

**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; Meckwell

**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  
 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

**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

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. Gladiator/2NT over weak 2  
 Balance: 10 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 and non

**NAMES** Bob Munson - Ben Blacik

**GENERAL APPROACH**  
 Two Over One: Game Forcing  Game Forcing Except When S  
 VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts   
 FORCING OPENING: 1♦  2♠  Natural 2 Bids  Other

**NOTRUMP OPENING BIDS**  
 1NT 3♣ puppet Stayman  
 14+ to 17 3♦ 5-5 majors, inv+  
 to 3♥ Fragment 1-3-  
 5-Card Major Common  3♠ Fragment 3-1-  
 System On Over 2C, X  
 2♣ Stayman  Puppet  BAZE  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl (fast  
 2♠ -> clubs Negative Double   
 2NT -> diamonds xfr lebensohl

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd   Expecte  
 3rd/4th   1♣  
 1♦  
**RESPONSES**  
 Double Raise: Force  Inv.  Weak  Double F  
 After Overcall: Force  Inv.  Weak  After Ove  
 Conv. Raise: 2NT  3NT  Splinter  Forcing f  
 Other: 3S/3NT splinter; Mod J2NT Single ra  
 1NT: Forcing  Semi-forcing  Frequent  
 2NT: Forcing  Inv.  to 1NT/1♣:  
 3NT: to 2NT: For  
 3NT:  to 3NT:   
 Drury  : Reverse  2-Way  Fit   
 Other: inv Jump Shift; Kokish GT Other: 2

**DESCRIBE**  
 2♣ 22 to + HCP ch  
 Strong  Other  m  
 2♦ Response: Neg  Waiting  3M  
 2♥ 5 to 10 HCP M  
 Natural: Weak  Intermediate  Strong  Conv  2N  
 2♠ 5 to 10 HCP M  
 Natural: Weak  Intermediate  Strong  Conv  2N  
 2♣ 5 to 10 HCP M  
 Natural: Weak  Intermediate  Strong  Conv  2N

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