

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♣
 Responsive: thru 4♣ _____ Maximal
 Support: Dbl thru 2♥ _____ Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 7 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Q=LR+;JQ=mix;2NT=LR+/M;xfer adv

JUMP OVERCALL
 Strong Intermediate Weak
 Intermediate at unfavorable

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

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 0314 Kickback, Redwood, Minorwood, Exclusion

vs. Interference: DOPI DEPO Level: 5 of our 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
 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

DEFENSIVE CARDING
 Standard:
 Except
 Reverse Smith
 Upside-Down Count
 Upside-Down 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

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. systems on after bal _____
 Balance: 11 to 15 _____
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Strong 1NT Weak 1NT
 2♣ Majors Majors
 2♦ 1 major 1 major
 2♥ ♥+minor ♥+minor
 2♠ ♠+minor ♠+minor
 Dbl 4M5m or ♦ Penalty
 Other: _____

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: Weak jump raise/M; T/1MX

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4♣ _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: 2NT Ocall = 15-18 HCP, xfers

NAMES Jordan and Bill

GENERAL APPROACH
 2/1 Game forcing with transfers to 1♣; 1NT 11-15 3rd seat NV
 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♣->3♦
 13+ to 16 3♦ GF minors
 11 to 15 3♥ splinter
 5-Card Major Common 3♠ splinter
 System On Over Dbl: 2♣ except 2♠ for Ms
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ range ask or ♣ Negative Double 3♠
 2NT Puppet

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Minor Suit Stayman
 3C modified Puppet
 3NT _____ to _____
Conventional NT Openings
 3NT solid minor w no side A or K

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: 2NT Limit plus
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 1M-3M mixed

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: 2♦ forcing rais
 Frequently bypass 4♦
 1NT/1♣: 7 to 12
 2NT: Forcing Inv. 13 to 15
 3NT: 16 to 17
 Other: transfers after 1♣

DESCRIBE	RESPONSES/REBIDS
2♣ 22 to _____ HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit	Birthright 3C/3D 2nd negative
2♠ 3 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♥ 3 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ 3 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" 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
 Reverse Flannery by Responder
 Transfers after strong 2NT rebids