

SPECIAL DOUBLES After Overcall: Penalty ☐ Negative ☒ thru 4h Responsive: ☐ thru ☐ Maximal ☐ Support: Dbl ☒ thru 2S Rdbl ☒ Card-showing ☐ Min. Offshape T/O ☐ Reverse Rosenkrantz doubles/redu	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ☒ Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors ☐ 2 Lowest ☒ Conv.sand w passed hand; sys on DEFENSE VS NOTRUMP vs: Weak/Strong dont 2♣ c and higher 2♦ d and higher 2♥ h and s 2♠ S Dbl single suited Other: 2NT = m + m
SIMPLE OVERCALL 1-level 8 to 17 HCP (usually) Often 4 cards ☐ Very light style ☐ Responses New Suit: Forcing ☒ NFConst ☒ NF ☐ Jump Raise: Forcing ☐ Inv. ☐ Weak ☒	OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level ☒ 2-level ☐ Redouble implies no fit ☒ 2NT Over Limit + Limit Weak Majors ☒ ☐ ☐ Minors ☒ ☐ ☐ Other: _____
JUMP OVERCALL Strong ☐ Intermediate ☐ Weak ☒	VS OPENING PREEMPT DOUBLE IS Takeout ☒ thru 4H Penalty ☐ Conv. Takeout: 4NT/4S Lebensohl 2NT Response ☒ Other: D/4S=Pen
OPENING PREEMPTS Sound ☒ Light ☒ Very Light ☐ 3/4-bids ☒ Conv./Resp. _____	SLAM CONVENTIONS Gerber ☒ 4NT: Blackwood ☐ RKC ☒ 1430 ☐ Gerber over any NT; RKC; Queen ask; cheapest K 3014 over minors 5NT= # of Ks 1430 over majors, 5nt resp to 4nt void even; vs. Interference: DOPI ☒ DEPO ☐ Level: 5 ROPI ☒
DIRECT CUEBID Over: Minor ☐ Major ☐ Natural ☐ ☐ Strong T/O ☐ ☐ Michaels ☒ ☒ mini max	LEADS (click card led, if not in bold) versus Suits x x x x x x x x A K x K Q x Q J x J 10 x K Q 10 9 versus Notrump x x x x x x x x A K J x A J 10 9 A Q J x A 10 9 8 K Q J x K Q 10 9 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x Length Leads: 4th Best vs Suits ☐ vs NT ☒ 3rd/5th Best vs Suits ☐ vs NT ☐ coded 9s and 10s k=cnt Attitude vs NT ☐ Primary signal to partner's leads Attitude ☐ Count ☐ Suit Preference ☐
SPECIAL CARDING ☐ PLEASE ASK	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 ☐ ☐

NAMES Howard and Abdul	GENERAL APPROACH 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 15 to 17 to 5-Card Major Common ☒ System On Over 2C X 2♣ Stayman ☒ Puppet ☐ 2♦ Transfer to ♥ ☒ 4♦, 4♥ Transfer ☒ 2♥ Transfer to ♠ ☒ Smolen ☒ 2♠ Gap to C, 2n sup Lebensohl ☒ (Dir denies) 2NT Gap to D Negative Double ☒	3♠ Puppet 3♦ slammish 3♥ slammish 3♠ slammish 3NT Ms-Sta 3NT Gambling Conven Over 2C-3 4D, H Trsf
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: Bergen 1NT: Forcing ☒ Semi-forcing ☐ 2NT: Forcing ☐ Inv. ☐ to 3NT: 13 to 15 Drury ☒ Reverse ☒ 2-Way ☒ Fit ☐ Other: Kokish 1s-2n-3n 1430	MINOR OPENING Expected Min. Length 1♣ 1♦ RESPONSES Double Raise: Force ☐ Inv. ☐ After Overcall: Force ☐ Inv. ☐ Forcing Raise: J/S in other Single raise ☒ Other: WJS Frequently bypass 4+♦ ☒ 1NT/1♣: 6 to 10- 2NT: Forcing ☒ Inv. ☐ 10 to 3NT: 13 to 15 Other: Crisscross (other m=
DESCRIBE 2♣ 22= to HCP Strong ☒ Other ☐ 2Hneg, 2NT=H 2♦ Response: Neg ☐ Waiting ☒ A or K 2♥ 11 to 15 HCP flannery Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv ☒ 2♥ 5 to 10 HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv ☒ 2♠ 5 to 10 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐	RESPONSES Over a 2D D=W; P=st 2NT Force ogust 2NT Force Ogust 2NT Force
OTHER CONV CALLS: New Minor Forcing ☒ 2-Way NMF ☐ Weak jump shifts: In Comp. ☒ Not In Comp. ☒ 4th Suit Forcing: 1 Round ☐ To Game ☒ Western Q, Lebensohl/reverses, Cap.@2-level/art. 1C, 2C, 2NT; Over 1m-1NT: D=Pen, 2C=MM: , un v un	