

**SPECIAL DOUBLES**  
 After Overcall: Penalty  4S  
 Negative  thru 2S  
 Responsive:  thru \_\_\_\_\_ Maximal   
 Support: Dbl  thru 3S Rdbl   
 Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. 2C is Stayman  
 Balance: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

**SIMPLE OVERCALL**  
 1-level 6 to 15 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Cuebid is 1-round force

**DEFENSE VS NOTRUMP**  
 vs: Strong 1NT Weak 1NT  
 2♣ Single suit Single suit  
 2♦ MM MM  
 2♥ H+m H+m  
 2♠ S+m S+m  
 Dbl 15p+ 13p+  
 Other: 2NT=mm

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**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: Weak jump raise & jump

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 3S Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: 2NT/Weak 2=16-19 HCP

**DIRECT CUEBID**  
 Over: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 Natural if 2 suits have been bid

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Gerber over 1NT & 2NT openings, responses, and rebids  
 EKCB  
 vs. Interference: DOPI  DEPO  Level: D=0, P=1, Next suit=2, etc. ROPI

**LEADS (click 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  
 A K x A K J x  
 K Q x K J 10 x  
 Q J x K 10 9 x  
 J 10 x Q 10 9 x  
 K Q 10 9  
**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 Attitude vs NT   
**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference   
 UDCA

**DEFENSIVE CARDING**  
 Standard:  vs Suits vs NT   
 Except  \_\_\_\_\_  
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

**GENERAL APPROACH**  
 Precision  
 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 13 to 15  
 to \_\_\_\_\_  
 5-Card Major Common   
 System On Over Double  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥   
 Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ Minor Stayman  
 2NT Minor transfer  
 3♣ 6+♠s Invitational  
 3♦ 6+♠s Invitational  
 3♥ 5-5 MM Invitationa  
 3♠ 5-5 MM GF  
 2NT 22 to 24  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ Minor Stayman  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 Gambling Long Minor  
**Conventional NT Openings**

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  : Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♣      
 1♦      
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣: 8 to 10  
 2NT: Forcing  Inv.  11 to 13  
 3NT: 13 to 15  
 Other: Reverse Flannery

**DESCRIBE**  
 2♣ 11 to 15 HCP 5+ club;  
 Strong  Other  club suit  
 2♦ Response: Neg  Waiting  ask for profile  
 2♠ 11 to 15 HCP 3415, 4315, 4414, 4405  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 6 to 10 HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 6 to 10 HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  XYZ, 4th GF  
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 SOS Redoubles  
 Flannery: 1D-2H (11-12P) 5S4H; 1D-2S (GF) 5S4H

**RESPONSES/REBIDS**  
 2D: ask for profile  
 2NT asks for profile  
 2NT Force  New Suit NF   
 2S: ask for profile  
 2NT Force  New Suit NF   
 3C: Ogust  
 2NT Force  New Suit NF