

SPECIAL DOUBLES		DIRECT NT OVERCALLS		<i>Sandra and Doug Fraser</i>	
Negative Thru 4♦ Responsive Thru 4♦ Other Doubles: Maximal Thru 3♥		15 to 18 HCP Systems on (Exceptions) Jump to 2NT = Disregard Opener OVER NT OPENINGS ♠ shows ♦ or Majors ♦ shows ♥ or Blacks ♥ shows ♠ or Minors ♣ shows ♣ or Reds NT shows Pointed or Rounded Over Strong: Dbl Penalty Oriented In Bal. or by PH = ♣ or Reds Over weak: Dbl = 14+ by UPH Dbl By PH = ♣ or Reds		2/1 Game Force General Chart Strong Forcing Opening: 2♣ NOTRUMP OPENING BIDS 1NT: 11 to 14 HCP (1st & 2nd) 1NT: 15 to 17 HCP (3rd & 4th) 2♣ is Non-Forcing Stayman 2♦ = Forc (trans) Stayman 2 of Majors to play; 3♣ to play 3♦ & 3 of a Major Inv. Neg. Dbl @ 3-Level Transfer Lebensohl over Single suited Major (Only Known Suit) (FS) Lebensohl over other(FS) unless 2♣ Natural/Capeletti Pass then Bid Suit = Invitational Dbl of Unnatural Bids Creates Forcing Auction	
SIMPLE OVERCALL 7 or More HCP (Occ. Light) Responses: New Suit Forcing Jump Cuebid is a Limit Raise Weak Jump Raises Transfer Responses Where Room Otherwise Q = Limit Transfer to Partner's 1-level Bid = Constr or Better than Limit		2NT: 19+ to 21 HCP 3NT: Single Suited Minor (4-level Pre) Texas over 2NT all suits slam inv Jacoby over 2NT Texas over 1NT & 2NT 2NT = Minors Wk/Inv or ♦ Wk		Special Runouts over Doubles	
JUMP OVERCALLS Weak Intermediate over Preempts and in Balancing Seat OPENING PREEMPTS 3 Level = Light NAMYATS 4♦ = ♠s 4♣ = ♥s Special responses for touching Aces		OVER OPPONENT'S TAKE-OUT DOUBLE Transfers responses to 1♣ 1 st & 2 nd Over 1♦ new suit forcing Fit Showing Jumps; Rdbl Implies No Fit; Reverse Dormer Over Majors: Transfers; Fit Showing Jumps Jordan 2NT Redouble = 8+ Pass Followed by Dbl = 10+ & FP		MAJOR OPENINGS 1st-2nd Seat: Always 5+ 3rd-4th Seat: Often 4+ RESPONSES Double Raise: Weak UPH, Limit PH By UPH: 3♦ = Constructive (4 Trumps) 3♣ = Limit Raise (4 Trumps) 2NT = Conventional Raise 3 Other Major = Any Splitter 1NT = Forcing (Special Responses) By PH: Reverse Drury: 2♣ = 4-card Limit or Max. Constr. 2♦ = 3-card Limit or Max. Constr. 2NT = Single-Suited Minor 2♣ = Strong: 22 or more HCP if NT Hand or Game Forcing Resp: 2♦ = Waiting with Values 2♠ = 8 – 10 bal	
DIRECT CUEBID Modified Michaels Single Minor Suited & Roman Jumps over Major Weak 2 Bid		MINOR OPENINGS 1♣ Promises 3+ 1♦ Promises 3+ RESPONSES Double Raise: Weak UPH, Limit PH By UPH: 2♦ over 1♣ = Limit+ 3♣ over 1♦ = Limit+ Transfers responses to 1♣ 1 st & 2 nd May bypass 1♦ May respond 3-card suit 1NT = 8-10 HCP 2NT = 13-15 HCP (asks shortness) By PH: 1NT = 6-10 over 1♦ 2NT = 10 HCP Bal 5-card raise		2♥ denies a control 2NT = 5+♥ or ♠, values	
SLAM CONVENTIONS (response showing 3 or 4 is forcing to slam!) 1430 Gerber & Kickback Special Responses to GSF Forc Pass D1P0 R1P0 DEPO Over Interference 1430 RKC Blackwood Exclusion Blackwood		OTHER CONVENTIONAL CALLS Fit Showing Jumps by PH & in Comp; NAMYATS; Unusual vs Unusual; Suction over Big Bids (Dbl = Backup); Special Responses to Minor-Major-Raise Auctions; 4th Suit Game Force; Ingberman over Reverses, Modified Wolff over Minor-Major-2NT; Woolsey over Minor-Major-1NT			
LEADS vs SUITS vs NT xx xxxx xx xxxx xxx xxxxx xxx xxxxx AKx T9x AKJx AQJx KQx KJT9x AJT9 AT9x QJx KT9x KQJx KQT9 JT9 QT9x KJT9 KT9x KQT9 QJT9 QT9x vs 5+level AKx JT9x T9xx AKx when shifting to a singleton		DEFENSIVE CARDING Suits NT Standard: Suit Pref x x Upside-Down: Count x x Attitude x x Odd-Even 1st x x Length leads 3rd & 5th 3rd & 5th Vs NT A/Q=Att, K=Unblk or Count, Reverse Smith If in doubt as to the meaning of a conventional call - ASK AT YOUR TURN!		Weak 2♦ 2NT = Forcing, requests a Feature Weak 2♥ 2NT = Forcing, Graded Responses - 3 ♠ = 5 (good suit) or min Weak 2♠ 2NT = Forcing, Graded Responses - 3 ♣ = 5 (good suit) or min	