

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4D _____
 Responsive : thru 4D Maximal
 Support: Dbl. thru 2S Redbl
 Hard-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 10 to 15 _____
 Jump to 2NT: Minors 2Lowest
 Conv. _____

GENERAL APPROACH
NATURAL

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 2 DIAMONDS

SIMPLE OVERCALL

1 level 6 to 16 HCP (usually)
 Often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: STRONG WEAK
 2♣ LANDY LANDY
 2♦ MULTI HEARTS
 2♥ 2 SUITER SPADES
 2♠ 2 SUITER
 Dbl: PUNITIVE PUNITIVE
 Other _____

NOTRUMP OPENING BIDS

1NT 15 to 17
 _____ to _____
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♠ MINORS
 2NT PUPPET TO 3C
 3♣ NATURAL
 3♦ NATURAL
 3♥ NATURAL
 3♠ NATURAL
 4♦, 4♥ Transfer Smolen
 Lebensohl (____ denies)
 Neg. Double
 Other: RUBENSOHL

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ MINORS

3NT _____ to _____
GAMBLING _____
 Conventional NT Openings
 4C=MAJORS

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 OVER MAJORS: 2C/3D FIT

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

MAJOR OPENING

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

MINOR OPENING

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

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. 15+ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: INVERTED
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 16
 Other J/S OTHER MINOR 8/11

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 1C-2C:NAT 1D-2D:MAJORS

VS Opening Preempts Double Is

Takeout thru 4D Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ 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
♥ K x T 9 x	A K J x A Q J x
♦ Q x K J T x	A J T 9 A T 9 x
♣ 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
♥ Q T 9	J T 9 x T 9 x x

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Upside-Down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

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

SPECIAL CARDING **PLEASE ASK**

DESCRIBE **RESPONSES/REBIDS**

	DESCRIBE	RESPONSES/REBIDS
2♣ 18 to _____ HCP	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	NOT GAME FORCING
2♦ 18 to _____ HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv. <input checked="" type="checkbox"/>	GAME FORCING NG 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" 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.

4th Suit Forcing: 1 Rd. Game
 1 HEART - 1 SPADE: 0 TO 4 SPADES
 1 HEART - 1 NT: 5+ SPADES