direct: 15- to 18 Systems on
 Conv. _____
 Balance: 10- to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Hello _____
 2♠ D, or M/m _____
 2♥ Majors _____
 2♥ H _____ 2N=C _____
 2♠ S _____ 3C=C and D _____
 Dbl Pen, 14+ _____
 Other: 3 D is strong 2 suits

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 _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

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

NOTRUMP OPENING BIDS

1NT _____	3♠ Puppet _____	2NT <u>20</u> to <u>21</u>
<u>12</u> to <u>14</u>	3♠ Inv.M+ _____	Puppet Stayman <input checked="" type="checkbox"/>
_____ to _____	3♥ Slammish _____	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ Slammish _____	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over/Off /x2C _____	Bid to play x if 10+ _____	3♠ MSS _____
2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	guaba _____	
2♥ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT _____ to _____
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	Gamb.no AK outside L _____
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Tran denies)	Conventional NT Openings
2♠ C if 3 _____	Negative Double <input checked="" type="checkbox"/> 3 L _____	
2NT D if 3 _____	Transf Leb. In M _____	

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: 4333 _____

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 11+,on/PH,off/x _____
 Frequently bypass 4+♦
 1NT/1♠:6 to 10 _____
 2NT: Forcing Inv. 10+ to 12- _____
 3NT: 12+ to 15 _____
 Other: _____

DESCRIBE
 2♠ 21 to _____ HCP 2H<2Qor A or K
 Strong Other
 2♦ Response: Neg Waiting

RESPONSES/REBIDS
 /inter,x is bad hand

2♦ 4- to 10 HCP
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit NF

2♥ 4 to 10 HCP
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit NF

2♠ 4 to 10- HCP
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp. Rev.Flannery weak M to 3 min _____
 4th Suit Forcing: 1 Round To Game
 Sandwich, chbk, _____