

**SPECIAL DOUBLES**  
 After Overcall: **Penalty**   
 Negative  thru **4s**  
 Responsive:  thru **4s** Maximal   
 Support: **Dbl**  thru **Rdbl**   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level **6** 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   
 int po

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

**DIRECT CUEBID**  
 Over: Minor  Major   
 Natural    
 Strong T/O    
 Michaels    
 1c 2c nat 1c 2d mich

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 vs. Interference: DOPI  DEPO  Level: ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump

<b>x</b> x	x x <b>x</b> x	<b>x</b> x	x <b>x</b> x x
x x <b>x</b>	x x x x <b>x</b>	<b>x</b> x	x <b>x</b> x x x
<b>A</b> <b>K</b> x	<b>10</b> 9 <b>x</b>	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b> <b>Q</b> x	<b>K</b> <b>J</b> 10 x	<b>A</b> <b>J</b> 10 9	<b>A</b> <b>10</b> 9 8
<b>Q</b> J x	<b>K</b> <b>10</b> 9 x	<b>K</b> <b>Q</b> J x	<b>K</b> <b>10</b> 9 8
<b>J</b> 10 x	<b>Q</b> <b>10</b> 9 x	<b>Q</b> J 10 x	<b>Q</b> <b>10</b> 9 8
<b>K</b> <b>Q</b> 10 9	<b>J</b> 10 9 x	<b>10</b> 9 8 x	

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

**NOTRUMP OVERCALLS**  
 Direct: **15** to **18** Systems on   
 Conv. \_\_\_\_\_  
 Balance: **10** to **16**  
 Jump to 2NT: Minors  2 Lowest   
 Conv. range ask \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
 vs: str wk  
 2♣ pl maj ma  
 2♦ pl maj h  
 2♥ nat s  
 2♠ nat 4s long mi  
 Dbl 1 mi or both m pen  
 Other: or big major \_\_\_\_\_

**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 \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**DEFENSIVE CARDING**  
 Standard:    
 Except  \_\_\_\_\_  
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo

**NAMES** passell zo;otow goodman

**GENERAL APPROACH**  
 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 <b>20</b> to <b>21</b>
14p to 17	3♦ gf minors	Puppet Stayman <input type="checkbox"/>
to	3♥ short	<b>Transfer Responses:</b>
5-Card Major Common <input type="checkbox"/>	3♠ short	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over _____		3♠ 1 or both minors
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 acol 3 4
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (tran denies)	<b>Conventional NT Openings</b>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input checked="" type="checkbox"/> _____	
2♠ range or c _____		
2NT d or cand d weak _____		

**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: mixed \_\_\_\_\_  
 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: 2s limit \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣: 7 to 10  
 2NT: Forcing  Inv.  to \_\_\_\_\_  
 3NT: 15 to 17  
 Other: 1mi 2h inv nt \_\_\_\_\_

**DESCRIBE**

2♣ ___ to ___ HCP 2h dbl neg	<b>RESPONSES/REBIDS</b>
Strong <input type="checkbox"/> Other <input type="checkbox"/> p dbl neg	2nt h
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ 4 to 11 HCP	minors nf
Natural: Weak <input 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♥ 4 to 11 HCP	minorsnf
Natural: Weak <input 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♠ 4 to 11 HCP	minorsnf
Natural: Weak <input 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"/>

Primary signal to partner's leads  
Attitude  Count  Suit Preference

Trump Suit Pref.   
Foster Echo

**SPECIAL CARDING**  **PLEASE ASK**

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  2c ph  
Weak jump shifts: In Comp.  Not In Comp.  weak 2 at 3 level  
4th Suit Forcing: 1 Round  To Game   
wolff unus/unus

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