SPECIAL DOUBLES
After Overcall: Penalty ○
Negative ☑ thru 7♥
Responsive: ☑ thru 7♥ Maximal ○
Support: Dbl ☑ thru 2♠ Rdbl ○
Card-showing ○ Min. Offshape T/O ○

SIMPLE OVERCALL
1-level 8 to + HCP (usually)
Often 4 cards ○ Very light style ○
Responses
New Suit: Forcing ○ NFConst ☑ NF ○
Jump Raise: Forcing ○ Inv. ○ Weak ☑

JUMP OVERCALL
Strong ○ Intermediate ○ Weak ☑

OPENING PREEMPTS
	Sound	Light	Very Light
3/4-bids	○	☑	○

Conv./Resp.

DIRECT CUEBID
Over:	Minor	Major
Natural	○	○
Strong T/O	○	○
Michaels	☑	☑

NOTRUMP OVERCALLS
Direct: 16 to 18 Systems on ☑
Conv.
Balance: 11 to 14
Jump to 2NT: Minors ○ 2 Lowest ☑
Conv.

DEFENSE VS NOTRUMP
vs:	DONT v str	Capp v wk
2♣	♣+ suit	1 suit
2♦	♦= major	♥+♠
2♥	♥ + ♠	♥+minor
2♠	♠	♠+minor
Dbl	1 suit	penalty

Other: 2NT=minors bal10-12

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1-level ☑ 2-level ○
Redouble implies no fit ○

	Limit +	Limit	Weak
2NT Over			
Majors	☑	○	○
Minors	☑	○	○

Other:

VS OPENING PREEMPT DOUBLE IS
Takeout ☑ thru 4♥ Penalty ○
Conv. Takeout:
Lebensohl 2NT Response ☑
Other:

SLAM CONVENTIONS Gerber ○ 4NT: Blackwood ○ RKC ○ 1430 ☑

D1Ps spec K

vs. Interference: DOPI ○ DEPO ☑ Level: 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 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
Q 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	**10** 9 8 x

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 ○

DEFENSIVE CARDING
	vs Suits	vs NT
Standard:	○	○
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

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NAMES GordonCampbell 3057380 DaveJohnson 5987369

GENERAL APPROACH
Strong-NT. 2/1
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 ○

NOTRUMP OPENING BIDS
1NT
14+ to 17
to
5-Card Major Common ○
System On Over 2♣ "D"
2♣ Stayman ☑ Puppet ○
2♦ Transfer to ♥ ☑
Forcing Stayman ○
2♥ Transfer to ♠ ☑
2♠ MSST
2NT-->3♣

3♣ inv
3♦ inv
3♥ ♣'s slammish
3♠ ♦'s slammish

4♦, 4♥ Transfer ☑
Smolen ☑
Lebensohl ☑ (F denies)
Negative Double ☑ 2/3

2NT 20 to 21
Puppet Stayman ○
Transfer Responses:
Jacoby ☑ Texas ☑
3♠ -->3NT
3NT to play in a minor
3NT to
gambling
Conventional NT Openings
2NT=max+3

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: mini spl
1NT: Forcing ☑ Semi-forcing ☑
2NT: Forcing ○ Inv. ○ to
3NT: 13 to 15
Drury ☑ : Reverse ☑ 2-Way ☑ Fit ○
Other: HSGT ♣=3 ♦=4

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: GF
Frequently bypass 4+♦ ☑
1NT/1♣: 6 to 10
2NT: Forcing ○ Inv. ○ 11 to 12
3NT: 13 to 15
Other:

DESCRIBE	RESPONSES/REBIDS
2♣ 22 to + HCP Strong ☑ Other ○ 2♦ Response: Neg ○ Waiting ☑	2♥= bust
2♦ 5 to 10 HCP Natural: Weak ○ Intermediate ○ Strong ○ Conv ○	Ogust 2NT Force ☑ New Suit NF ○
2♥ 5 to 10 HCP Natural: Weak ○ Intermediate ○ Strong ○ Conv ○	Ogust 2NT Force ☑ New Suit NF ○
2♠ 5 to 10 HCP Natural: Weak ○ Intermediate ○ Strong ○ Conv ○	Ogust 2NT Force ☑ New Suit NF ○

OTHER CONV CALLS: New Minor Forcing ○ 2-Way NMF ○
Weak jump shifts: In Comp. ○ Not In Comp. ○
4th Suit Forcing: 1 Round ○ To Game ☑ McCabe Crash X-Y-Z
2♠>1♥=wjs Unus v Unus Leb>rev Xfer>2NT rebid Capp>1NToc