SPECIAL DOUBLES	NOTRUMP OVERCALLS	NAMESHamza Coban - Metecan Kalayo	oi	
After Overcall: <mark>Penalty □</mark>	Direct: 15 to 17 Systems on ✓	GENERAL APPROACH		
Negative <mark>✓</mark> thru4spades	Conv			
Responsive:	Balance: <u>11</u> to <u>15</u>	Two Over One: Game Forcing <a> Game</a> Forcing Except When Suit Reb		
	☐ Jump to 2NT: Minors ☐ 2 Lowest ✓	VERY LIGHT: Openings ☐ 3rd Hand ✓ Overcalls ☐ Preempts ✓		
Card-showing 🗸 Min. Offshape T/O 🗸	Conv	FORCING OPENING: 14 🗌 24 🗸 Natur	al 2 Bids 🗌 Other 🗌	
	DEFENSE VS NOTRUMP	NOTRUMP OPENING BIDS		
SIMPLE OVERCALL	vs:strong weak	1NT	3♣ minors to play,	
1-level 6 to 17 HCP (usually)	2♣ majors majors	15 to 17	3♦ minors GF	
Often 4 cards  Very light style   Responses	2♦ 6-card M 2♥ 5+h, 4+m 5+h, 12+ HCP	15 to 17	3♥ 3154 or 3145. GF	
New Suit: Forcing   NFConst   NF   NF	2★5+n, 4+m 5+n, 12+ HCP 2★5+s, 4+m 5+sp, 12+HCP			
Jump Raise: Forcing ☐ Inv. ☐ Weak ✓	Dbl5+m 4M 5+sp, 12+HCP	5-Card Major Common 🗌	3♠ 1345 or 1354, GF	
parity realise. For only   Inv.   Work	Other:	System On Over		
JUMP OVERCALL	Other.	2♣ Stayman 🗹 Puppet 🗌		
Strong Intermediate Weak		_ 2♦ Transfer to ♥ ✓	4♦, 4♥ Transfer ✓	
Strong   Intermediate   Weak	OVER OPP'S T/O DOUBLE	Forcing Stayman	Smolen 🗸	
	■ New Suit Forcing: 1-level □ 2-level ✓	2♥ Transfer to ♠ ✓	Lebensohl 🗸 ( denies)	
OPENING PREEMPTS	Redouble implies no fit  2NT Over Limit + Limit Weak	2 <b>★</b> trnsfr to clubs 2NTtrnsfr to dia	Negative Double 🗌	
Sound Light Very Light 3/4-bids ✓ ✓ ✓	Majors	ZN I trisir to dia		
Conv./Resp.	Minors	MAJOR OPENING	MIN	
	Other:	Expected Min. Length 4 5	Expected Min. Lengt	
DIRECT CUEBID		■ 1st/2nd □ 🗸	1 <b>.</b>	
Over: Minor Major  Natural	Takeout ✓ thru4sp Penalty □	0 1/4/1	1♦	
Strong T/O	Conv. Takeout:	RESPONSES	RI	
Michaels ✓ ✓	Lebensohl 2NT Response	Double Raise: Force ☐ Inv. ☐ Weak ✓	Double Raise: Force	
iviorideis	Other:	After Overcall: Force ☐ Inv. ☐ Weak ☐	After Overcall: Force	
SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☑ 1430 ☑		Conv. Raise: 2NT ✓ 3NT 🗌 Splinter 🗸	Forcing Raise: J/S in	
		Other:	Single raise <a> Other</a>	
		1NT: Forcing ☐ Semi-forcing ☐	Frequently bypass 4	
vs. Interference: DOPI ✓ DEPO ☐ Level:	ROPI ✓	─ 2NT: Forcing  Inv.  to	1NT/1 <b>.</b> 6 to10	
	_	■ 3NT: to	2NT: Forcing 🗌 Inv. 🕻	
LEADS (click card led, if not in bold)	DEFENSIVE CARDING	Drury <a>✓</a> : Reverse <a>✓</a> 2-Way <a>✓</a> Fit <a>─</a>	3NT:13 to16	
versus Suits versus Notrump	vs Suits vs NT	Other:	Other:	
$\mathbf{x} \times \mathbf{x} \qquad \times \times \mathbf{x} \times x$	Standard:	DESCRIBE	RI	
X         X	Except	2♣18 to HCP	l Ki	
	Upside-Down Count	Strong V Other		
QJx K109x KQJx KQ109	Jpside-Down Attitude	2♦ Response: Neg ☐ Waiting ✓4+ H0	^D	
J 10 x Q 10 9 x Q J 10 x Q 10 9 8	FIRST DISCARD		2♦ to HCP 6-card M or 20-21 BAL	
<b>K</b> Q 10 9 <b>J</b> 10 9 x <b>10</b> 9 8 x	_avinthal	Natural: Weak ✓ Intermediate ☐ Strong ✓ Conv ✓ 2NT		
Length Leads: (	Odd/Even	2♥6 to 10 HCP 5 heart, 5 o.s.		
4th Best vs Suits 🗌 vs NT 🇸	$\cap$ $\cap$		ng □ Conv ✓ 2NT	
3rd/5th Best vs Suits ✓ vs NT 🗍	OTHER CARDING	Natural: Weak ✓ Intermediate ☐ Strong ☐ Conv ✓ 2NT  2 ◆ 6 to 10 HCP 5 spades, 5 minor		
Attitude vs N1 🔲	Smith Echo	Natural: Weak V Intermediate Strong Conv V 2NT		
Primary signal to partner's leads	Γrump Suit Pref. □		<u> </u>	
Attitude 🗸 Count 🗌 Suit Preference 🗌	Foster Echo	OTHER CONV CALLS: New Minor Ford	cing 🔲 2-Way NMF 🗾	
		Weak jump shifts: In Comp. ✓ Not In Comp. ✓		
SPECIAL CARD	ING □ PLEASE ASK	4th Suit Forcing: 1 Round ☐ To Game ✓	·	

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