

**SPECIAL DOUBLES**  
 After Overcall: Penalty  honor db ->3H  
 Negative  thru 3H  
 Responsive:  thru 4H Maximal   
 Support: Dbl  thru 2S Rdbl   
 Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
Conv.balance-jump-2n=19-21  
 Balance: 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
Conv.Sandwich PH

**DEFENSE VS NOTRUMP**  
 vs: Strong 1NT Weak 1NT  
2♠ C+higher One suit  
2♦ D+higher H+S  
2♥ H H+minor  
2♠ S S+minor  
 Dbl m or Both M penalty  
 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: \_\_\_\_\_

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4H Penalty   
Conv. Takeout:  
Lebensohl 2NT Response   
 Other: Leaping Michaels

**OPENING PREEMPTS**  
 Sound  Light  Very Light   
 3/4-bids  
Conv./Resp.

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**SIMPLE OVERCALL**  
 1-level 6 to 17 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak

**DIRECT CUEBID**  
 Over: Minor  Major   
 Natural   
 Strong T/O   
 Michaels   
 mini-max

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
Kickback, Specific K, Exclusive, void response.  
all 1430  
 vs. Interference: DOPI  DEPO  Level: beyond 5 level 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

**DEFENSIVE CARDING**  
 Standard:    
 Except   
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

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 Trump Suit Pref.    
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**SPECIAL CARDING**  **PLEASE ASK**

**NAMES 2/1 UDCA**

**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

**NOTRUMP OPENING BIDS**  
 1NT 15 to 17  
 \_\_\_ to \_\_\_  
 5-Card Major Common   
 System On Over x, 2C  
 2♠ Stayman  Puppet   
 2♦ Transfer to ♥   
 Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ ->C, 2N like  
 2NT ->D, 3C like

3♣ ask 5M, GF  
 3♠ 5-5 minors, GF  
 3♥ 5-5 major inv  
 3♠ 5-5 major GF  
 4♦, 4♥ Transfer   
 Smolen   
 Lebensohl  (fast denies)  
 Negative Double  2

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
 3♠ minor stayman

3NT \_\_\_ to \_\_\_  
Gambling  
**Conventional NT Openings**  
2n-3d-3h-3s=55M slam

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_ to \_\_\_  
 3NT: 3 tobal  
 Drury : Reverse  2-Way  Fit   
 Other: Rev Bergen, 2way nmf.

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♠      
 1♦      
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: limited  
 Frequently bypass 4+♦   
 1NT/1♠: 6 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: 1C-2D, 1D-3C=GF raise m

**DESCRIBE**  
2♠22+ to \_\_\_ HCP 9 tricks  
 Strong  Other   
 2♦ Response: Neg  Waiting   
2♠ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv   
2♥ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv   
2♠ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
2D/2H=0-1 Ctr (2d=NGF)  
2S=2, 2N=3 Ctr, ...  
DR1P2  
feature  
 2NT Force  New Suit NF   
ogust  
 2NT Force  New Suit NF   
ogust  
 2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 Western Cue, CRASH vs strong 1C, un vs un  
 1M-(x): 2C=4/LR, 2D=4/MR, 2N=3/LR+. 1M-(overcall)-2N=4/LR+