

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. Follow rule of 2/3/4

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

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	J 10 9 x	10 9 8 x

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

Attitude vs NT
Primary signal to partner's leads
 Attitude Count Suit Preference

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 12 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. Two suiter hands

DEFENSE VS NOTRUMP
 vs: Strong NT Weak NT
 2♣ Both Majors Both Majors
 2♦ Single suit M Single suit M
 2♥ H and m
 2♠ S and m
 Dbl/minor / major Penalty
 Other: 2N is minors

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 3H Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING vs Suits vs NT

Standard:
 Except _____
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
 Standard
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES
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♣ Minors < game	2NT 20 to 21
15 to 17	3♦ Minors GF	Puppet Stayman <input type="checkbox"/>
to	3♥ 9card minor H ston	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 9card minor S ston	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Overx, 2C	4c H suit GF	3♠ puppet to 3N
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4D S suit GF	Muppet Stayman
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♠, 4♥ Transfer <input type="checkbox"/>	3NT to
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Weak in a minor
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (denies)	Conventional NT Openings
2♠ Transfer to C	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: 13 to 15
 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: _____
 Frequently bypass 4+♦
 1NT/1♠: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE **RESPONSES/REBIDS**

2♣ 19+ to _____ HCP 19+ 4 loser or 22+ Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	2H is bust
2♦ to _____ HCP Rule of 2/3/4 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♥ to _____ HCP Rule of 2/3/4 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♠ to _____ HCP Rule of 2/3/4 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 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 NMF

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