

SPECIAL DOUBLES			NOTRUMP OVERCALLS			NAMES Barb Stewart and Sheldon Spier		
After Overcall: Penalty <input type="checkbox"/>			Direct: <u>15+</u> to <u>18</u> Systems on <input checked="" type="checkbox"/>			GENERAL APPROACH		
Negative <input checked="" type="checkbox"/> thru 4H			Conv.			Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>		
Responsive: <input checked="" type="checkbox"/> thru 4D			Maximal <input checked="" type="checkbox"/> Balance: <u>11</u> to <u>16</u>			VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>		
Support: Dbl <input checked="" type="checkbox"/> thru 2H			Rdbl <input checked="" type="checkbox"/> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>			FORCING OPENING: 1♦ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>		
Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>			Conv. 2C is stay over bal; M+range					
equal lev conversion								
SIMPLE OVERCALL			DEFENSE VS NOTRUMP			NOTRUMP OPENING BIDS		
1-level <u>7</u> to <u>17</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>			vs: <u>strong</u> <u>weak</u> <u>2♦ C + M</u> <u>M or MM compet</u> <u>2♦ D + M</u> <u>MM int</u> <u>2♥ H</u> <u>H int</u> <u>2♦ S</u> <u>S int</u> <u>Dbl C or D or MM</u> <u>X sys off 2 le</u>			1NT <u>15</u> to <u>17</u> to <u>18</u> 5-Card Major Common <input checked="" type="checkbox"/> System On Overart X,2C		
Responses New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			Other: 2NT= minors			2♦ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♦ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♦ <input checked="" type="checkbox"/> 2♦ Range or C suit		
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/>			2NTMinors		
OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light			2NT Over <u>Limit +</u> <u>Limit</u> <u>Weak</u> Majors <input checked="" type="checkbox"/> Minors <input checked="" type="checkbox"/> Other: 1H/S - X - 2C=good raise			MAJOR OPENING Expected Min. Length 4 <input type="checkbox"/> 5 <input checked="" type="checkbox"/> 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>		
3/4-bids Conv./Resp. sound only if vul			VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4H <input type="checkbox"/> Penalty <input type="checkbox"/>			RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 3m=inv no fit; 3NT=5 tmp+A+		
DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> leap and non leap mich			Conv. Takeout: 4NT is 2 <input type="checkbox"/> Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:			MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/>		
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> spec K's, DOPI (5 level), DEPO (6 level)			ROPI <input type="checkbox"/>			RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: 10+ Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♣: 8 to 11 <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 16+ to <input type="checkbox"/> 3NT: 13 to 15 <input type="checkbox"/> Other: 1C=2+, 2S=mixed, 2H=Meckwell		
vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: 6			LEADS (click card led, if not in bold)			DEFENSIVE CARDING		
versus Suits			versus Notrump			vs Suits vs NT		
x x	x x x x	x x	x x x x x	x x x x x	x x x x x	Standard: <input type="checkbox"/> <input checked="" type="checkbox"/>	Except <input type="checkbox"/>	
x x x	x x x x x	x x x	x x x x x	A K J x	A Q J x	Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
A K x	10 9 x	A K J x	A J 10 9	A 10 9 8	K Q 10 9	FIRST DISCARD	Lavinthal <input type="checkbox"/> <input checked="" type="checkbox"/>	
K Q x	K J 10 x	A J 10 9	K Q J x	K Q 10 9	Odd/Even <input type="checkbox"/> <input type="checkbox"/>	2♦ 5 to 11 HCP RONF; 2H/2S asks support	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
Q J x	K 10 9 x	Q J 10 x	Q J 10 x	Q 10 9 8	Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/>	2♥ 5 to 11 HCP RONF	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
J 10 x	Q 10 9 x	J 10 9 x	J 10 9 x	10 9 8 x	Trump Suit Pref. <input type="checkbox"/> <input checked="" type="checkbox"/>	2♣ 5 to 11 HCP RONF	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
K Q 10 9					Foster Echo <input type="checkbox"/> <input checked="" type="checkbox"/>	OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ (2N = C)		
Length Leads: 4th Best			vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/>			DESCRIBE		
3rd/5th Best			vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/>			2♦ 22+ to <u>HCP</u> Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> kokish relay; 2N= H/S+ 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		
NT AQ drop/ct; K=att			Attitude vs NT <input type="checkbox"/>			2♦ 5 to 11 HCP RONF; 2H/2S asks support Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		
Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			OTHER CARDING			2♥ 5 to 11 HCP RONF Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK						2♣ 5 to 11 HCP RONF Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		
						RESPONSES/REBIDS 2D=A, K. 2H=neg, 2S 8- 11 balanced /X pass=+ up to 3N Ogust NV; feature V 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Ogust NV; feature V 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Ogust NV; Feature V 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>		
						Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> 2S Un/Un; 2 way check back and wolf s/o; fit jumps by PH or in comp; Ingberman;		