

<b>SPECIAL DOUBLES</b> After Overall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4S Responsive: <input checked="" type="checkbox"/> thru 3S Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2H Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> /1C:dbl=9+>3D; exclusion/dir t/o		<b>NOTRUMP OVERCALLS</b> Direct: 17 to 24 Systems on <input type="checkbox"/> Conv: Roman 1NT overcall Balance: 12 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv: 2NT in bal seat = 19-21		NAMES Kirk, Zak, Ben, Phil - CC Last updated: August 2025 <b>GENERAL APPROACH</b> 1C=17+; 1D,H,S=11-16; pass/1D,H,S= < 8 hcp; frq upgrades; Canap6 Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1+ <input checked="" type="checkbox"/> 2+ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input checked="" type="checkbox"/> 2D																													
<b>SIMPLE OVERCALL</b> 1-level 8 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> <b>Responses</b> New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Jump Q= inv; Q=1 rnd force		<b>DEFENSE VS NOTRUMP</b> 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=5/5 minors SONTOC of 1D opener		<b>NOTRUMP OPENING BIDS</b> 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 <input checked="" type="checkbox"/> 3+11+ 1S, 5/4 minors System On Overdbl, 2C 2+wk, 3+str Qstayman 2+ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> impossible major 2+ Transfer to <input checked="" type="checkbox"/> 4, 4 Transfer <input checked="" type="checkbox"/> 2+ Transfer to <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2+ range ask or C Lebensohl <input checked="" type="checkbox"/> (fast denies) 2NT transfer to D Negative Double <input checked="" type="checkbox"/>																													
<b>JUMP OVERCALL</b> Strong <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> Jump to 2NT: jump; double-jump		<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: trsfr bids/1D dbl		<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input checked="" type="checkbox"/> <input type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/> <b>RESPONSES</b> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/> Other: 3C, Q=fr(lup); Q=inv(3cd) 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: 1r=9-11pp; 2r=12-14pp																													
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. ctrl ask, poorman KC		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4S Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input type="checkbox"/> Other:		<b>MINOR OPENING</b> Expected Min. Length 4 3 NF 0-2 Conv. 1+ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> 1+ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <b>RESPONSES</b> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: sohl&sme&+trsf Frequently bypass 4+ <input type="checkbox"/> 1NT/1+ : 9 to 11 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 12 to 14 3NT: 15 to 17 Other: NT/1D=8-10,11-12,13-15*ssgt																													
<b>DIRECT CUEBID</b> Over: Minor Major Natural <input checked="" type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input type="checkbox"/>		<b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: ROPI <input checked="" type="checkbox"/>		<b>LEADS</b> (click card led, if not in bold) versus Suits versus Notrump <table border="0"> <tr><td>x x</td><td>x x x</td><td>x x</td><td>x x x</td></tr> <tr><td>x x x</td><td>x x x x</td><td>x x x</td><td>x x x x</td></tr> <tr><td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td></tr> <tr><td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr><td>J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr><td>K Q 10 9</td><td>J 10 9 x</td><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table> Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> /5lv,prmp,K=cnt,A=att Attitude vs NT <input type="checkbox"/>		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 K x	10 9 x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9	A 10 9 8	J x	K 10 9 x	K Q J x	K Q 10 9	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 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 K x	10 9 x	A K J x	A Q J x																														
K Q x	K J 10 x	A J 10 9	A 10 9 8																														
J x	K 10 9 x	K Q J x	K Q 10 9																														
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8																														
K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 x																														
<b>LEADING</b> Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		<b>DEFENSIVE CARDING</b> Standard: <input checked="" type="checkbox"/> vs Suits vs NT <input checked="" type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> <b>FIRST DISCARD</b> Lavinthal <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> cd9,10 aft op ld <input type="checkbox"/> <input type="checkbox"/> <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"/>		<b>DESCRIBE</b> 2+11 to 16 HCP club suit (usually 6+) Strong <input type="checkbox"/> Other <input type="checkbox"/> 2M inv; 3M=6+ force 2+ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> asks distribution 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"/> 2+5 to 10 HCP Ogu8*71, Feature/(2 3) Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2+5 to 10 HCP 2NT=na/4th seat preempt Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> <b>OTHER CONV CALLS:</b> New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> O=3C=bb,3D=g>nsfr Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 0-5 HCP if Maj; 6-8 if min 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> partial stop if invD auction West Q: 1M,X,Q=inv 3cds; 1M,X,jump Q=fraise(unpass); control ask bids shadow bids 8+/1D,X (rdb)=H,1S>1NT,1NT>2C,2C>2D)wjs2D>H,2H>S;																													
<b>SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK</b>																																	