



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♠  
 Responsive  : thru 4♠ Maximal   
 Support: Dbl.  thru 2♥ Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  SysOn/Balancing 1NT  
 Balancing: 11 to 15  
 Jump to 2NT: Minors  2Lowest   
 Conv.  xfers after 2NT o/c

NAMES Andrew and Bill

### GENERAL APPROACH

2/1 GF  
 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

### SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)  
 often 4 cards  very light style   
 Responses  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 JQ=mixed; 2NT/M LR+; mod xfer ad

### DEFENSE VS NOTRUMP

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_  
 2♣ Majors \_\_\_\_\_ Majors \_\_\_\_\_  
 2♦ ♥ or ♠ \_\_\_\_\_ ♥ or ♠ \_\_\_\_\_  
 2♥ ♥ + minor \_\_\_\_\_ ♥ + minor \_\_\_\_\_  
 2♠ ♠ + minor \_\_\_\_\_ ♠ + minor \_\_\_\_\_  
 Dbl: 4M 5m or ♦ \_\_\_\_\_ Penalty \_\_\_\_\_  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

1NT  
14+ to 17-  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common  3♥ 1 major strong \_\_\_\_\_  
 System on over K, 2♣ unl  3♠ GF minors \_\_\_\_\_  
 2♣ Stayman  Puppet  ess Landy (pens interest) \_\_\_\_\_  
 2♦ Transfer to ♥  4♦, 4♥ Transfer  through 3♠ \_\_\_\_\_  
 Forcing Stayman  Smolen  \_\_\_\_\_  
 2♥ Transfer to ♠  Lebensohl  (fast denies) \_\_\_\_\_  
 2♠ modified MSS \_\_\_\_\_ Neg. Double  3♠ \_\_\_\_\_  
 2NT natural invite \_\_\_\_\_ Other: \_\_\_\_\_

2NT 19+ to 21-  
 Puppet Stayman   
 Transfer Responses:  
 Jacoby  Texas   
 3♠ MSS  
 Muppet (Mod Puppet)

3NT \_\_\_\_\_ to \_\_\_\_\_  
 gambling \_\_\_\_\_  
 Conventional NT Openings

### JUMP OVERCALL

Strong  Intermediate  Weak   
 Intermediate unfavorable \_\_\_\_\_

### OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble implies no fit   
 2NT Over Limit+ Limit Weak  
 Majors     
 Minors     
 Other Mod xfers/1MX; JS fit or mix

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

### MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splitter   
 Other: 2NT LR+, also in all competition  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  Reverse  2-Way  Fit   
 Other: 3 lower = natural, inv  
 3M mixed

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to \_\_\_\_\_ 10 \_\_\_\_\_  
 2NT Forcing  Inv.  F/♣ to Inv/♦  
 3NT: \_\_\_\_\_ 16 \_\_\_\_\_ to \_\_\_\_\_ 17 \_\_\_\_\_  
 Other 3m mixed; 3 lower nat invit

### DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>
Cuebid top and another	<input type="checkbox"/>	<input type="checkbox"/>

### VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty   
 Conv. Takeout: 4NT  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430   
 0314 minors and exclusion

vs Interference: DOPI  DEPO  Level: 5 trump suit+ ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> x x (x) x	<b>x x</b> (x) x x
x x (x) x x x x (x)	x x x (x) x (x) x
(A) K x T 9 x	A K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x K Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

### DEFENSIVE CARDING

Standard:  vs SUITS  vs NT   
 Except   
 Upside-Down:  
 count    
 attitude

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 Suits: 3rd from even, 3/5 from odd  
 K from AK vs suits above 4 level

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo Reverse    
 Trump Suit Pref.    
 Foster Echo

### Primary signal to partner's leads

Attitude  Count  Suit preference

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	strong, artificial Cheapest 3m 2nd negative
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	8 Birthright
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	weak only multi 2NT asks description
2♥ <u>3</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	both majors 2NT asks description
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	+ minor when vul Ogust nv; asks vul

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ

Weak Jump Shifts: In Comp.  Not in Comp.  1♣-2♠ only

4th Suit Forcing: 1 Rd.  Game  Gazzilli: UVU/UVM

X/1♦/2♣/2♦ 2-suited over strong 1♣ and 1♦ response

Reverse Flannery by Responder: 1♥-2♠ sub-invitational

All jump shifts in competition fit-showing or conventional mixed raise

## SPECIAL CARDING PLEASE ASK