

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 4S  
 Responsive:  thru 3S Maximal   
 Support: Dbl  thru 2H Rdbl   
 Card-showing  Min. Offshape T/O   
 /1C:dbl=9+>3D; exclusion/dir t/o

**SIMPLE OVERCALL**  
 1-level 8 to 16 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 jump Q=inv; Q=1 rnd force

**JUMP OVERCALL**  
 Strong  Intermediate  Weak   
 jump to 2NT; jump; double-jump

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp.ctrl ask; poorman KC

**DIRECT CUEBID**  
 Over: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 1H,2H=Spades 1S,2S=Hearts

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 6-card 1430 if 2 agreed suits after 1C; Queen & spec. King ask  
 Minwood (see back), Leaping Michaels; Gerber over 1NT only  
 vs. Interference: DOPI  DEPO  Level:  ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	vs Suits vs NT	
x x	x x x x	Standard: <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x x x	x x x x	Except <input type="checkbox"/>	
A K x	10 9 x	Upside-Down Count <input type="checkbox"/>	<input type="checkbox"/>
K Q x	K J 10 x	Upside-Down Attitude <input type="checkbox"/>	<input type="checkbox"/>
Q J x	K 10 9 x	<b>FIRST DISCARD</b>	
J 10 x	Q 10 9 x	Lavinthal <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
K Q 10 9	Q J 10 x	Odd/Even <input type="checkbox"/>	<input type="checkbox"/>
	J 10 9 x	cd9,10 aft op ld <input checked="" type="checkbox"/>	<input type="checkbox"/>
	10 9 8 x	<b>OTHER CARDING</b>	
		Smith Echo <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Trump Suit Pref. <input type="checkbox"/>	<input type="checkbox"/>
		Foster Echo <input type="checkbox"/>	<input type="checkbox"/>

Length Leads:  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 /5lv,prmt,K=cnt,A=att Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**SPECIAL CARDING  PLEASE ASK**

**NAMES** Kirk, Zak, Ben, Phil - CC Last updated: January 2026

**GENERAL APPROACH**  
 1C=17+; 1D,H,S=11-16; pass/1D,H,S= < 8 hcp; frq upgrades; Canapé  
 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  2D

**NOTRUMP OPENING BIDS**  
 1NT 3♣ 10+asks for 5 cd M  
 15 to 17 3♦ 11+ 5/5 minors  
 to 3♥ 11+ 1H, 5/4 minors  
 5-Card Major Common  3♠ 11+ 1S, 5/4 minors  
 System On Overdbl, 2C cuebid stayman  
 2♣ Stayman  Puppet  impossible major  
 2♦ Transfer to ♥  Forcing Stayman  4♦, 4♥ Transfer   
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♠ range ask or C Negative Double   
 2NT transfer to D

**NOTRUMP OVERCALLS**  
 Direct: 17 to 24 Systems on   
 Conv. Roman 1NT overcall  
 Balance: 12 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv. 2NT in bal seat = 19-21

**DEFENSE VS NOTRUMP**  
 vs: direct balance  
 2♣ 5/4 M same  
 2♦ 6 cd M same  
 2♥ H and m same  
 2♠ S and m same  
 Dbl 5m&4M or 6m, 5M penalty v wkNT  
 Other: 2NT, 3C/D/H=5/5strong 2suits  
 SONTOC of 1D opener

**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: trsfr bids/1D dbl

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4S Penalty   
 Conv. Takeout:  
 Lebensohl 2NT Response   
 Other: sohl & scuse me / 1C-intfrnc

**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: 3C, Q=fr(ump); Q=inv(3cd)  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: 1r=9-11; 2r=12-14; Canapé

**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: relay & transfer  
 Frequently bypass 4+   
 1NT/1♣: 9 to 11  
 2NT: Forcing  Inv.  12 to 14  
 3NT: 15 to 17  
 Other: NT/1D=8-10,11-12; 13-15\*sstg

DESCRIBE	RESPONSES/REBIDS
2♣ 11 to 16 HCP club suit (usually 6+) Strong <input type="checkbox"/> Other <input type="checkbox"/> 2M inv; 3M=6+ force	2D-2M-2NT relay to 3C 2D>4C=minwood; 2NT gf
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> asks distribution	2D-2M1-3M2 imp. maj.
2♦ to HCP strong 1 suit or 23+ bal Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/>	asks for A, K, etc. 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 9 HCP mod Ogust* Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	poor man key card 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ 5 to 9 HCP mod Ogust* Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	poor man key card 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  Q\*: 3C=bb, 3D=g>nsfr  
 Weak jump shifts: In Comp.  Not In Comp.  0-5 HCP if Maj; 6-8 if min  
 4th Suit Forcing: 1 Round  To Game  partial stop if invD auction  
 West Q; 1M, X, Q=inv 3cds; 1M, X, jump Q=fraise(umpass); control ask bids  
 transfer bids 8+ / 1D, X (rdbl>H, 1S>1NT, 1NT>2C, 2C>2D) wjs 2D>H, 2H>S;