

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

SIMPLE OVERCALL
 1-level 8 to 17 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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 auto blackwood

vs. Interference: DOPI DEPO Level: _____ ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
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	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	J 10 9 x	10 9 8 x
Length Leads:		FIRST DISCARD	
4th Best	vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/>	Lavinthal	<input type="checkbox"/>
3rd/5th Best	vs Suits <input checked="" type="checkbox"/>	Odd/Even	<input type="checkbox"/>
Primary signal to partner's leads		OTHER CARDING	
Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>	Smith Echo	<input type="checkbox"/>
		Trump Suit Pref.	<input checked="" type="checkbox"/>
		Foster Echo	<input type="checkbox"/>

SPECIAL CARDING **PLEASE ASK**

NAMES Jessica / Grant

GENERAL APPROACH
 Precision
 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♣ <u>invitational</u>	2NT <u>22 to 23</u>
13+ to 16	3♦ <u>invitational</u>	Puppet Stayman <input type="checkbox"/>
to _____	3♥ <u>short hearts</u>	Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	3♠ <u>short spades</u>	3♠ <u>MSST</u>
System On Over <u>Dbl / 2C</u>		
2♣ Stayman <input type="checkbox"/> Puppet <input checked="" type="checkbox"/>		
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT 8+ to _____
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	tricks in a minor
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
2♠ <u>MSS or weak Ds</u>	Negative Double <input checked="" type="checkbox"/>	
2NT <u>4x1 or weak Cs</u>		

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

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

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

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♣: 9 to 11
 2NT: Forcing Inv. to _____
 3NT: 13 to 16
 Other: many

DESCRIBE	RESPONSES/REBIDS
2♠ 10+ to 15 HCP Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	all 2 level
2♦ 10+ to 15 HCP Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	4x1, short Ds
2♥ 5 to 10 HCP 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♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	modified Ogust
	2NT Force <input checked="" 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 Round To Game

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