

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 7H
 Responsive: thru 7H Maximal
 Support: Dbl thru 2H Rdbl
 Card-showing Min. Offshape T/O
 Snapdragon

SIMPLE OVERCALL
 1-level 6+ to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = mixed; 2NT = 4 w/inv+

JUMP OVERCALL
 Strong Intermediate Weak
 xfr McCabe; Ogust

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. xfr McCabe, 4m RKCB.

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Specific Kings; minorwood; 4S key card for hearts

vs. Interference: DOPI DEPO Level: DOPI below our suit 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

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. 4 suit xfr _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Range Stayman

DEFENSE VS NOTRUMP
 vs: Strong Weak
 2♣ C+higher ->D or M+m
 2♦ D+higher Both M
 2♥ hearts hearts
 2♠ spades spades
 Dbl 1m, or Ms or S cards
 Other: _____

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: xfr advance after major X

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4S Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

DEFENSIVE CARDING
 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

NAMES Bob Munson - Bruce Tuttle

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 14+ to 17 to	3♣ puppet Stayman 3♦ 5-5 majors, inv+ 3♥ Fragment 1-3-(5-4) 3♠ Fragment 3-1-(5-4) 5-5 major/minor spec	2NT 20 to 21 Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ relay to 3NT
5-Card Major Common <input checked="" type="checkbox"/> System On Over 2C, X 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ clubs 2NT -> diamonds	BAZE 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> 2/3 xfr lebensohl	3NT to gambling, 4D asks shor Conventional NT Openings

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: 3S/3NT splinter; Mod J2NT
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: to
 Drury : Reverse 2-Way Fit
 Other: inv Jump Shift; Kokish GT

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: Simpson; 2H spec
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 2S mixed, 2H rev Flannery

DESCRIBE	RESPONSES/REBIDS
2♣ 22 to + HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	cheaper minor 2nd neg modified kokish 3M=4M+6 diamonds
2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Mod Ogust, xfrMcCabe 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"/>	Ogust, xfrMcCabe 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"/>	Ogust, xfrMcCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ; Spiral 2S/3C
 Weak jump shifts: In Comp. Not In Comp. Fit jump shift by passed hand
 4th Suit Forcing: 1 Round To Game vs. big club CRASH
 u vs. U low=low; after reverse, cheaper of 2NT/4th suit; Wolff;
 Good/Bad 2NT; xfr adv; after 1MX (TO/neg); Mod Ham after 1NT OC

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