SPECIAL DOUBLES After Overcall: Penalty	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ✓	NAMES Gail Cameron - Leuben Zaykov		
	Conv.other TWO suits	GENERAL APPROACH		
Negative ✓ thru4H Responsive: ✓ thru3H Maximal ✓	Balance: <u>14</u> to <u>16</u>	Blie Precision (Precision with control point responses,A=2,K=1)		
Support: Dbl ✓ thru3H Rdbl ✓	Jump to 2NT: Minors 🗸 2 Lowest 🗸	Two Over One: Game Forcing ☐ Game Forcing Except When Suit Rebid ✓		
Card-showing 🗸 Min. Offshape T/O 🗸	Conv	VERY LIGHT: Openings ✓ 3rd Hand ✓ Overcalls ✓ Preempts ✓		
	DEFENSE VS NOTRUMP	FORCING OPENING: 1♣ ☐ 2♣ ☐ Natural 2 Bids ✓ Other ✓♣=17+any, 18+bal		
SIMPLE OVERCALL	vs: STRONG NOT strong	NOTRUMP OPENING BIDS		
1-level <u>8</u> to <u>18</u> HCP (usually)	2♣ majors	1NT	1NT 3♣6+C, 2TO 2NT 21 to 22	
Often 4 cards 🗸 Very light style 🗸	2♦ 6+cards major	15 to 17	3♦ 5+-5+ minors GF-	+ Puppet Stayman ✓
Responses New Suit: Forcing ✓ NFConst ☐ NF ✓	2♥ 5+H & 4+minor	to	3♥ 5-4 minors, short	
Jump Raise: Forcing ☐ Inv. ☑ Weak ☑	2≜ 5+S & 4+minor		-	
outing it talse. I ording it inv. Www.	Dbl <u>9+cards m-M</u> penalty Other:	5-Card Major Common <	3♠ 5-4 minors, short	
JUMP OVERCALL	Other.	System On Overnat 2l		3 ≜ MSS
Strong Intermediate Weak		2♣ Stayman ✓ Puppet 🗌	might not have 4cM	
Strong Willennediate Wilveak W	OVER OPP'S T/O DOUBLE	2♦ Transfer to ♥ ✓	4♦, 4♥ Transfer ✓	3NT <u>11</u> to <u>17</u>
OPENING PREEMPTS	New Suit Forcing: 1-level ✓ 2-level ☐ Redouble implies no fit ☐	Forcing Stayman ☐ 2♥ Transfer to ♠ ✓	Smolen	
Sound Light Very Light	2NT Over Limit + Limit Weak	2♦ RangeASK or C	Lebensohl ((denies) Conventional NT Openings
3/4-bids	Majors \square	2NTtransfer to D	Negative Double 🗸	
Conv./Resp.	Minors		·	
DIRECT CUEBID	Other:	MAJOR OPENI		MINOR OPENING
Over: Minor Major	VS OPENING PREEMPT DOUBLE IS	Expected Min. Length 4 5 Expected Min. Length 4 3 NF 0-2 Conv.		ected Min. Length 4 3 NF 0-2 Conv.
Natural	Takeout ✓ thru4H Penalty ✓	1st/2nd □ ✓	1♣	
Strong T/O	Conv. Takeout:	3rd/4th ✓ ✓	1♦	
Michaels	Lebensohl 2NT Response 🗸	RESPONSES		RESPONSES
Other:		Double Raise: Force 🗌 Inv. 🗸	Weak 🗸 Doub	le Raise: Force ☐ Inv. ☐ Weak ✓
SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430		After Overcall: Force Inv.		Overcall: Force Inv. Weak
Minorwood, Exclusion Blackwood (Voidwood)		Conv. Raise: 2NT ✓ 3NT ✓ S		ng Raise: J/S in other minor □
, , ,		Other:		e raise 🗸 Other:
vs. Interference: DOPI 🗸 DEPO 🗌 Level:5	ROPI ✓	1NT: Forcing ✓ Semi-forcing (uently bypass 4+♦ □
LEADS (click card led, if not in bold)	DEFENSIVE CARDING	2NT: Forcing		
varaus Cuita varaus Natruman	vs Suits vs NT	3NT:13 to 15		
x x x x x x x x x x x x	Standard:	Drury : Reverse : 2-Way		13 to 15
X X X X X X X X X X X X X X X X X X X	Except <a>o/e	Other: mini/max splinter		r: <u>2M=5cM+5cD</u>
ANKIX 1019X ANKIJX ANQIJX		DESCR		RESPONSES/REBIDS
$\overline{\mathbf{K}}$ $\overline{\mathbf{Q}}$ \times $\overline{\mathbf{K}}$ $\overline{\mathbf{J}}$ $\overline{\mathbf{J}}$ $\overline{\mathbf{Q}}$ \times $\overline{\mathbf{A}}$ $\overline{\mathbf{J}}$ $\overline{\mathbf{J}}$ $\overline{\mathbf{Q}}$ $\overline{\mathbf{A}}$ $\overline{\mathbf{J}}$ $\overline{\mathbf{Q}}$ $\overline{\mathbf{Q}}$ $\overline{\mathbf{A}}$	Upside-Down Count <	2 <u>♣11</u> to <u>16</u> HCP <u>6+C, 5+C</u>		2D=asking
QJx K109 x KQJx KQ109	Upside-Down Attitude		Strong Other Vike Precision 2M=natural=8-11 HCPs	
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	FIRST DISCARD	2♦ Response: Neg Waitii		2NT=relay to 3C
Length Leads:	Lavinthal □ □ □ Odd/Even ✓ ✓			Multi 2D
4th Best vs Suits vs NT		Natural: Weak ✓ Intermediate ✓ Strong ✓ Conv ✓ 2NT Force ✓ New Suit NF ✓		
3rd/5th Best vs Suits ☐ vs NT ☐	OTHER CARDING	2♥8 to 12 HCP 5+H and 4+cards minor		
Attitude vs NT [Smith Echo	Natural: Weak ☐ Intermediate ☑ Strong ☐ Conv ☐ 2NT Force ☑ New Suit NF ☑		
Primary signal to partner's leads	Trump Suit Pref.	248 to 12 HCP 5+S and 4+cards minor		
Attitude 🗸 Count 🗸 Suit Preference 🗸	Foster Echo	Natural: Weak ☐ Intermediate ✓ Strong ☐ Conv ☐ 2NT Force ✓ New Suit NF ✓		
	OTHER CONV CALLS: New Minor Forcing ✓ 2-Way NMF ✓2D=GF+			
SPECIAL CARDIN	Weak jump shifts: In Comp. Not In Comp.			
	4th Suit Forcing: 1 Round ☑ To Game ☑ level 2=F1			

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