

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 3s  
 Responsive:  thru 3S Maximal   
 Support: Dbl  thru 2H Rdbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 8 to 16 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 2NT = describe hand

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

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 1430 major, 0314 minor  
 vs. Interference: DOPI  DEPO  Level: ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump  

<b>x</b>	<b>x</b>	x x x x	<b>x</b> <b>x</b>	x x x <b>x</b>
<b>x</b>	<b>x</b>	x x x x	<b>x</b> <b>x</b>	x x x <b>x</b>
<b>A</b>	<b>K</b>	10 9 x	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b>	<b>Q</b>	K J 10 x	<b>A</b> <b>J</b> 10 9	<b>A</b> 10 9 8
<b>Q</b>	<b>J</b>	K 10 9 x	<b>K</b> <b>Q</b> J x	<b>K</b> <b>Q</b> 10 9
<b>J</b>	<b>10</b>	Q 10 9 x	<b>Q</b> J 10 x	<b>Q</b> 10 9 8
<b>K</b>	<b>Q</b>	10 9	<b>J</b> 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

**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** Kevin

**GENERAL APPROACH**  
 2/1 Game Force  
 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 3♣ 6 clubs with 2 hon  
 14 to 17 3♦ 6 diamonds with 2  
 to 3♥ GF 5+ H  
 3♣ GF 5+ S  
 5-Card Major Common   
 System On Overalways  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♣  Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ C (2n sup acc)  
 2NTD (3c sup acc)

**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: Jacoby 2NT asking controls  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  12 to  
 3NT: 13 to 15  
 Drury  Reverse  2-Way  Fit   
 Other: 3c 6-9 3D 10-12

**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: INV MIN GF  
 Frequently bypass 4+   
 1NT/1♣ 6 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other:

**DESCRIBE**  
 2♣ 22+ to 37 HCP or 81/2 quick tricks  
 Strong  Other  2h - Bust  
 2♦ Response: Neg  Waiting   
 2♥ 5 to 11 HCP Feature  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 to 11 HCP Feature  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 to 11 HCP Feature  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 2NT Force  New Suit NF   
 2NT Force  New Suit NF   
 2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 After pd passes, preempts can have opening points  
 Sandwich nt

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