



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4♥
 Responsive : thru 3S Maximal
Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 10 to 16 (sys on)
 Jump to 2NT: Minors 2 Lowest
Conv. Sandwich NT (P&direct)

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GENERAL APPROACH

2 over 1
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 _____

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: All
 2♣ **D or Mm** _____
 2♦ **majors** _____
 2♥ **H** _____
 2♠ **S** _____
 Dbl: **Penalty** _____
 Other **2NT = minors** _____

NOTRUMP OPENING BIDS

1NT
15 to 17
 _____ to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (**fast denies**)
 2♠ **xfer to ♣** _____ **Neg. Double** 3 lev
 2NT **xfer to ♦** _____ **Other: * break tsfr = dislike** _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
 3♠ **MSS** _____

3NT _____ to _____
 gambling _____

Conventional NT Openings

JUMP OVERCALL

Strong **Intermediate** **Weak**

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
2NT Over **Limit+** **Limit** **Weak**
Majors
Minors
Other _____

OPENING PREEMPTS

Sound **Light** **Very Light**
 3/4-bids
Conv./Resp. **new suit forcing** _____

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3 **NF** 0-2 **Conv.**
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. **Weak**
After Overcall: Force Inv. **Weak**
Conv. Raise: **2NT** **3NT** **Splinter**
Other: mini splinter _____

RESPONSES

Double Raise: Force Inv. **Weak**
After Overcall: Force Inv. **Weak**
Forcing Raise: **J/S in other minor**
Single raise **Other: SR=GF** _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4♥ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: (Direct seat only) _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 5N = specific kings minorwood 1430

DIP2 R1P2

vs Interference: DOPI DEPO Level: 5 of trump ROPI

LEADS (circle 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 x x (x) x	(x) x x x x x (x) x
A K x T 9 x	A K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x K Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 A - Att K - Count Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo Rev
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to + HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	strong, ART 2♦ = GF 2♥ = Neg double = neg, 2N=♥
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp. Not in Comp. mini splinter over Major, WJS min

4th Suit Forcing: 1 Rd. Game

lebensohl over reverses, UvsU (lower cue for lower suit)

SPECIAL CARDING PLEASE ASK