



SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 11 to 14
 Jump to 2NT: Minors 2Lowest
Conv. Q=Stym, all else natural

NAMES Bill Staats - Mark Bumgardner

GENERAL APPROACH

2/1 Game Forcing
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 6 to + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Q=LR+, jump Q=4pc const

DEFENSE VS NOTRUMP

vs: **WEAK**(incl 12) **STRONG**(no 12)
 2♣ M+m or 1m C+Major
 2♦ Majors D+Major
 2♥ Hearts Hearts
 2♠ Spades Spades
 Dbl: Penalty 1m or M's
 Other Over Strong NT, 3N= Majors

NOTRUMP OPENING BIDS

1NT
15 to 17
 to _____
 5-card Major common
 System on over 2C,X
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman **Smolen**
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Size ask or C Neg. Double
 2NT D or 5-5 m weak Other: Baze

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ relay to 3N-
Smolen _____
3NT _____ to _____
 4 of m preempt _____

Conventional NT Openings
 delayed transfers
 Transfer Lebensohl

JUMP OVERCALL

Strong **Intermediate** **Weak**

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

VS Opening Preempts Double Is

2NT Over	Limit+	Limit	Weak
Majors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Other	_____	_____	_____

VS Opening Preempts Double Is

Takeout thru 4H Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
 Other: Leaping & Non leaping Michaels

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Conv. Raise: **2NT** **3NT** **Splinter**
 Other: Inv JS,ld xfr/x

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Forcing Raise: J/S in other minor
 Single raise Other: Game Forcing

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

DIPO, RIPO

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle 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 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

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 3rd even, low odd vs suits Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2D=2Qs or better
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2H, pass=negative
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF, McCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF, McCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF, McCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2C relay 2D

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unus/Unus(3C=LR,3D=inv OM,)

CRASH/1C & 2C., 2 Way Game Tries- majors

Flannery defense, Leaping Michaels, XYZ, Mod Hamilton /1N oc of 1m

SPECIAL CARDING

PLEASE ASK