SPECIAL DOUBLES

After Overcall: Penalty ☐
Negative ■ thru 4♦
Responsive ■: thru 3♠ Maximal ■
Support: Dbl. ■ thru 2♠ Redbl ■
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1(2) level 7(11) to 15 HCP (usually)
often 4 cards ■ very light style ☐

Responses

New Suit: Forcing ☐ NFConst ■ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ■
Cue Bid = Asking for good or bad overcall

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ■
13 - 15 HCP in Balancing Seat

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	■	■	☐

Conv.

DIRECT CUEBID

OVER:	Minor	Major	Artif. Bids
Natural	☐	☐	■
Super Michaels	☐	☐	☐
Michael	■	■	☐

Vs Artificial 1♣: Double/1♦/1♥/1♠= short

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems On ■
Conv. ☐ System On 1x / 2x Overcall
Balancing: 11 to 14 Systems On ■
Jump to 2NT: Minors ☐ 2 Lowest ■
Conv. ■ Sanwitch No Trump

DEFENSE VS NOTRUMP

vs: Strong or Weak (Cappelletti)
2♣ One Suit Hand
2♦ ♥ + ♠ suits
2♥ ♥ + a minor suit
2♠ ♠ + a minor suit
Dbl: =16+ balanced, System on as 1NT opening
Other : 2NT = both minors
Balance: Double=Equal+ other as dierect seat

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 1NT over Majors = 8~10, Jorden

VS Opening Preempts Double Is

Takeout ■ thru 4♥ Penalty ☐
Conv. Takeout: 4NT over 4♠ = Take Out
Lebensohl 2NT Response ☐
Other: 4♣ / 4♦ = Leaping Michael

SLAM CONVENTIONS

Gerber ■: 4NT: Blackwood ☐ RKC ■ 1430 ■
4NT for ♣ use RKC 0314; 4NT for ♦/♥/♠ use 1430; Ger RKC RKC use 1430.
Kick Back RKC use 1430 and Exclusive Blackwood use 0,1, 2.
vs Interference: DOPI ■ ROPI ☐ Level: Key Card Asking use DEPO ■

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
A Ⓚ x	T ⑨ x	A Ⓚ J x	A Q Ⓙ x
K Ⓠ x	K J T ⓧ	A J T ⑨	A T 9 ⓧ
Q Ⓙ x	K T 9 ⓧ	K Ⓠ J x	K Ⓠ T 9
J T ⓧ	Q T 9 ⓧ	Q Ⓙ T x	Q T 9 ⓧ
K Ⓠ T 9		J T 9 ⓧ	T ⑨ x x

LENGTH LEADS:

	vs SUITS	vs NT
4th Best	■	■
3rd/5th Best	☐	☐

First Lead 2nd touching Honer, Lead low from Interst

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	☐	☐
Upside-Down	■	☐

OTHER CARDING

Smith Echo	☐	☐
Trump Suit Pref.	☐	
Foster Echo	☐	☐

SPECIAL CARDING ☐ **PLEASE ASK**

NAMES *Julien , Eric, Holly and Kenny* K=3853268, H=5280176

J=3547744, E=6994105 **GENERAL APPROACH** Date : Oct 25, 2025

Modified Precision with Positive Transfer Responses (Level 2)

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 14 to 16
to
5-card Major common ■
System on over Double/ 2♣
2♣ Stayman ■ Puppet ☐
2♦ Transfer to ♥ ■
Forcing Stayman ☐
2♥ Transfer to ♠ ■
2♠ Range Asking or 6+♣
2NT ♦ or both weak minors

3♣ ♣ + ♦ Invitation
3♦ ♠ + ♦ Slamish
3♥ 4144, 3154 or 3145
3♠ 1354 or 1345 hand
1NT - 2♠ - 2NT = low range
4♦, 4♥ Transfer ■
Smolen ■
Lebensohl ■
Double 2♣ = Stolen Bid; Double 2♦/2♥/2♠ = Take Out.
Other: Redouble opponent's penalty double=ask to bid 2♣

2NT 6 to 10
Both Minors at least 5-5
3♣ / 3♦ = To play
3♥ / 3♠ = Forcing

3NT 9 to 16
Gambling

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd ♠11~16, ♥ 11~21	☐	■
3rd/4th ♠10~16, ♥ 10~21	■	☐

Double Raise: Force ☐ Inv. ☐ Weak ■
After Overcall: Force ☐ Inv. ☐ Weak ■
Conv. Raise: 2NT ■ 3NT ☐ Splinter ■
Other: Bergan Raises 3♣=7-10; 3♦=11-12
1NT: Forcing ■ PH Semi-forcing ■
Precision Jacoby 2NT ■ 13+ to
3NT: 9 ~15, for play
Drury ■: Reverse ■ 2-Way ☐ Fit ☐
Other: Drury 2♠ = 3 cards support

MINOR OPENING

Expected Min. Length	4	3	NF 0-2	Conv.
1♣ 17+, Forcing, 0+♣	☐	☐	☐	■
1♦ 11~16, 1~6 card ♦	☐	☐	■	☐

Response to 1♣ opening
1♦=0~7, 1♥=12+, 1♠=8~11, balanced
1NT/2♣/2♦/2♥=8~11, 5+ ♣/♦/♥/♠
2♠/2NT/3♣/3♦=8~11, Short ♠/♥/♣/♦
Response to 1♦ opening
1♥/1♠ = 6+, 4+ cards, Forcing one round.
1NT = 6~10 / 2NT 11~12, Balanced Hand.
2♣/2♦ = 6~10, 5+ ♣/♦ suit.
2♥ = 11+, 5+ ♣, Forcing to 2NT/3♣
2♠ = 11+, 5+ ♦, Forcing to 2NT/3♦.

	DESCRIBE	RESPONSES/REBIDS
2♣	10 to 16 HCP; 5+♣ + 4-card major or 6+♣; Strong ☐ Other ☐; 2♦ Resp: Neg. ☐ Waiti ☐ Forcing ■	2♥/♠ = NF; 4♦=KBRKC; 3♦/3♥/3♠ = Invitation
2♦	10 to 16 HCP; 6+♦ or 5+♦ + 4-card major; Natural: Weak ☐ Intermediate ■ Strong ☐ Conv. ☐	2♥=11+ Forcing; 4♥=KBRKC; 2NT Force ☐ New Suit NF ■
2♥	5 to 10 HCP; Raise is Only Non-Forcing; Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐	2NT=SSI; 3♣=Range? 4♣=RKC; 2NT Force ■ New Suit NF ☐
2♠	5 to 10 HCP; Raise is Only Non-Forcing; Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐	2NT=SSI; 3♣=Range? 4♣=RKC; 2NT Force ■ New Suit NF ☐

OTHER CONV. CALLS: New Minor Forcing: ■ 2-Way NMF ☐ XYZ ■
Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ■ Game ☐
pass hand: 1NT semi-forcing and Bergan Raises is still on but 3C should be un-balanced
1N - 2♣ - 2♦ - 4♦/4♥ = Texas Transfer; Puppet Stayman after 1♣ opening
2-Level Negative Free Bid; 1♦ - 1 Major - 2 Major - 2♠/2NT = Ask Cue Bid Ace

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Denfense vs artificial 1C: X=S/C or 16+, 1D/H/S=short, 1NT=1 Suit, 2 level = Brozel