

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

SIMPLE OVERCALL
 1-level 6 to + _____ HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Fit jumps, transfers

JUMP OVERCALL
 Strong Intermediate Weak
 2S=top & bottom

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

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Kickback, Turbo

vs. Interference: DOPI DEPO Level: D1P2-5 trump suit 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 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
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 10 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Weak Strong
 2♣ 1 minor or M/m ♦ or M/m
 2♦ Majors Majors
 2♥ Natural Natural
 2♠ Natural Natural
 Dbl Strong NT ♣ or m/4CM
 Other: 2NT minors
 X in bal vs weak=cards

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: Fit jumps, transfers

VS OPENING PREEMPT DOUBLE IS
 Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING
 vs Suits vs NT

Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except _____		
Upside-Down Count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Upside-Down Attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

FIRST DISCARD
 Lavinthal
 Odd/Even
 Reverse Smith

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES rayhorn/mbrentnall

GENERAL APPROACH
 5 card majors with weak NT
 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♣ Muppet Stayman	2NT <u>20</u> to <u>21</u>
<u>12</u> to <u>14</u>	3♦ 5-5 Majors, Inv+	Puppet Stayman <input checked="" type="checkbox"/>
_____ to _____	3♥ 5♥ & 3♠, Inv+	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 5♠ & 3♥, Inv+	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over _____		3♠♣
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	3NT <u>4</u> to <u>8</u>
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Broken minor
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Fast denies)	Conventional NT Openings
2♠ ♣ or ♣ & ♦	Negative Double <input checked="" type="checkbox"/> _____	
2NT ♦	4♠, 4♥ SA Transfer	

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: Bergen, Trump Swiss
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 12 to 14
 Drury : Reverse 2-Way Fit
 Other: Gazilli, 2♠/1♥=5♠ & 5m

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♠: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: MISER, rev flannery

DESCRIBE

2♣ <u>22</u> to + _____ HCP	RESPONSES/REBIDS
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2♥ negative
2♠ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ <u>11</u> to <u>15</u> HCP 4♠ & 5♥	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP	Ogust resp
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP	Ogust resp
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" 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.
 4th Suit Forcing: 1 Round To Game