

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

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

SIMPLE OVERCALL
 1-level 6 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 1/1NF, 2/1 NF, 2/2 FC

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: 2N=mm

JUMP OVERCALL
 Strong Intermediate Weak

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit

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

2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: robinson

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Kickback, Specific Kings, Exclusion RKC, _____
 all RKC 0314
 vs. Interference: DOPI DEPO Level: DR1 P2 (step) 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
A K x	A K J x
K Q x	A J 10 9
Q J x	K Q J x
J 10 x	Q J 10 x
K Q 10 9	J 10 9 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude vs NT
 A=Attitude, K=Count

Primary signal to partner's leads
 Attitude Count Suit Preference

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

SPECIAL CARDING PLEASE ASK

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	3♣ ask 5M, GF	2NT 20 to 21
15 to 17	3♠ 5-5 minors, GF	Puppet Stayman
to	3♥ 5-5 major inv	Transfer Responses
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 5-5 major GF	Jacoby <input checked="" type="checkbox"/> Texas <input type="checkbox"/>
System On Over X, 2C	Garbage Stayman	3♠ minor stayman
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♥ 4♥ Transfer <input checked="" type="checkbox"/>	3NT to
2♦ Transfer to ♣ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Gambling
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Op
2♥ Transfer to ♠ <input type="checkbox"/>	Negative Double <input checked="" type="checkbox"/> 23	
2♠ ->C, 2N like		
2NT ->D, 3C like		

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: 13 to 15
 Drury Reverse 2-Way Fit
 Other: Reverse Bergen

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, X

DESCRIBE

2♣22+ to HCP	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2D=NGF, 2H=0-1 Ctr
2♦ Response: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/>		2S=2 Ctr, 2N=3 Ctr
2♠ 5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	pgust
2♥ 5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit M
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2♥ 5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit M
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2♥ 5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit M

OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ
 Weak jump shifts: In Comp. Not In Comp. un vs un
 4th Suit Forcing: 1 Round To Game UPH
 vs strong 1C: 1 level CRASH, 2+level SUCTION.
 1M-(x)-2C=4 LR+, 2D=4 mixed raise, 2N=3 LR+.