



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3♥
 Responsive : thru 3♦ Maximal
 Support: Dbl. thru 3♦ 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. _____

NAMES New England Mixed

GENERAL APPROACH

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 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: DONT
 2♣ ♣+ a higher 2D pass/co
 2♦ ♦+ a higher 2H/S pass/corr
 2♥ ♥+ a higher
 2♠ ♠
 Dbl: a long suit
 Other 2NT minors

NOTRUMP OPENING BIDS

1NT
15 to 17
to
 5-card Major common
 System on over 2♣ & Dbl
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (___ denies)
 2♠ Trans to minors Neg. Double 3 level
 2NT Natural 8-9 HCP Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ _____

3NT _____ to _____
Conventional NT Openings

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. _____

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Bergen Raises/off when overcall
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 13 to _____
 3NT: 13 to 15
 Drury Reverse 2-Way Fit
 Jacoby 2NT
 Other: Reversed Bergen w/o interfere

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Other: inverted
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Gerber=04/1/2/3

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
 (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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

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

SPECIAL CARDING PLEASE ASK

DESCRIBE RESPONSES/REBIDS

2♣ 22 to _____ HCP
 Strong Other 22+ HCP
 2♦ Resp: Neg Waiting 4 losers or less
 2♦ 6 to 10 HCP
 Natural: Weak Intermediate Strong Conv.
 Feature
 2NT Force New Suit NF
 2♥ 6 to 10 HCP
 Natural: Weak Intermediate Strong Conv.
 Feature
 2NT Force New Suit NF
 2♠ 6 to 10 HCP
 Natural: Weak Intermediate Strong Conv.
 Feature
 2NT Force New Suit NF

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

Weak Jump Shifts: In Comp. Not in Comp.
 4th Suit Forcing: 1 Rd. Game Spiral 2NT (3344)
 Help suit game try, wolf sign-off, Simple Drury