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|---|--|--|--|---|--|
| SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 7S Responsive: <input checked="" type="checkbox"/> thru 7H Maximal <input type="checkbox"/> Support: <input checked="" type="checkbox"/> Dbl <input checked="" type="checkbox"/> thru <input type="checkbox"/> Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> | | NOTRUMP OVERCALLS Direct: 16 to 18 Systems on <input checked="" type="checkbox"/> Conv. Balance: 11 to 16 Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. | | GENERAL APPROACH Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> | |
| SIMPLE OVERCALL 1-level 8+ to HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Jump Q=4 crd raise, 2NT = Limit+ | | DEFENSE VS NOTRUMP vs: wk (<16) st.(16) 2♣ single suit c+Maj 2♦ Majors d + maj 2♥ H + minor natural 2♠ S + minor natural Dbl cards 1m or 2 M Other: | | NOTRUMP OPENING BIDS 1NT 3♣ 5-5 minor invite 14+ to 17 3♦ 5-5 minor forcing to 3♥ 3-1-(5-4) 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 1-3-(5-4) System On Overdbl, 2c 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♥ 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (denies) 2♠ Trans to C Negative Double <input checked="" type="checkbox"/> 2NT Trans to D Baze, super accepts | |
| JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> | | OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over: Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> Other: | | MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: | |
| OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/> Conv./Resp. | | VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Leaping Michaels | | MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: not in comp Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: 8 to 10 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: | |
| DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> | | SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/> Kickback | | MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: | |
| vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: 5S or higher ROPI <input type="checkbox"/> | | DEFENSIVE CARDING Standard: <input checked="" type="checkbox"/> vs Suits vs NT <input checked="" type="checkbox"/> Except <input type="checkbox"/> | | RESPONSES/REBIDS 2♣ to HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♦ to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> Other CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> xyz over NT rebid on | |
| LEADS (click card led, if not in bold) versus Suits x x x x x x x x x x A K x K Q x J 10 x K Q 10 9 Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT | | DEFENSIVE CARDING Standard: <input type="checkbox"/> vs Suits vs NT <input checked="" type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> FIRST DISCARD Laventhal <input type="checkbox"/> Odd/Even <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> Foster Echo <input type="checkbox"/> | | OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> xyz over NT rebid on 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"/> Leaping Michaels; Spiral; Transfers after 2NT rebid; Sandwich NT | |
| Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/> | | | | SPECIAL CARDING <input type="checkbox"/> PLEASE ASK | |