

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru (5D)
 Responsive: thru (4D) Maximal
 Support: Dbl thru (2H) Rdbl
 Card-showing Min. Offshape T/O
 Most low-level Dble's=Takeout.

SIMPLE OVERCALL
 1-level 7 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 2/1 Adv: QB=LR+ F1 / self-suit FG

JUMP OVERCALL
 Strong Intermediate Weak
 Intermediate in bal.

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. 4C Mini Keycard

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 (1x)-P-(1y)-??, 4-suits & 1NT=Nat

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 MiniKeycard over Weak 2x/3x, 1/2-steps starts 1/2, 1, 1 1/2, 2
 5NT=answer=2Keys+void. 5NT=Specific K-ask, DFPS.
 vs. Interference: DOPI DEPO Level: Dbl=step1, Pass=step2, Bid=s3 ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	vs Suits vs NT	
X x x X x A K x K Q x Q J x J 10 x K Q 10 9	X x x x X x x A K J x K J 10 9 K Q J x Q J 10 x J 10 9 x	X x x x X x x A K J x A 10 9 8 K Q 10 9 Q 10 9 8 10 9 8 x	Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> K fr AKx(x) at 4-lev fr 6+, mid=enc, hi/lo=SP Upside-Down Count <input checked="" type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> Upside-Down disc <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input 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 <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/>		Attitude vs NT <input type="checkbox"/>	
Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			

SPECIAL CARDING PLEASE ASK

NAMES Daniel Bertrand (Daniel) - Gordon Campbell (Doubler)

GENERAL APPROACH
 Strong-1NT, 2/1 FG (CC version 2024Jan16)
 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	3♠ nat IG	2NT 22 to 24
14+ to 17-	3♦ nat IG	Puppet Stayman <input type="checkbox"/>
to	3♥ C-slamish	Transfer Responses:
5-Card Major Common <input type="checkbox"/>	3♣ D-slamish	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over (2C) only	4C=Gerber	3♠ => 3NT / m-slamish
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4S=both minors weak	3NT => 4C m-Signoff/ 5-5
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT sol to m
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Play in seats 3,4.
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
2♠ MSS both not IG	Negative Double <input checked="" type="checkbox"/> 2D+	Texas only if a jump
2NT => 3C m or M-frag	Standard Lebensohl	Garb Staym. 3OM=x-sing.

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Kokish 2WayGT Mini-Spl 7+

MINOR OPENING

Expected Min. Length	4	3	NF	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: nat FG, 2NT ask
 Frequently bypass 4+
 1NT/1♣: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 1C-2D & 1D-3C=CX-R, 1m-2M=WJS

DESCRIBE

2♣ to HCP Strong	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> Bal 19+ to 21 or 25+ or FG
2♦ Response: Neg	<input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 99% says nothing
2♦ 4 to 10 HCP Weak sometimes 4-card-M	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>
2♥ 4 to 10 HCP Weak	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>
2♠ 4 to 10 HCP Weak	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF Full XYZ, Bart/2C.
 Weak jump shifts: In Comp. Not In Comp. Anti-Michaels/Unus, Last Train
 4th Suit Forcing: 1 Round To Game 1C-1D / 1H: 1S=nat F0; 2S=nat FG
 1H-2S=nat WJS. 1m, 1H-3M=nat wk. 1M-4m=m-void. 1S-4H=nat Signoff
 1NT-2C // 2H-2S=4-S IG. 2NT-Zecklorf=minors. 1S-1NT // 3C=art FG.