

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

SIMPLE OVERCALL
 1-level 7 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Q=raise 95% ; JumpQ=4cd constr

JUMP OVERCALL
 Strong Intermediate Weak

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

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural if 2 suits have been bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 4c = Keycard over our preempts ; KICKBACK

vs. Interference: DOPI DEPO Level: 5 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 x x x x	x x x	x x x x x
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9 A	10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9	J 10 9 x	10 9 8 x	

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

Primary signal to partner's leads
 Attitude Count Suit Preference

NOTRUMP OVERCALLS
 Direct: 15+ to 19- Systems on
 Conv. _____
 Balance: 10 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Bal range varies

DEFENSE VS NOTRUMP
 vs: Strong 1NT Weak 1NT
 2♣ c + higher 1 suit
 2♦ d + Higher Majors
 2♥ H + S ♥+minor
 2♠ Spades ♠+minor
 Dbl Sing Suit Penalty
 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 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

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

SPECIAL CARDING PLEASE ASK

Names alandoug (A Douglas) & redtop (H Youngerman)

GENERAL APPROACH
 2/1 Game forcing + Mid-chart 2-bids where allowed
 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

NOTRUMP OPENING BIDS

1NT	3♣ Puppet	2NT 20 to 21
10 to 13	3♦ minors 5/5 G/F	Puppet Stayman <input type="checkbox"/>
15 to 17	3♥ 31(45)G/F	Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 13(45) G/F	3♠ MSS (GF)
System On Over Dbl+2♣	4 Spades = minorstaym	Smolen
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT to
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Gambling 1+2 No Aor K
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input type="checkbox"/> _____	
2♠ size ask or club	X = Neg under	
2NT Transfer to Diam		

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 2NT; 4 way game tries
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 7 to 9
 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: Inverted minors
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: criss cross raises

DESCRIBE
 2♣ 22 to _____ HCP Or 8 1/2+ tricks
 Strong Other
 2♦ Response: Neg Waiting Denies good suit
 2♦ 5 to 23 HCP Weak 2 major or 22-23 Bal
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 11 HCP Weakish both majors
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 11 HCP Good Minor Pre-empt
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 Cheapest 3-bid 2nd neg
 Kokish
 2N asks hand type
 2NT Force New Suit NF
 2N asks hand type
 2NT Force New Suit NF
 2NT asks hand type
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF invitational jumps
 Weak jump shifts: In Comp. Not In Comp. Macabe after weak 2 is doubled
 4th Suit Forcing: 1 Round To Game Cyclone vs. big ♣, strong NT dbl
 Serious 3NT, Defense to Flannery; suction vs nt overcall;
 upside down Ogust = 3c=max; 3d= med; 3h= min.: 2♦/♥♠ in ACBL