

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

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

NAMES Kalyan and Nancy Joe
GENERAL APPROACH
 4 card Majors with 8-11 HCP in 1/2 seats, Canape, 1D 15+ art
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 1D=15+art

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

DEFENSE VS NOTRUMP
 vs: All _____
 2♣ Both Majors _____
 2♦ One Major _____
 2♥ 5+H + 4+minor _____
 2♠ 5+S +4+minor _____
 Dbl 5+minor +4+Maj _____
 Other: _____

NOTRUMP OPENING BIDS

1NT _____	3♣ natural,forcing _____	2NT <u>15</u> to <u>17</u> _____
<u>12</u> to <u>14</u> _____	3♦ natural,forcing _____	Puppet Stayman <input type="checkbox"/>
_____ to _____	3♥ natural,forcing _____	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ natural,forcing _____	Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>
System On OverX, 2C _____	SAF transfers _____	3♠ to play; 2N is 6+♠ _____
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	3NT _____ to _____
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Conventional NT Openings
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Dir denies)	Gambling _____
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input checked="" type="checkbox"/> _____	
2♠ size ask, or C _____		
2NT _____		

JUMP OVERCALL
 Strong Intermediate Weak
 Roman Jumps, 5-16 HCP

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: _____

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

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

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

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: 1C-2C Stayman _____
 Frequently bypass 4+♦
 1NT/1♣: _____ to _____
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Other: _____

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

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
 K-unbl or count, A-att Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 vs Suits vs NT

Standard:
 Except

Upside-Down Count
 Upside-Down Attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

2♣ <u>0</u> to <u>9</u> HCP <u>5+</u> ♣ non vul, <u>6+</u> ♣ vul	RESPONSES/REBIDS
Strong <input type="checkbox"/> Other <input type="checkbox"/> no 4 card Major	
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ <u>0</u> to <u>9</u> HCP <u>5+</u> ♦ NV, <u>6+</u> ♦ vul, no 4CM	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>10</u> to <u>14</u> HCP <u>5+H,0-3 S,shortness</u> or <u>6+H</u>	
Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>10</u> to <u>14</u> HCP <u>5+S,0-3H,shortness</u> or <u>6+S</u>	
Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input 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