

SPECIAL DOUBLES
 After Overcall: **Penalty**
 Negative thru 3♠
 Responsive: thru 3♠ Maximal
 Support: **Dbl** thru 2♠ **Rdbl**
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level **6** to **16** HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Cuebid is 1-round force

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
 Natural if 2 suits have been bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 1st/2nd Round Controls
 vs. Interference: DOPI DEPO Level: D=0, P=1, Next suit=2, etc. 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

NOTRUMP OVERCALLS
 Direct: **15** to **18** Systems on
 Conv. **2♣** is Stayman
 Balance: **11** to **15**
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP
 vs: Strong 1NT Weak 1NT
 2♣ Both M(4+/4+) ♣s
 2♦ **s** + 4+M ♦s
 2♥ ♥s ♥s
 2♠ ♠s ♠s
 Dbl Penalty 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 & jump shift

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 3♠ Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other: 2NT/Weak 2=16-19 HCP

DEFENSIVE CARDING
 Standard:
 Except

NAMES

GENERAL APPROACH
 Standard with 5card Majors, 15-17 NT; Weak Twos; UDCA
 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♣ 6+♠s Invitational	2NT 20 to 21
15 to 17	3♦ 6+♦s Invitational	Puppet Stayman <input type="checkbox"/>
to	3♥ 6+♥s Slam try	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 6+♠s Slam try	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over Dbl		3♣ Both Minors (4+/4+)
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	3NT ___ to ___
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	Conventional NT Openings 3NT gamb, A or K side
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input type="checkbox"/> (___ denies)	
2♠ -> 3♣	Negative Double <input type="checkbox"/> ___	
2NT Transfer to D		

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. 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: Inverted
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 13 to 15
 3NT: 13 to 15
 Other:

DESCRIBE
 2♣ **22** to ___ HCP Or GF
 Strong Other

RESPONSES/REBIDS

K Q x	K J 10 x	A J 10 9	A 10 9 8	Upside-Down Count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Q J x	K 10 9 x	K Q J x	K Q 10 9	Upside-Down Attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	FIRST DISCARD		
K Q 10 9	J 10 9 x	10 9 8 x		Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Length Leads:				Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
4th Best	vs Suits <input checked="" type="checkbox"/>		vs NT <input checked="" type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
3rd/5th Best	vs Suits <input type="checkbox"/>		vs NT <input type="checkbox"/>	OTHER CARDING		
Primary signal to partner's leads				Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/>	Suit Preference <input type="checkbox"/>		Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
				Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL CARDING **PLEASE ASK**

2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ 5 to 10 HCP Normally good 6-card suit	2NT asks shortage
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 Normally good 6-card suit	2NT asks shortage
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 Normally good 6-card suit	2NT asks shortage
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 <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/>	
Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/>	
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>	
SOS Redoubles	

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