

SPECIAL DOUBLES

After Overcall: Penalty []
Negative [] thru
Responsive []: thru Maximal []
Support: Dbl. [] thru 3-level Redbl []
Card-showing [] Min. Offshape T/O []
Snapdragon Dbl

SIMPLE OVERCALL

1 level 8- to + HCP (usually)
often 4 cards [] very light style []
Responses
New suit: Forcing [] NFConst [] NF []
Jump raise: Forcing [] Inv. [] Weak []
JQ = mixed

JUMP OVERCALL

Strong [] Intermediate [] Weak []
2N = Ogust

OPENING PREEMPTS

Sound [] Light [] Very Light []
3/4-bids []
Conv./Resp. []

DIRECT CUEBID

OVER: Minor [] Major [] Artif. Bid []
Natural []
Strong T/O []
Michaels []

SLAM CONVENTIONS Gerber [] 4NT: Blackwood [] RKC [] 1430 []
Last train, semi-serious 3N, Minorwood

vs. Interference: DOPI [] DEPO [] Level: DOPI/5, DEPO/6 [] 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
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 [9]

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on []
Conv. []
Balancing: 12 to 14-16
Jump to 2NT: Minors [] 2 Lowest []
Conv. []

DEFENSE VS NOTRUMP

vs:
2♣ Majors []
2♦ 1 Major []
2♥ 5♥+minor []
2♠ 5♠+minor []
Dbl: Penalty [] BPH: 4M + 5+m []
Other: 2N=Major + longer minor (10+ cards)

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 many conv raises

VS Opening Preempts Double Is

Takeout [] thru [] Penalty []
Conv. Takeout: []
Lebensohl 2NT Response []
Other: []

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 [] []

NAMES Cheryl Mandala — Yul Inn

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GENERAL APPROACH

2/1 GF except 2♠/1♦ or minor suit rebid

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 [] Namyats

NOTRUMP OPENING BIDS

1NT 15 to 17 (lighter with long suit)
3♣ weak
3♦ invite
3♥ 3=1 Majors
3♠ 1=3 Majors
5-card Major Common []
System on over 2♠, Dbl
2♠ Stayman [] Puppet []
2♦ Transfer to ♥ []
Forcing Stayman []
2♥ Transfer to ♠ []
2♠ MSS
2NT []
4♦, 4♥ Transfer []
Smolen []
Lebensohl (F denies) []
Neg. Double []
Other: After penalty Dbl: Rdbl => 2♠

2NT 20 to 21

Puppet Stayman []
Transfer Responses:
Jacoby [] Texas []
3♠ => 3N

3NT to
4 minor preempt

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Mixed []
Conv. Raise: 2NT [] 3NT [] Splinter []
Other: 3m = raise, 2-way splinters
1NT: Forcing [] Semi-forcing []
2NT: Forcing [] Inv. [] 12 to 14
3NT: [] to []
Drury []: Reverse [] 2-Way [] Fit []
Other: []

MINOR OPENING

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

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Mixed []
Forcing Raise: J/S in other minor []
Single raise [] Other: []
Frequently bypass 4+♦ []
1NT/1♠ 7 to 10
2NT: Forcing [] Inv. [] 12 to 14
3NT: 15 to 17
Other: []

2♣ [] to [] HCP
Strong [] Other []
2♦ Resp: Neg [] Waiting []

DESCRIBE

RESPONSES/REBIDS

cheapest 3 = 2nd neg

2♦ 5 to 10 HCP
Natural: Weak [] Intermediate [] Strong [] Conv. []

Ogust 3♠=NF
2NT Force [] New Suit NF []
Modified Ogust, 2♠=F, 3♠, 3♦=NF

2♥ 5 to 10 HCP
Natural: Weak [] Intermediate [] Strong [] Conv. []

2NT Force [] New Suit NF []
Modified Ogust 3♥=F, 3♠, 3♦=NF

2♠ 5 to 10 HCP
Natural: Weak [] Intermediate [] Strong [] Conv. []

2NT Force [] New Suit NF []

OTHER CONV. CALLS: New Minor Forcing: [] 2-Way NMF [] UPH only
Weak Jump Shifts not in Comp. [] WJS/comp 4th Suit Forcing: 1 Round [] Game []
Wolf signoff, Reverse Flannery, Unusual/unusual, Mathe/strong club
After opp 1 level overcall: JQ => 3N, After opp Neg Dbl of 1M: transfers through 2M-1