SPECIAL DOUBLES	NOTRUMP OVERCALLS	NAMESRon and Arnie		
	Direct: <u>15</u> to <u>18-</u> Systems on 🗹	GENERAL APPROACH		
	Conv	CENEIONE / I PROVON		
	Balance: to	Two Over One: Game Forcing 🛛 Game Forcing Except When Suit Rebid 🗌		
	Jump to 2NT: Minors 🗌 2 Lowest 🗹	VERY LIGHT: Openings 3rd Hand Overcalls Preempts		
Card-showing 🗌 Min. Offshape T/O 🗌	Conv	FORCING OPENING: 1 - 2 Vatural 2 Bids Other		
	DEFENSE VS NOTRUMP	NOTRUMP OPENING BIDS		
SIMPLE OVERCALL	vs: Strong weak		3♣ Mod Puppet	2NT 20 to 21
1-level <u>8</u> to <u>17</u> HCP (usually)	2♣ & major Lng m or M/m		3♦ 5-5 forcing	Puppet Stayman
Often 4 cards 🗌 Very light style 🗌	2♦			
Responses	2 •		3♥ <u>5-5 Invite</u>	Transfer Respons
New Suit: Forcing NFConst NF	2	5-Card Major Common 🗌 💦 🤤	3 <u>5</u> -5 forcing	Jacoby 🗹 Texas 🛛
Jump Raise: Forcing 🗌 Inv. 🗌 Weak 🜌	Dbl Lng m or 2 Ms penalty	System On Over2C & DBL		3 ≜ minor suit stayman
	Other: 2N=minors, aftr penalty DBL	2♣ Stayman 🗸 Puppet 🗌		Mod Puppet
	vs wk NT sys on by pard of dbler		I♦, 4♥ Transfer 🔽	3NT to
Strong 🗌 Intermediate 🗌 Weak 🗹	OVER OPP'S T/O DOUBLE		Smolen 🔽	Gambling No A or K
	New Suit Forcing: 1-level 🗹 2-level 🗌	2♥ Transfer to 🖢 🗹 🛛	ebensohl 🗹 (Fast d	enies) Conventional NT Ope
OPENING PREEMPTS	Redouble implies no fit 🗹	2. trf to ClubsN	Vegative Double 🔽	
Sound Light Very Light	2NT Over Limit + Limit Weak	2NTtrf to Diamonds	sut accept ovr m Xfr	
3/4-bids	Majors 🗹 🗌 🗌	MAJOR OPENING		
Conv./Resp	Minors 🔽 🗌	Expected Min. Length 4 5		ted Min. Length 4 3 NF 0-2 Cor
DIRECT CUEBID	Other:	1st/2nd	Expec 1♣	
Over: Minor Major	VS OPENING PREEMPT DOUBLE IS		1	
	Takeout 🗹 thruPenalty 🗌		1•	
	Conv. Takeout:	RESPONSES	Daubl	
	Lebensohl 2NT Response 🗹	Double Raise: Force Inv. V		e Raise: Force 🗌 Inv. 🗌 <mark>Weak</mark> 🗹 Dvercall: Force 🗍 Inv. 🗍 Weak 🗹
Other: Leaping Michaels				g Raise: J/S in other minor 🔽
SLAM CONVENTIONS Gerber 🗹 4NT: Blackwood 🗌 RKC 🗌 1430 🗹		Other: Bergen Raises Single raise I Other:		
		1NT: Forcing I Semi-forcing Frequently bypass 2NT: Forcing I Inv. ↓ to 1NT/1♣:6 to		
vs. Interference: DOPI 🗹 DEPO 🗹 Level:	ROPI 🗌	2NT: Forcing 🗹 Inv. 🗌 toto 3NT: to	2017: 6	e. <u>o</u> lo <u>10</u> Forcing [] Inv. []11 to12
LEADS (click card led, if not in bold)	DEFENSIVE CARDING	Drury ♥ : Reverse ♥ 2-Way □ Fit □ 3NT:13		
versus Suits versus Notrump	vs Suits vs NT			Criss Cross = Limit
xx xxx xx xx xx	Standard:	Other: 2C=4, 2D=3	_	
<u>x x x x x x x x x x x x x x x x x x x </u>	Except	DESCR	IBE	RESPONSES/REB
AKX 109X AKJXAQJX		2 to HCP		Controls
K Q x K J 10 x A J 10 9 A 10 9 8	Upside-Down Count	Strong 🗹 Other 🗌		3C= 2nd Neg
Q J x K 10 9 x K Q J x K Q 10 9	Upside-Down Attitude	2♦ Response: Neg □ Waiting □		
J 10 x Q 10 9 x Q J 10 x Q 10 9 8	FIRST DISCARD			2NT asks shortness
KQ109 J109x 1098x	Lavinthal			2NT Force D New Suit N
Length Leads: 4th Best vs Suits □ vs NT 【	Odd/Even			3C asks Feature
3rd/5th Best vs Suits vs NT				2NT Force 🗌 New Suit N
Attitude vs NT	OTHER CARDING	2≜ <u>5</u> to <u>11</u> HCP		
Primary signal to partner's leads	_Smith Echo □	Natural: Weak Intermediate Strong Conv Natural: Weak New Suit N		
Attitude 🗹 Count 🗌 Suit Preference 🗌	Foster Echo	OTHER CONV CALLS: New Minor Forcing 2-Way NMF		
	Weak jump shifts: In Comp. 🖉 Not In Comp. 🖉			
	4th Suit Forcing: 1 Round To Game Meckwell runouts			
SPECIAL CARDING 🗆 PLEASE ASK		Min/Max 2NT; Unusual vs Unusual; Good/Bad 2NT		
		Kokish; Reverse Flannery, OMM, Baze, McCabe		
		NOKISH, REVEISE FIANNERY, UMINI, BAZE, MICCADE		

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