



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. DONT runouts / X
 Balancing: 10 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

NAMES Farid & Gramt 2/1 GF

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 7 to 18 HCP (usually)
 often 4 cards very light style
 Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
 2♣ majors _____
 2♦ one major _____
 2♥ ♥s + minor _____
 2♠ ♠s + minor _____
 Dbl: penalty _____
 Other _____

NOTRUMP OPENING BIDS

1NT 14 to 16
 _____ to _____
 5-card Major common 3♥ 31(45)
 System on over X, 2♣ 3♠ 13(45)
 2♣ Stayman Puppet garbage Stm
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ transfer to ♣ _____ Neg. Double _____
 2NT transfer to ♦ _____ Other: _____

2NT 19 to 20
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ MSS
 3NT = 5♠ + 4♥s
 3NT _____ to _____
 gambling no A or K out

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak
 JQ = mixed raise

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

OPENING PREEMPTS

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

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

MAJOR OPENING

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

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Jacoby _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: force->3m/2NT

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: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 PKC

vs Interference: DOPI DEPO Level: 5 of trump suit+ 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)
(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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

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

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	strong, ART Kokish
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"/>	Feature 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"/>	Feature 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"/>	Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unusual vs Unusual

Strong JS -> 2M, Inv. JS+> 3m