

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 4♣
 Responsive: thru _____ Maximal
 Support: Dbl thru _____ Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 8 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

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

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

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

DEFENSE VS NOTRUMP
 vs: 15+ _____
 2♠ 5+/4+ Majors _____ 5+/4+ Majors _____
 2♦ 6M _____ 6M _____
 2♥ 5♥ 4+m _____ 5♥ 4+m _____
 2♠ 5♠ 4+m _____ 5♠ 4+m _____
 Dbl 5+m 4M or 18+ _____ 13+ _____
 Other: 2nt = minors _____

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: over 2M 3M=55m
 4m=5m5OM

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 exclusion blackwood 03/14
 non serious 3NT

vs. Interference: DOPI DEPO Level: _____ 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	10	9	A	K	J	x
K	Q	x	K	J	10	x	A
Q	J	x	K	10	9	x	K
J	10	x	Q	J	10	x	Q
K	Q	10	9	J	10	9	x

 Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT

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

SPECIAL CARDING PLEASE ASK

NAMES

GENERAL APPROACH
 2/1
 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 2♠=multy, 2♥/♠=5♥/♠4m

NOTRUMP OPENING BIDS
 1NT _____
 15 to 17 _____
 _____ to _____
 5-Card Major Common
 System On Over 1nt _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥
 Forcing Stayman
 2♥ Transfer to ♠
 2♠ transfer to ♣ _____
 2NT transfer to ♦ _____

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. 9+ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

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: _____
 Frequently bypass 4+
 1NT/1♣: 5 to 10 _____
 2NT: Forcing Inv. 10+ to 12 _____
 3NT: _____ to _____
 Other: _____

DESCRIBE
 2♣ _____ to _____ HCP 22+ Bal or any GF
 Strong Other or 6+ suit semiforcing
 2♦ Response: Neg Waiting
 2♦ _____ to _____ HCP 6M4-9 or 24/25ball or GF6m
 Natural: Weak Intermediate Strong Conv
 2♥ 3 _____ to 10 HCP 5♥ 4m 3-10
 Natural: Weak Intermediate Strong Conv
 2♠ 3 _____ to 10 HCP 5♠ 4m 3-10
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2♣-2NT=6/4 or 55 Maj
 2♣-2♦-2♥=ball 26+ or
 unball 4♥+ possible 5m
 2♦-2/3M = p/c
 2NT Force New Suit NF
 3♣ = p/c
 2NT Force New Suit NF
 3♣ = p/c
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF 2-way check-back
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game

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