



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. xx forces to 2♣
Balancing: 10 to 15
 Jump to 2NT: Minors 2Lowest
Conv. _____

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GENERAL APPROACH

2 over 1
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 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = Mixed Raise

DEFENSE VS NOTRUMP

vs: **STRONG** WEAK
 2♣ ♣ & Higher Both majors
 2♦ ♦ & Higher One major
 2♥ Hearts ♥ & a minor
 2♠ Spades ♠ & a minor
 Dbl: Meckwell points
 Other: _____

NOTRUMP OPENING BIDS

1NT
14+ to 17
 to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** 4♦, 4♥ Transfer
Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (Fast denies)
 2♠ **Ask for ♣** **Neg. Double** 2/3 level
 2NT **Ask for ♦** **Other:** _____

3♣ Puppet _____
3♦ 5♥, 5♠ Inv or more _____
3♥ 1/3 & 4/5 or 5/4 _____
3♠ 3/1 & 4/5 or 5/4 _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
3♠ Transfer to 3NT
 to show 1 or both minors
3NT _____ to _____
 gambling w/ one o/s stop

Conventional NT Openings _____

JUMP OVERCALL

Strong **Intermediate** **Weak**
Ogust, McCabe

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 In minors jump to 3 is Limit

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. **Preemptive Gerber**

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4♥ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

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: Jacoby, Bergen

1NT: Forcing **Semi-forcing**
2NT: Forcing Inv. _____ to _____
3NT: 13 to 15
Drury **Reverse** **2-Way** **Fit**
Other: After a Double, one under is a constructive raise

MINOR OPENING

Expected Min. Length 4 3 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:** _____
 Frequently bypass 4+♦
1NT/1♣ 6 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other double js = splinter

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 3014, Minorwood, Preemptive Gerber

5NT response is even # with known void
 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)
(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
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even
Attitude

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING

PLEASE ASK