



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3♠
 Responsive : thru 3♠ Maximal
 Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 11 to 15 SysOn
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES Sue Anderson / David Taylor

GENERAL APPROACH

2/1, str NT, UDCA, Smith, TSP, std honor / 3rd-low leads
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 8 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Mixed raises.

DEFENSE VS NOTRUMP

vs: Any _____ Weak _____
 2♣ m or M/m _____
 2♦ H + S _____
 2♥ H _____
 2♠ S _____
 Dbl: Pen _____ (Sys on @3lv)
 Other 2N = minors

NOTRUMP OPENING BIDS

1NT
15 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 (Dir denies)
 2♠ MSS or ♦ Neg. Double 3-level
 2NT ♣ or 3 suited Other: Over 1N(x), XX TO to minor

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

3NT _____ to _____
 gambling, 0 ctrls

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
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Mod Jacoby (GF)

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

VS Opening Preempts Double Is

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

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Minorwood. Exclusion (3014)

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

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

Attitude vs NT
 K=Unblock/Kount
Primary signal to partner's leads
 Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Neg = 2♥/x/xx
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp. 2-lvl = weak. 3-lvl = inv.
4th Suit Forcing: 1 Rd. Game Hardy over reverses. Xfers over 1x-1y-2N.
 Unusual vs Unusual: Lower = support, 4th = forcing
 Over 1♦*: 2♦=nat, 2♥=wk Ms, 3♦=st Ms. Mathe. FSJ in comp / BPH

SPECIAL CARDING

PLEASE ASK